the landmark tank was made to diversify Evergreen’s arsenal in missions 2, 4a, & 5; it uses approximately the same colour scheme as Duvalasur’s APC; i’ve built them either as vehicle demolishers with the sniper’s rifle and loader, or as landships (from Field Guide to Liminal Space) - both with the assault’s machine-gun as backup

the ranger-swallowtail is a very simple recolouring of a token by Conceptual Kory, found in RGM’s chop-shop section; it was recoloured to match the colour scheme of HUC tokens elsewhere, including the wrecks I made for the Death Valley scene, where this was also used (as a “wreck” in fairly good shape)

the elite scout (also a swallowtail of some sort) uses the same parts (wreathes, flowers, and seal) used for a large number of Bicam/St.-Tellus/Bem-Honore tokens elsewhere, and also uses the same black-&-white scheme as TheSpiderDork’s Bicam tokens (wherever those went), as it matches the colours of St. Tellus’s flag as described in early versions of Wallflower

the driller is a demolisher made for the Sepulcher scene, breaking open new secondary tunnels for the machine forces

the pit-army tile is also for Sepulcher, to be threateningly visible in the freshly-dug pit/tunnel; it’s made entirely from pre-existing tokens from the community folder (and one driller) layered together; i’ve saved it three different ways, with different bit-depths (8-bit, 2-bit, & 2-bit scaled back up to 8-bit to restore transparency), and included them here

the titan-snare-drone is for the barricade enemy in Abaddon

patience\_evergreen\_2 is being moved around by some subalterns - the gravity on the moon is very low, so it’s easier than it looks; considerable math was involved in getting those rings right, and I still had to brute-force two of them because the math got difficult

I wasn’t satisfied with the Landmark flags/emblems elsewhere, so I made my own version, and it’s here because I don’t know where else to stick it

book-accurate b1-core:

* there are 72 arms visible to any degree - assume more
* the arms are from Epialos (smooth) and Dusk Wing RGM parts
* the body was created from the Zahhak RGM token with careful use of a randomized “crystallize” distortion effect (it’s far from perfect but I don’t hate it)

the red dot is an RGM eye glow, symmetrized

the abyssal hole and shards were made from a “hole.png” token elsewhere in the community drive, lit up and twisted with another distortion effect into something new