

JUMP POINT

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GREETINGS, CITIZENS!

Another Gamescom has come and gone, and as usual, folks here at CIG have come away exhausted but energized over what we were able to show off and how enthusiastic your response was. The next few months are gonna be fun!



As we were getting this issue ready to go, I discussed streamers, and streaming, with Jared Huckaby, Community Manager. He had this to say:

Streamers aren't just the future of video game exhibition, they're the present. When the opportunity to broadcast live from the Gamescom show floor became available, I got to work finding four people that I felt would not only work well together, but enhance each other both in front of the camera and behind.

Getting to spend a week watching Twerk17, DeeJayKnight, BadNewsBaron and Captain_Richard push each other was a highlight of Gamescom for me. Maybe it's only because I spend so much time watching so many of our Star Citizen streamers, but I've seen lasting changes in these four since they've returned. They've made each other better, which in turn makes Star Citizen better. It's an industry where truly a rising tide can raise all ships, and helping them help Star Citizen is something I'm very proud of.

I look forward to doing this again in the future, not just with these four, but with other members of the Star Citizen streaming community. Look towards CitizenCon, where we've chosen four additional streamers to showcase both Star Citizen and their talents alike.

For our Work In Progress this month, we feature the Terrapin, which only makes me want to get out there and explore all the more. I know it'll still be awhile until the Terrapin is ready for action, but that doesn't make maintaining patience any easier.

In keeping with our "Outward Bound" exploration theme this month, the Portfolio describes the Imperial Cartography Center, which (among many other exploration-related tasks) is the agency responsible for the Stellar Surveyors who will eventually head out into the Great Beyond. And the Galactic Guide covers Gurzil, which both scientists and prospectors will find fascinating. (Again, I mutter "patience!")

Meanwhile, we start a new story this month in the Chronicles – a story of a different sort. Staff writer and lore expert Will Weissbaum gives us a script from the hands of Jenna Tatman and Hadrian Weir, for the first episode in the popular *Lost Squad* spectrum vid series. *Lost Squad* claims to be based on historical records – we'll see how well it holds to that premise. Other "historical dramas" have been short on history and long on drama, but *Lost Squad* seems off to a good start.

And in other news, the printed **JP Volume 2** has finally shipped. That took far too long to get done (apologies), but I'm really happy with the result. I hope you are too.

Hold on, it's gonna be a wild ride!

David

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PAGE 32: RYAN ARCHER
PAGES 35-46: PHOTOS BY BADNEWSBARON, CAPTAIN RICHARD, DEEJAYKNIGHT, TWERK17
PAGE 47: SARAH MCCULLOCH



FROM THE HIGHPOINT

RESCUE

WAS UNDER PRESSURE

Terrapin



WORKING IN THE FIELDS

ORIGINAL CONCEPT

A literal tough nut to crack, the Terrapin is the most heavily armored of the base-priced spacecraft on the market. Originally designed for long-range survey missions in dangerous star systems, the Terrapin's design philosophy involves wrapping the ship in additional layers of armor and reserving a significant amount of engine output to power the largest shield generator in its class.

AIMS

- The most heavily armored starter-level ship.
- Used for long-range survey missions in dangerous space, relying on increased armour and power for shields.
 - Secondary uses for search and rescue operations, salvaging in dangerous space and military recon; careers not built around combat or haulage.

AESTHETIC

The Terrapin is an old workhorse from Aegis that has been in use for the last 50 years. They were supposed to phase it out with the introduction of the Avenger, but pilots have such a strong affinity for it, it's stuck around.

- Should look like an ancestor of the Avenger, without the smoothed edges and sleek design but keeping the tell-tale Aegis features.
- Should feel 'older'; manual switches where touch-screens would now be, fewer smoothed off edges, less consideration for comfort in the living quarters.
- Has a sense of history, like it's from another era of space-flight.
- Every effort is put into shield power and armour. That hardened look should be visible outside and in.

METRICS & TEMPLATES

Ship Components

Place components that need to be accessible behind floor panels. Space is at a premium, so look at placing most under floor panels or across the rear wall.

Interior Spaces

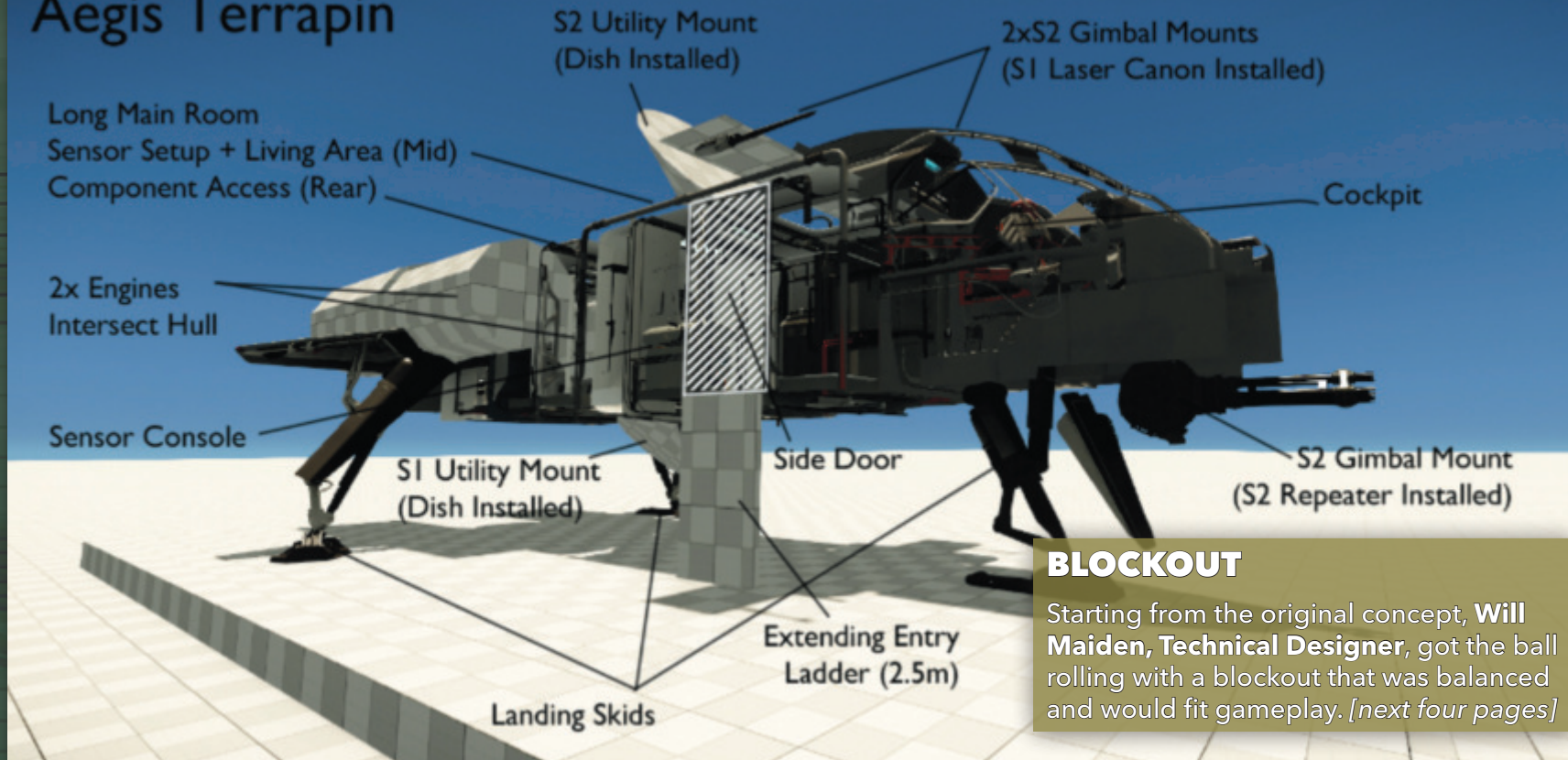
A single interior room works as cockpit, living quarters, scanning station, component maintenance and entry/exit. This main room feels like a surveillance van, with cockpit extending forward, a living area and sensor stations in the middle, and access to the ship components in a small engineering section at the rear. No doors separate any part of the interior.

Like the Retaliator, the pilot's seat is accessed by sliding in down the side, but the cockpit itself is part of the main room, like on the Origin 300i series.



WORKING IN PROGRESS

Aegis Terrapin



BLOCKOUT

Starting from the original concept, **Will Maiden, Technical Designer**, got the ball rolling with a blockout that was balanced and would fit gameplay. [next four pages]

APPROXIMATE STATS

Length ~21 Meters

As a single-seater, the Terrapin houses just the cockpit and a main room where the pilot sleeps, works and maintains the ship.

Mass ~20,000 kg

As well as being slightly larger, the Terrapin is packing reinforced armour and a lot of heavier gear than its fleet brother, the Avenger.

Crew 1

The Terrapin is piloted and operated by a single person, the true frontiersman.

Engines 2 x Small

The Terrapin is designed for range, heading out into the great unknown, and its twin engines provide the thrust to get underway, albeit with slower acceleration.



Thrusters 2 x Fixed, 8 x Joint

The Terrapin isn't nimble, and turning her takes time. There will be 2x fixed retro thrusters facing forward that will slow the main engines. The front of the ship will have 4 joint thrusters (1x Top, Bottom, Left and Right) positioned just behind the cockpit, while the rear joint thrusters will be placed just before the engines (2x Top, Bottom)

Power Plant 1x Medium

The Terrapin's strength is its power redundancy to support shield protection unlike any in its weight class. It needs a robust power plant to keep it alive in the uncharted wilderness.

Weapon Hardpoints 1x S5 Remote Turret Mount
(2x S2 Laser Cannons; Nose)

The Terrapin is built to expect trouble of some kind, but to survive it and retreat rather than engage and defeat it. Its nose-mounted remote turret is designed to hold off an attacker while it gets away.

Utility Hardpoints 1x Size 2 Mount (Top)
1x S1 Mount (Bottom)

The Terrapin features a utility mount on top, which is most commonly used for sensor arrays. This greatly enhances the Terrapin's native ability and lets explorers (and sometimes military intelligence) survey planets, systems and fleets, collecting a detailed analysis from much further away. A smaller, secondary utility mount can extend operations further or provide other uses for the Terrapin in the field.

Shield 1 x Medium

The Terrapin holds incredibly large shield generation capabilities for its weight class, allowing it to withstand a serious beating. Its power plant keep the shields up in all but the most extreme situations.

Armour Heavy

The Terrapin is the toughest ship of its size, able to withstand a beating and stay flying.

Cargo

While not fit as a cargo ship, there is internal storage for personal items.



WORKING PROGRESS

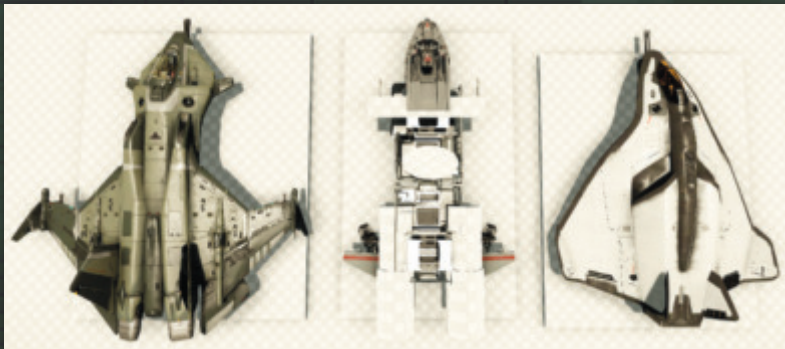


WHITEBOX

As a quick demonstration of how the ship could be laid out, the cockpit/cabin can be accessed from the main room, which runs the body of the ship. Engines and other components are accessible from the rear and the pilot can access them from a fold-down ladder, leading to the mid-section.



WORK IN PROGRESS



COMPARISON

As a comparison to the other small ships in the Aegis family, the Terrapin would be slightly larger both in length and height to the Avenger, but narrower.

REQUIREMENTS

Utility Mounts

There needs to be space on the top/bottom of the ship for a range of attachments to be added to the ship. Players are encouraged to equip sensor arrays that could feature fold-out radar dishes when fully designed. Be sure to leave room for these mounts to have all sorts of interesting attachments or range of movement for what the pilot wishes to use this tough little ship for. Placement of hull and ladders/landing gear should be considered along with placing utility mounts.

Entrance Access

Players enter the ship through a sliding side-door that leads them straight into the work area behind the cockpit. They reach this area via a fold-down ladder that needs to be incorporated into the entrance door in some way and re-uses the ladder-climb animation from the RSI Constellation (2.5m tall). The only way in or out is via this door, and the only way to the pilot's seat is from this main room. When out in space, the side door slides open to let the player quickly exit and space walk without the need of the ladder.

Scanning Station

[concept below]

The scanning station is separate from the cockpit seat, allowing the pilot to perform long-range scans of the system and detailed scans of planetary bodies, space stations, ships and more. Because of the reduced size of the ship, the scanning station will be standing room only, allowing the pilot to move around more easily when not using the station. See the Vanguard's computer station for an example.

Component Access

With space at a premium, access to components is done behind floor and ceiling panels wherever possible, as almost every bit of wall space houses a bed, storage, computer terminal, weapon rack or the entrance doorway. Getting in under the gratings to repair or swap out components manually will be essential and reinforce the industrial, old-school feeling of the ship: function over form. The only main component that is not hidden away will be the Avionics rack, which will stand as a server-rack next to the station. This needs to feel like a surveillance/long-range scanning setup, a precursor to the sleek ones seen in the Vanguard Sentinel.



WORK IN PROGRESS

SHIP DESIGN

Experienced freelance ship artist **Gavin Rothery** took up the task of designing the Terrapin, working with **Paul Jones, Art Director, S42**. Gavin and Paul have previously worked together on the Sabre and several other ships. The following are Gavin's designs and Paul's direction and discussion with **Chris Roberts** and others.

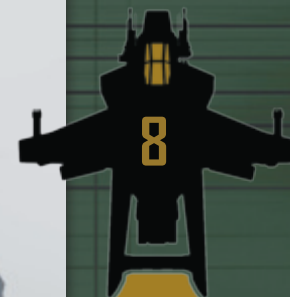
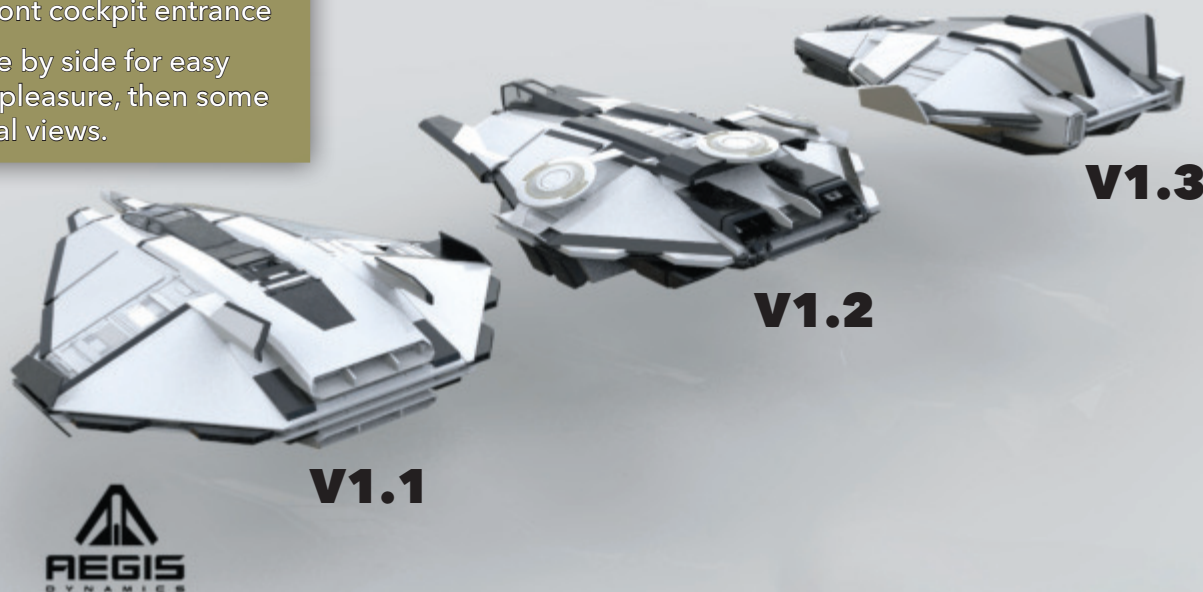
Paul J: First pass of the Terrapin - some options to choose from.

V1.1 - Side entrance

V1.2 - Rear entrance, if we were to keep the radar dishes then I think they should be recessed and deployable

V1.3 - Front cockpit entrance

First, side by side for easy viewing pleasure, then some individual views.



WORK IN PROGRESS

V1.3



V1.2

V1.1



WORK IN PROGRESS



V1.1

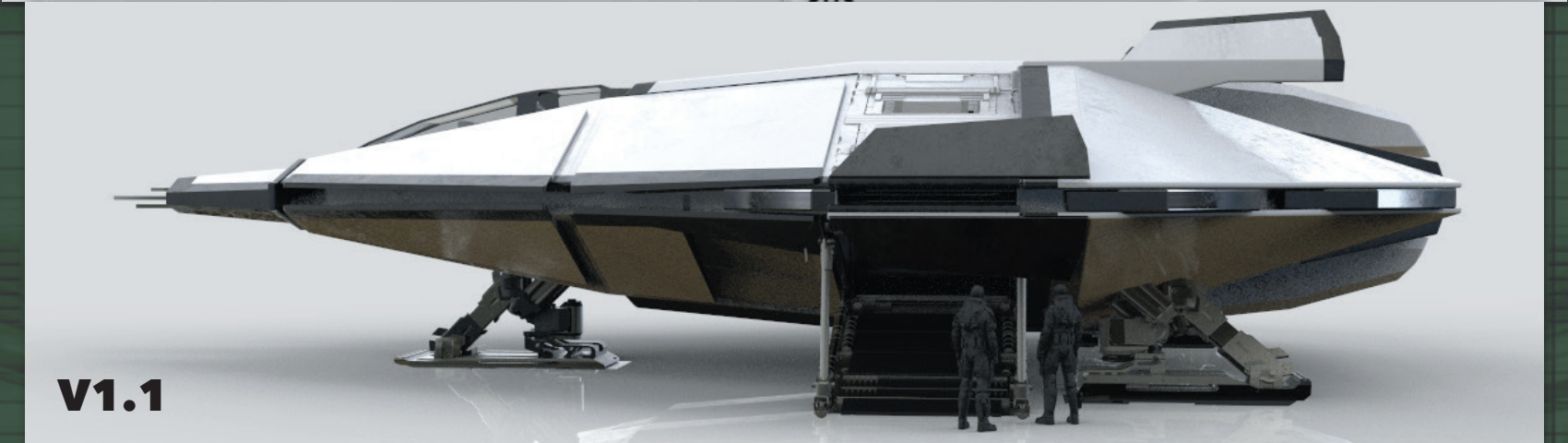
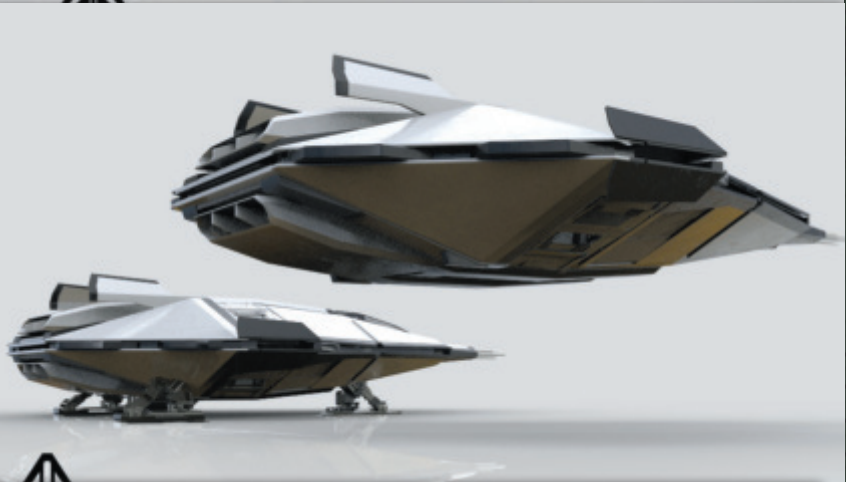
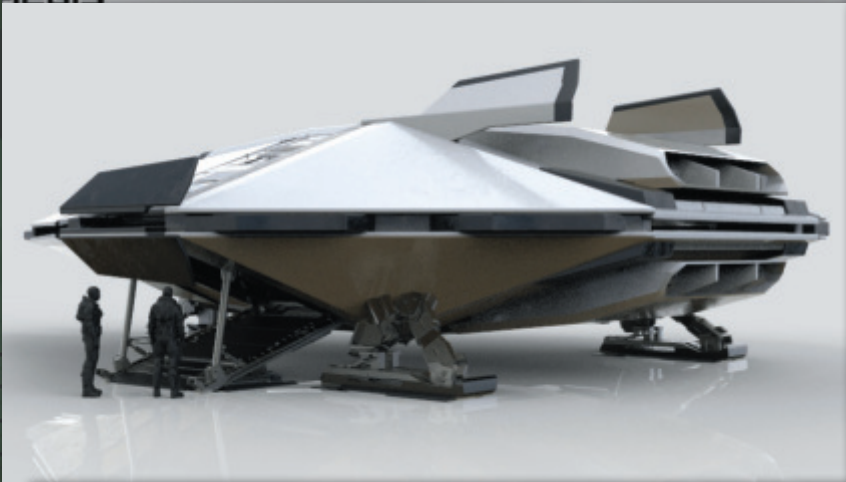
V1.2

V1.3

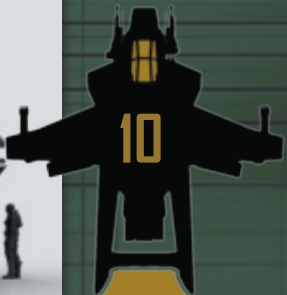




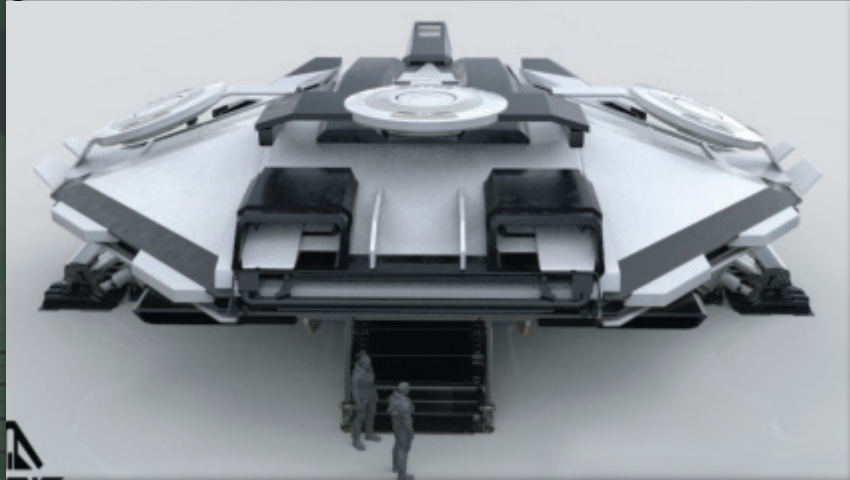
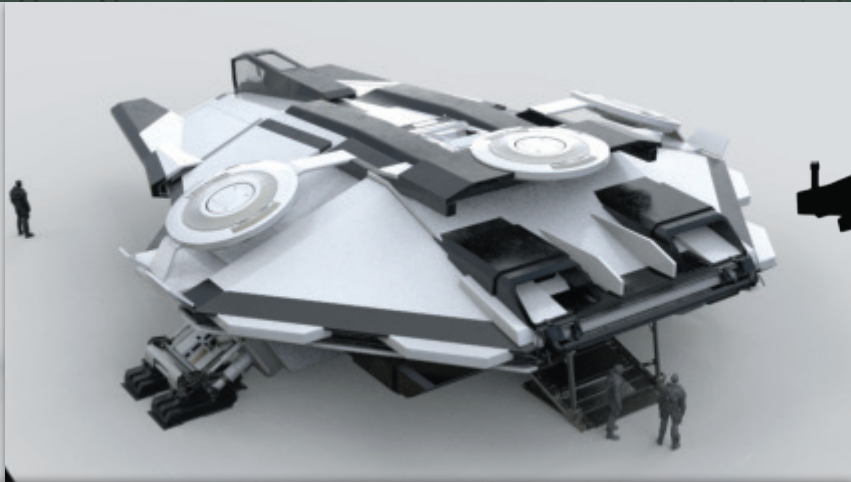
REGIS



V1.1

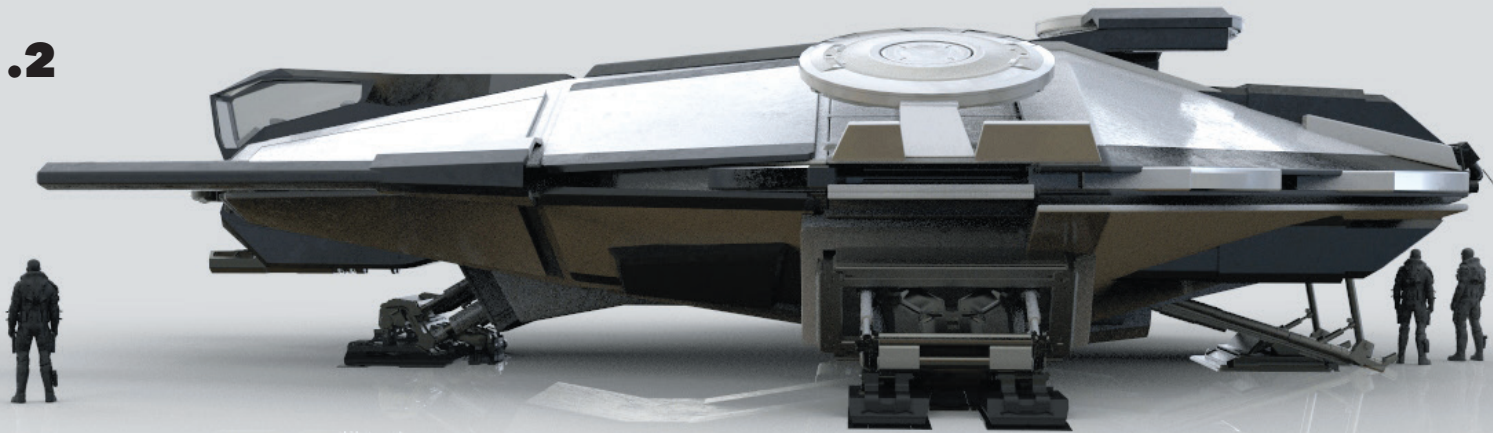


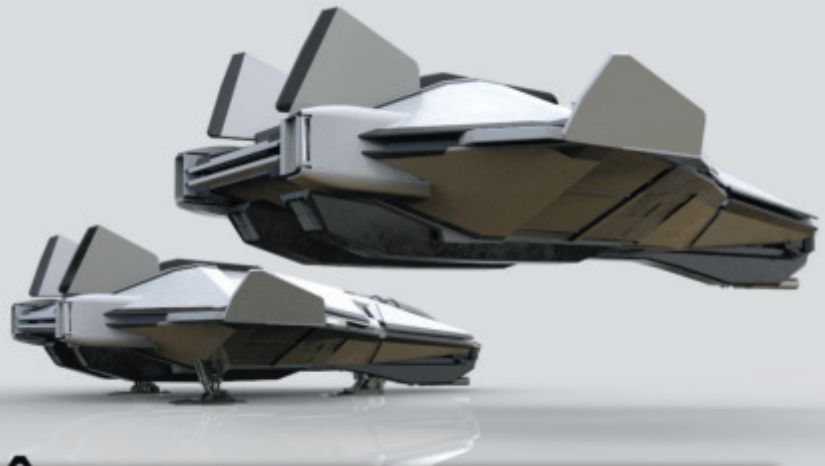
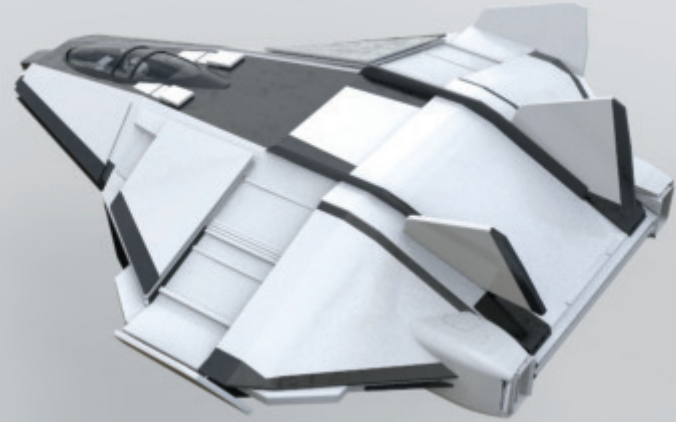
WORK IN PROGRESS



WORK IN PROGRESS

V1.2





V1.3



WORK IN PROGRESS

Ben Lesnick, Director of Ship Development:

I like the silhouette of V1.3 (far right) the best, but the P-38-looking canopy of V1.1. Would they work together? (V1 looks cool, but a little bit too close to the Avenger. V1.2 is nice but it feels more like a utility ship than a fighter.)

Paul J: The brief I have is that it's a heavy utility vehicle and not a heavy fighter.

Chris Roberts: My issue with V1.2 and V1.3 is that they're not clearly Aegis ships.

Generally, Aegis is a little more rounded and flowing – these have kind of a more angular Anvil feel to them. The canopy on V1 says Anvil, but I agree with Ben that it's kind of like a straight-line version of the Avenger.

I like details like a side entrance and sensor dishes (as it's a deep space surveyor) but feel that the scanning equipment should retract into the ship and not always be exposed.

What can we do to get more of a rounded / flowing Aegis style?

Paul J: The initial response to making something older in the Aegis line and heavily armoured is to go with flatter surfaces but keep a familiar silhouette.

Regardless, it's early stages and we can go again with some more ideas now that I know more what you are looking for.

Chris R: One other thought. We have a lot of Aegis ships already; we could always go Anvil if we wanted to keep the angular side ...

Paul J: Anvil could be a good move – we'll have more to see soon.

Paul J: Cockpit options for V02 design, in black. Adding in a heavier cockpit shroud for a shielded look.

V2.1

COCKPIT IN THE MIDDLE



V2.2

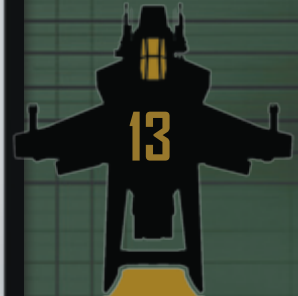
COCKPIT SHROUDED AND MORE ARMURED



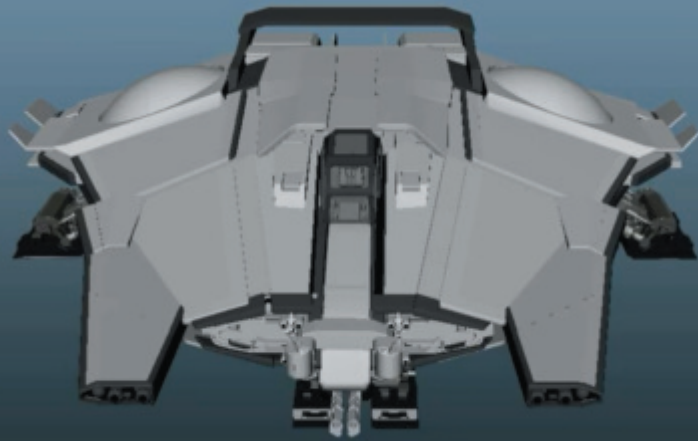
V2.3



FRONT COCKPIT POSITION AND HEAVY SHROUD;
HAS A MORE "TERRAPIN" LOOK

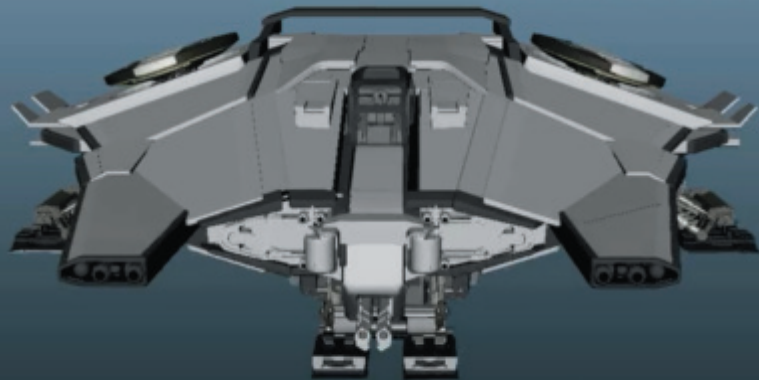
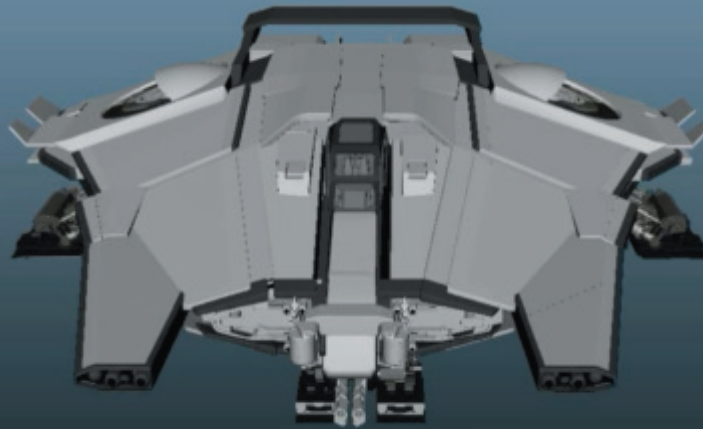


WORKING IN PROGRESS



Paul J: Gavin just put together a quick video.

Chris R: I quite like the deployment of the scanners ...

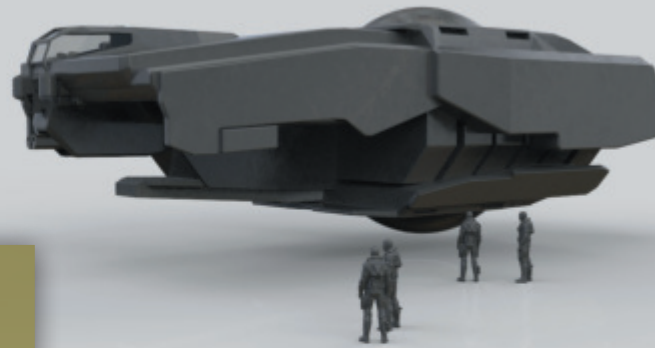


REVISED STATS (STILL WIP)

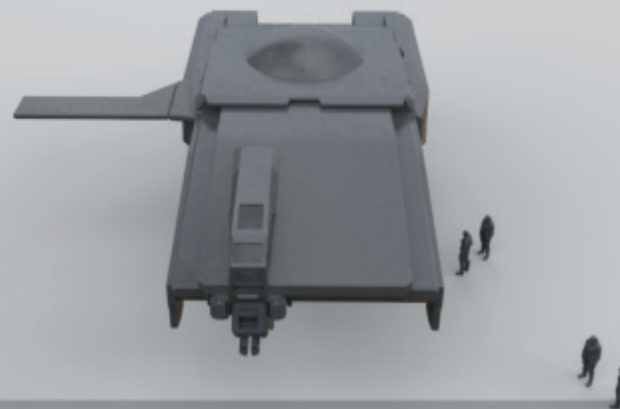
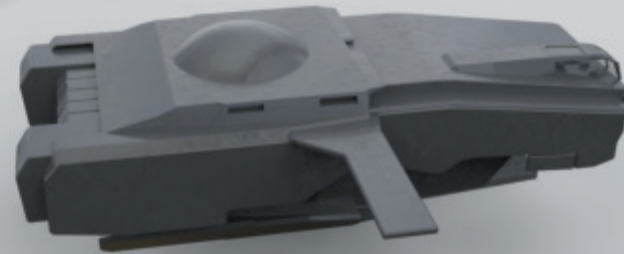
<i>Manufacturer</i>	Anvil Aerospace
<i>Role</i>	Exploration and Scanning
<i>Max Crew</i>	2 (Pilot, Optional Scanning Station Operator)
<i>Entry Method</i>	Retractable Side-Ramp
<i>Ejection Seats</i>	None
<i>Landing Gear</i>	Skids
<i>Docking Ring</i>	No
<i>Cargo Capacity</i>	0 SCU
<i>Take-Off Method</i>	VTOL
<i>Modular Comps.</i>	No
<i>Variants</i>	None
<i>Length</i>	~19.5m
<i>Width</i>	14.5m (Flight) 17m (Landed)
<i>Height</i>	~6m
<i>Mass</i>	25k - 30k kg

WORK IN PROGRESS

V3.1



Paul J: V3 [the next five pages] pushed in an Anvil direction but also a silhouette that differentiates it from the fighters. Usual caveat: this is all early work with rough shapes, but plenty to chew on. The common features pulled from Anvil is the circular sections, twin slatted vents and angular cockpit and body panels. Chris, let me know what you like and we'll get moving.



WORK IN PROGRESS

V3.2



Paul J: This one has potential to make it pretty interesting. I don't like the plating and it seems too large, but I'd like to push this one if we can.



WORK IN PROGRESS

V3.3 Flight



Chris R: I like V3.3 the best – it's kind of cool that it feels like a squat turtle when landed, although I think it could look a little sleeker in flight. Kind of feels VTOL / hovercraft-y as the four feet (which are also VTOL thrusters) are more prominent than the back engines and I can see no other thrusters ...



WORKING PRIORITIES

V3.3 Landed



Chris R: Second I like 3.4 but I think 3.3 edges it.

I would also consider making the front cockpit be a little less like an earth-mover cab and perhaps give a bit more of a nose to it (accentuating the turtle / terrapin feel).



WORKING PROGRESS

V3.4



Chris R: Perhaps put the side slats / fins from the rear of 3.4 onto 3.3 to give a bit more of a spaceship-in-flight vibe?

Paul J: Ok, good to know, we'll get moving forward.



WORK IN PROGRESS



Paul J: Update on most recent version: we haven't spent any time fixing up some of the odd stuff on the sides; just wanted to get ideas in front of you for a gut check.



WORKING PRIORITIES

V4 "Turtled"



WORK IN PROGRESS

Paul J: Anvil Terrapin update *[next four pages]*:

I'm investigating another section for an animation opportunity; maybe it's additional cooling or something. I'm open to ideas – it needs more work but I didn't want to go too far if it wasn't a runner.

- Tweaked overall shape and proportions
- Rear wings added
- VTOLS added
- Cockpit shape altered

Also investigated a turtle head option where the cab recesses under the armour. I don't know if there is a need for it or if that's going too far! :D

Maybe it's an escape pod ... though this thing is meant to be super tough, so why would it have one?

Chris R: I really like how this is turning out!

I like the domes to protect the scanning disc – how does the disc deploy? Does the dome just rotate downwards (as it's basically a hemisphere) exposing the disc which rises up?

Paul J: Yes, we were thinking something like that.



V4 Flight



WORK IN PROGRESS



V4 Flight Deployed



WORK IN PROGRESS



V4 Landed



WORK IN PROGRESS

V5 Landed



Paul J: Terrapin updates *[two pages]*:

- Moved and integrated the rear tech area so it makes more of a connection with the scanning hardware.

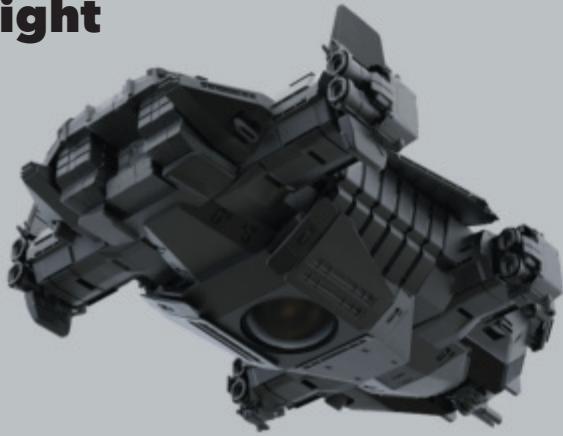


- Worked on space for landing gear and thruster setup.
- Tightened up edges and shape language.
- Enhanced the front vents.
- Detailed underside sections, plating, etc.



WORKING IN PROGRESS

V5 Flight



Paul J: Next is the interior, then promo shots.

Chris R: Looks really sweet! Have no comments other than keep on trucking! Nice work!

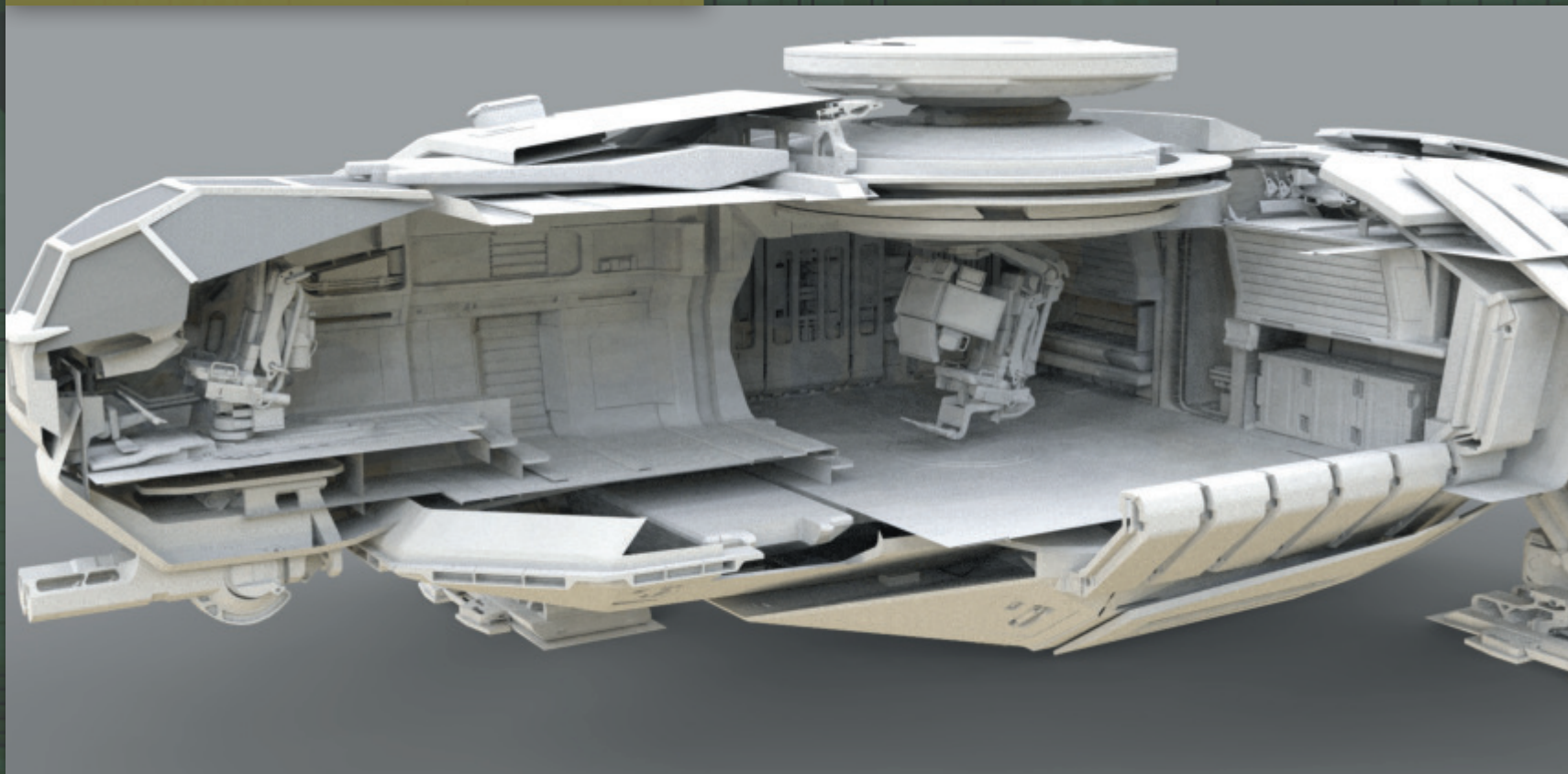


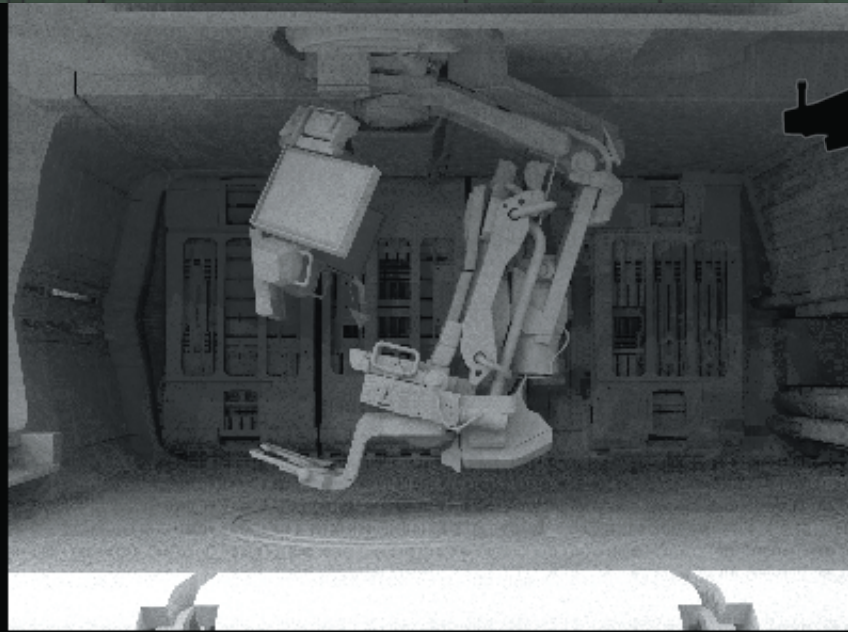
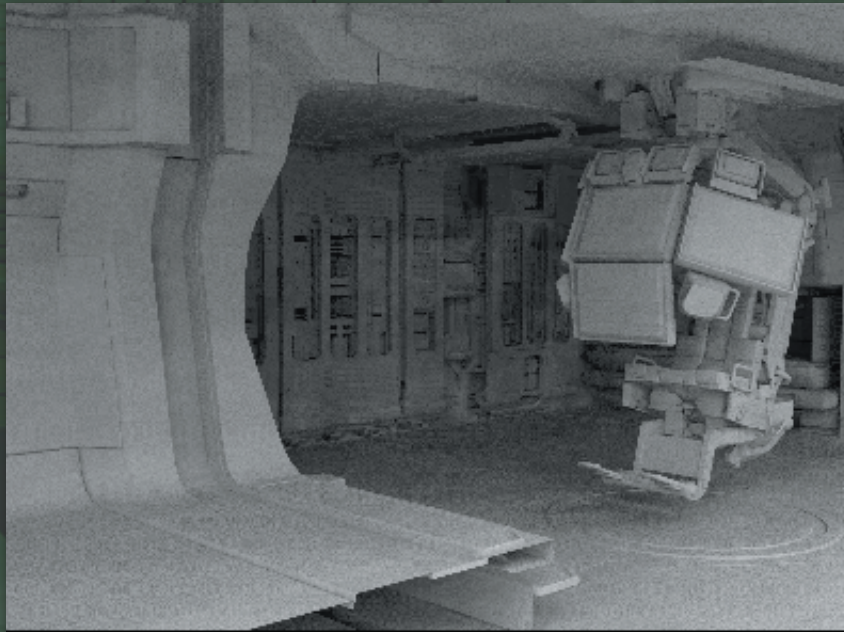
WORKING IN PROGRESS



Paul J: Anvil Terrapin Interior [two pages]. Center chair is the surveillance unit. We're thinking when you deep scan, the chair rotates with the scanner's direction, giving you a good integrated feel when operating this function of the ship.

Chris R: Cool – like that touch!





WORK IN PROGRESS

Paul J: Current beauty shots for Terrapin.

Chris R: These are beautiful! Love the detail in the cross-section, the mood in the in situ pieces!



WORKING IN PROGRESS



WORKING PRIORITIES



WORKING PRIORITIES



IMPERIAL

Humanity's first maps were of the stars. Created millennia ago, they were dots charting the night sky painted upon cavern walls on Earth. One wonders if those original map-makers ever imagined that one day their descendants would get to visit those stars?

Though the methods have drastically changed, the Imperial Cartography Center (ICC) carries on that proud tradition of charting celestial objects. This UEE government

agency is best known for their Deep Space Scanning & AstroGraphical Stations that search for jump points and for the elite Stellar Surveyors unit that assesses newly discovered systems. Yet, the responsibilities and reach of the ICC extend far beyond those two departments. From working with the Ark to keeping the Starmap current, to tracking the Baer comet as it crosses the Stanton System, the Imperial Cartography Center is essential to modern space travel.

Expanding Space

Once Nick Croshaw successfully piloted his ship through the first jump point, aspiring explorers flooded the stars, obsessed with helping Humanity expand its reach ever farther. However, the nascent days of space exploration were fraught with danger. Experimental and unreliable equipment paired with a vast, uncharted expanse led to the tragic disappearance of many.

Humanity grappled with how to govern their growing domain. The various national institutions had not yet unified, so there were few protocols in place to deal with the discovery of new systems. That led to Nemo's 2364 discovery date coming into question during a famous legal case where two companies argued over who owned the coordinates for the jump into the system from Fora. Meanwhile, the government hid the discovery of Banshee, in 2317, from the public for years out of fear that its powerful pulsar was a safety concern.

After the United Nations of Earth finally formed in 2380, they incentivized explorers to report their discoveries to the government, but left the private sector to chart new systems. This occurred because a contingent of prominent and powerful politicians was dedicated to keeping the new UNE government as lean and efficient as possible. They believed an industry within the private sector would rise to fill the gap, and they were right.

For a few centuries, this arrangement worked relatively well. Initially, there were numerous cartography companies with the ships and technology to chart systems. However, it wasn't long before conglomerates acquired the most promising firms and slowly pushed out the rest. A few non-profit and academic institutions survived the culling and continued to provide detailed maps to the public for free or at a nominal cost. But due to a lack of funding, their products often took years to reach the market after a new system was discovered.

For the Public Good

Over the years, the government received an increasing number of complaints against cartography companies for egregious inaccuracies or tiered pricing schemes that made detailed maps unaffordable to many consumers. One particular heinous example was when the Monroe Mapping Concern left a whole asteroid field off a map of Hadrian since they had promised exclusivity to a mining company. This led a number of politicians to lobby for increased oversight. It finally reached a tipping point with the Pallas incident. After discovering Pallas, Gaia Planet Services failed to properly scan the system before attempting to terraform Pallas III. Only then did they discover it was already occupied by the Xi'An, an unknown species at the time. Realizing regulations were needed

to govern the charting of new systems, the Government Cartography Agency (GCA) was created in 2531.

Initially, the GCA was tasked with charting and scanning all new systems and ensuring that the most current geospatial information was available to the public. When Ivar Messer empowered himself as Imperator in 2546, he realized that the GCA was in a key position to control the knowledge of the known universe. Not long after he was sworn in, private mapmakers got word to shutter their operations. Mapmaking was nationalized, and the GCA renamed the Imperial Cartography Center.

Under Ivar Messer, an astronomical amount of credits was poured into the ICC. Companies with strong ties to the



Messer regime received massive orders for top-of-the-line scanning equipment and were granted no-bid contracts to construct deep-space scanning stations. The ICC quickly embedded itself into a number of government agencies and organizations including, most importantly, the military. Deep-space scanning stations kept an eye on Perry Line systems and, eventually, helped monitor Vanduul clans on the western front. Without any private sector competition, the ICC became an essential agency and earned a degree of autonomy not afforded other agencies under Messers' rule.

Eventually, the ICC put that political independence to use. In 2715, three years after the fall of Orion to the Vanduul, Messer VIII ordered the system and all jumps to it removed from the UEE's non-military maps for the public good. ICC Director Loretta De Biasio refused, claiming that it would be more dangerous for people in systems connected to Orion not to know exactly where a clan of Vanduul might suddenly appear.

The Emperor was infuriated by the ICC's defiance and threatened to drastically slash the agency's budget. But making matters worse for the Emperor, prominent members of the military came to De Biasio's defense. Some even threatened to resign if she were fired or the agency's budget struck with draconian cuts. There's evidence that



retaliatory measures were planned against De Biasio for her disobedience, but Messer VIII was stabbed to death in his bed before they were enacted.

And so even though the ICC was long associated with the Messers, it survived their downfall. The agency had ingrained themselves too deeply into the fabric of the Empire to be discarded. It had also displayed enough independence to avoid the name change many other agencies received to erase associations with a darker time. Today, the ICC scans for jump points from their numerous stations, provides data to The Ark to keep the Starmap current, and much more.

Stellar Surveyors

The ICC is also home to one of the most prestigious scientific organizations – the Stellar Surveyors. This elite unit composed of multi-talented individuals from both the public and private sector are the first to visit and chart new systems after they are discovered. In the early 30th century, their assessment of Stanton convinced politicians that it would be perfect for a system-wide business park. Recently, they discovered the Kabal System only to find abandoned Tevarin cities on Kabal III. They've also been

up against their most difficult challenge ever – exploring and mapping the Tamsa System and the black hole at its center.

“Charting the Way Ahead” may be the motto of the Stellar Surveyors, but it's also an appropriate maxim for the entire ICC. Whether standing up the Messers or finding jump points that introduce the UEE to new worlds, the ICC clearly has its sights set on the future.



THE ARK

STREAMING AT GAMESCOM



(L-R)
BADNEWSBARON
DEEJAYKNIGHT
JARED HUCKABY
CAPTAIN RICHARD
TWERK17



BEHIND THE SCENES

As we mentioned a couple of months ago here, CIG took four of the most frequent Star Citizen streamers to Gamescom in Germany to stream and promote the game during the convention. We had a chance to catch up with them this past week and discuss their adventure in wonderland.

JP: *Let's start with this: where did your current handles come from?*

Twerk17: My handle came from my lack of creativity and so I used the first thing that came to mind at the time.

DeejayKnight: DeejayKnight came from the mix of my nickname and medieval knights. Those guys didn't mess around!

They were respected and have an aura of valor around any of their stories. I wanted that for myself, so DeejayKnight was born. :P

Captain Richard: My name is Richard and I'm captain of the ship, hence Captain Richard.

BadNewsBaron: BadNewsBaron comes from a really terrible play on words. "I hate to be the bearer of bad news" is sometimes misspoken as "I hate to be the baron of bad news." I shortened it for twitch.

JP: *For each of you, which came first, streaming or Star Citizen?*



Twerk17: I found *Star Citizen* through being a big *Wing Commander* fan, but I was also playing *Ultima Online* regularly, and someone posted the Kickstarter on a *UO* forum. I didn't understand crowdfunding so it took me a while to back. I watched *Wingman's Hangar* and saw some videos and I purchased an Aurora LN.

I started streaming because I thought it would be fun, I started streaming *Ultima Online* and moved to *SC* when *AC 0.8* came out.

BadNewsBaron: *Star Citizen* came first for me. I found *Star Citizen* back at the Kickstarter but wasn't able to back at the time. I became a backer in the fall of 2013 and started streaming when *Arena Commander* was initially released. I found Twitch about the same time. I didn't watch Twitch before I started broadcasting, I just saw a fun medium and thought I could up the ante on what the existing streamers were presenting.

DeejayKnight: I started streaming in March of 2015 because a buddy of mine was bugging me about streaming. He was doing it and insisted that my personality combined with my understanding of gaming, the industry and

how games are made would be perfect for it. To say that I'm stoked about paying attention to him is an understatement!

I'd heard of *Star Citizen* when it was on Kickstarter but wasn't able to back at the time. Fast forward to December 2015, I found Baron's stream in a raid and another streamer I watch, Ashley66444, was playing as well and it looked amazing, so I got an Aurora Package and started streaming! :)

Streaming came way first, but I'm glad it did. I was ready to greet *Star Citizen* and the community with a better PC. My first PC was less than stellar and wouldn't have been able to play it.

Captain Richard: I found out about *Star Citizen* through a friend when it was mentioned on the WCNews website that Chris Roberts was working on a new project. I was familiar with his work as I had played *Wing Commander 3 & 4* and *Privateer* in my younger days. I sadly missed the Kickstarter that came later, but became a backer in November 2013 with an initial Freelancer package.

I've been playing *Arena Commander* since Day One, but didn't start streaming *Star Citizen* until a couple months after the *AC* module went live. A long-time friend, who had been a streamer on Twitch himself for a year or so, suggested that I try streaming myself. I worked out a Monday through Friday stream schedule and two glorious years later, here I am.

JP: *About how many hours a week do you spend streaming about SC?*

Twerk17: 20 hours a week.

DeejayKnight: Depends on the week. Some are as low as 5 hours, others are around 30+.



BEHIND THE SCENES

BadNewsBaron: This is convention season so everything is a bit screwy, but normally 40-45 hours broadcasting, and typically 30+ will be *Star Citizen* during content updates if not all of it. If there hasn't been a significant update in a couple of months I branch out into other space and sci-fi releases.

DeejayKnight: That's a perfect way to describe my 5-hour weeks.

BadNewsBaron: I bet these guys spend a ton of time working on their streams and communities outside of the broadcast as well. There's the idea that we turn on the stream, play for a few hours, and then wander off. I know a lot of full-time broadcasters who double their work hours with administration / community / and outreach.

Twerk17: Yeah, I spend another 10 at least per week off stream.

And work 30-40 hours in a casino.

DeejayKnight: Truth. I spent at least an hour just the other night bringing a new broadcaster up to speed with the project! He now has a Mustang SC+S42 package and will be streaming it soon. :)

JP: *Matt jumped on my next question: what else do you stream about?*

DeejayKnight: I also stream primarily space and sci-fi games, but throw in a random game on occasion to mix things up.

Twerk17: I like to take questions of all kinds at the end of my streams where people can ask anything they want. I answer ALMOST everything honestly, but people ask me my bank account number sometimes. Mondays I play anything other than SC.



BadNewsBaron: I'm about 90% *Star Citizen*. The only reason that isn't 100% is the game is low content at the moment and I get stir crazy if there hasn't been much added to the sandbox in a while. At some point it becomes more productive to try to explore other games, grow the channel as much as possible, and introduce those viewers to *Star Citizen*. It helps my business as a streamer and it helps bring new backers into *Star Citizen*. So I brand my stream, for the moment, as space and sci-fi variety while the game develops to a more mature state.

Plus there are lots of great games being released all the time, it would be a shame not to share that.

JP: *For which of you is streaming your primary job?*

BadNewsBaron: It's been my sole income for about two years.

DeejayKnight: Currently I teach Game Design at a nearby college, but will be moving to full time streaming by the end of the year.

Twerk17: Not me, just a fun hobby. I am a poker dealer/pit boss.



BEHIND THE SCENES

BROADCAST SCHEDULES

Here's when you can catch these guys currently (but all schedules are subject to change):

Twerk17: twitch.tv/twerk17

6am-10am Eastern (US) 6 days a week, off Tuesday

DeejayKnight: DeejayKnight on Twitch/Twitter

8:30pm - generally until midnight and sometimes as late as 3:00am, Eastern (US), 7 days a week

BadNewsBaron: twitch.tv/badnewsbaron

10am-5pm Central (US) Mon-Fri

(I stream before or after these hours sometimes but these are the most regular slots)

Captain Richard: twitch.tv/Captain_Richard

Monday through Friday, 8pm Eastern (US)

Captain Richard: I work full-time in IT for the military & government, then stream *Star Citizen* exclusively about 15 hours a week in the evenings. My goal is to eventually become a full-time *Star Citizen* streamer when the project nears completion.

JP: *How much time a week do you spend watching other streamers? In particular, how much time do you spend watching the other three here?*

Twerk17: I spend just a few hours watching others. I have been catching Deejay and Richard more lately, but I never catch Baron. We actually talked about it the other day. I tend to watch streamers that do nothing like what I do. It's a change of pace.

BadNewsBaron: :D I try to catch at least an hour of their broadcasts each week, even if that's usually while I'm

working on other stuff. I tend to lurk. I watch about 6 or 7 hours of other broadcasters a week.

DeejayKnight: I lurk in Baron's stream almost daily. He streams while I'm at the office, so it's fun to listen while I work. Captain Richard and I share a similar time slot and I don't have off nights, so I end up having to catch his VODs. Twerk is on SUPER early, so I try to catch him before work.

Twerk17: Yeah, most people won't catch me since I stream at 6am EST.

Captain Richard: In regards to watching other streams, I typically try to host a different streamer every night after broadcasting, and that is how I catch most streams on Twitch during the week, then catch up with other streamers on the weekends. With Twitch and the current state of internet media in general, I haven't had cable TV in years.

JP: *For this next question, I'm not asking about your own stream, but about the other three. Tell me why I should watch their streams.*

DeejayKnight: You should watch Captain Richard because his beard is amazing and: ALIENS. Twerk's style of streaming is so mellow that it's a great place to be - especially over morning coffee! Baron's creativity in doing new things with *Star Citizen* is already exemplary, so if you're looking for more hijinks and the kind of emergent gameplay that SC is all about, Baron is a great choice. All three of them are extremely well informed about the game, so if you've got questions? They've got you covered. GO WATCH THEM!

BadNewsBaron: Faaaaaaaaaaaaaaaaam

DeejayKnight: Feels Fam,
Faaaaaaaaaaaaaaaaaaaaaaaaaaaaam!



BEHIND THE SCENES

Captain Richard: Twerk is someone who can rival, if not surpass, just about anyone when it comes to *Star Citizen* knowledge. The guy is a tome and a very laid back individual to boot. Anyone watching *Star Citizen* for the first time would do well to check out his channel.

What I find remarkable about Baron and his approach to streaming is the endless inspiration and dedication to the craft, not to mention the wit that comes with his streams. He's a snappy guy, quick to jump on ideas and bring creativity to just about any topic, most of which being *Star Citizen*.

Deejay is the kind of wonderful streamer that isn't afraid to branch out, try new things, and showcase how fun the interactive experience can be on Twitch. He was meant for this. Also, fam.

BadNewsBaron: Deejay's pull is that is has the ability to immediately inspire trust and respect after watching him for only a couple of minutes. He has a personality that pulls you in and you can feel like you're best friends without any effort. He says what he means and he's honest. It's incredibly refreshing. He just knows how to connect with people. That's why I follow him around at conventions, he's way better at networking.

Twerk is an everyman. He's relaxed, he's easy going, his stream is just a great place to hang out, share some ridiculous jokes and get a good sense of camaraderie and information. He's entertaining to watch in a low-key kind of way. But I found a new respect for him after Gamescom. Behind that easy going nature he is absolutely brilliant in understanding the big picture interaction of what's happening between streamer and audience, how to present a show, and what will work well and what doesn't. He has a talent for production. And he can absolutely turn the



tempo up with ease when it suits him.

Richard is Richard. I don't know how to describe Richard. He has the energy, enthusiasm, and sense of humor of an ADHD 12-year-old headed for a Twinkies crash. He's kept that alive somehow and brings it to his broadcasts and community. Every streamer has their own section of the Island of Misfit Toys somewhere, but his is lit up with neon lights and it's a hell of a lot of bizarre fun. But he's also very perceptive of others and is very in touch with the people at home.

Twerk17: Yea these sum it up, I can't add much more than that these guys inspire me.

And I am fans and because of Gamescom I feel like I can call you friends.

DeejayKnight: You could do that before, Twerk!

Twerk17: Internet friends before, real life friends now like almost Facebook friends things are getting serious.

JP: Okay, moving right along. Let's talk Gamescom. What did CIG ask you to do there?



BEHIND THE SCENES



Captain Richard: I can safely say that being invited to broadcast *Star Citizen* at Gamescom has been the highlight of my time as a streamer. It was challenging, exciting, a little nerve-racking, but ultimately an experience that I will always cherish. Getting to work with the streamers here and with CIG in person was exhilarating and very rewarding, both as a streamer and as a huge fan of the project. If I had to do it all over again, I would in a heartbeat.

Twerk17: Yea I agree, Richard – I would fly anywhere to do that again with you guys!

DeeJayKnight: I vouch for that. Well said, Richard!

Twerk17: For the most part we were asked to help out at the booth where we could when not streaming, and I think we enjoyed that quite a bit as there were a lot of people new to the game altogether. As for streaming, we were asked to showcase what the game could do and just be

ourselves, and I thought we did a great job of feeding off one another!

BadNewsBaron: CIG asked us to come to Germany to help present 2.5 live from the show floor each day, 8 hours of broadcasts with us on different rotations as host / co-host. It was a test run to see if upping *Star Citizen's* presence on Twitch leading up to the main Gamescom presentation from Chris would boost the overall audience and bring in new people to the project. Jared was operating off a theory. We didn't know what to expect; as streamers we were nervous because we weren't sure if we could justify ourselves. We were expecting 1,000, maybe 2,000 people per broadcast. That number was more like 5-6k per broadcast and it blew us out of the water. And then the main presentation shot *Star Citizen* up to the number 3 game on Twitch, unseating *DOTA 2*, at 42k viewers on the main channel (appropriate!) and 45k overall, which was almost double what *Star Citizen* has done for Twitch presentations before. So overall it was hugely successful. I think we all learned a lot. It was exciting to see the progression and the result, and the CIG / Foundry guys were all very happy. I think it was an extremely effective campaign.

DeeJayKnight: Aside from being asked to go in the first place, which was a tremendous honor and has sincerely been the highlight of my time as a streamer, was the fact that we were asked simply to: be ourselves.

Each of us has a fantastic way of both presenting *Star Citizen* to new viewers, field the same questions over and over on a daily/nightly basis and do so with a smile on our faces because we're genuinely passionate about the project. So to be asked to stream in both a host and co-host segment every day was simply to ask us to be ourselves with another streamer, friend and backer while introducing new people to the project.



BEHIND THE SCENES

We got to do what we normally do in our own streams for the entire *Star Citizen* community, introducing new people the entire time. That's a gargantuan task considering how much there is to *Star Citizen*, but for at least the other gentlemen here that were asked to participate, it was what we normally do, just to a larger audience.

JP: *That may answer another question I had – how was it different from your normal streaming? Sounds like it was much the same.*

BadNewsBaron: I've never broadcast for 6,000 people before. And I usually don't ever have a co-host. I was nervous the first day, but that went away very quickly – it turned into a normal broadcast, very comfortable, and I didn't think about the audience size until after. Being able to bounce off someone else was fantastic fun. We just tried to inform and entertain.

Captain Richard: The biggest difference was both having and being a co-host during those broadcasts, which was tons of fun. We all broadcast solo when streaming from our own individual Twitch channels, so having someone seated next to you who you can bounce off of and bring alternative views and opinions to *Star Citizen* while playing it was simply a fantastic time.

Twerk17: I think the only thing that was different is that we were with a second and sometimes third host and we had to learn to work together. It took all of two minutes – all of us are pretty experienced with streaming and know when it's time to give some input and when to let someone else speak. There was always a main 'caster and then the other guys who were co-hosts just helped fill in.

DeejayKnight: I'd definitely agree with what Matt said. I'd never seen an audience of that size before, and I'm definitely used to being alone while streaming, so this was



both a way to get used to streaming with someone else and to get used to streaming to a larger audience.

Once you know how someone streams and their personality quirks, it's almost like you can lob things up for them like you're playing a game of training softball. Once we hit the second day, we were doing that for each other without thinking about it! It was more of the same in a way, but it was also a growth experience. One I'm proud to have been a part of.

JP: *What's your normal size audience?*

Twerk17: ~200 viewers for me. An average for all of us is slightly more.

DeejayKnight: My average lately is ~200-300.

BadNewsBaron: It's all variable. On average, 250-350 viewers. When there's an update for *Star Citizen* or I get lucky with another space game release it'll be 1k+ for a few days and settle around 500-600 for a week or two. I think the most I've ever done on my own channel was 2k+.



BEHIND THE SCENES

WITH SANDI GARDINER



Captain Richard: Post-Gamescom, my viewership has gone up to about 300 viewers a night. The daily streams and main presentation from Gamescom sparked a lot of interest in *Star Citizen*.

DeejayKnight: Very true, Richard & Matt! Since Gamescom, it's been awesome to see not only the flow of other streamers into *Star Citizen*, it's been awesome that I can see them asking us for feedback or questions as to where to start. We were already pretty solid in the *Star Citizen* community, but this event has helped us to also usher new streamers into how *Star Citizen* works and that means better things for the game, which we're all stoked about!

JP: Do you have any sense of whether your audience at Gamescom was more worldwide than your normal streams?

BadNewsBaron: I'm primarily daytime US. I catch the tail end of European viewers in the mornings, but the Gamescom streams were very much heavily European viewership because of the time zone.

Captain Richard: I'd say there was a substantial number of European viewers, which makes sense as the event was hosted in Germany. Twitch has a global audience, but time zones do have an effect on the geography of new and repeat viewers.

Twerk17: Less for me than the other guys as our start times were at my normal times in the US, but just the fact that we were on the official channel brought in people from around the world

that might not see us on a regular basis.

DeejayKnight: The audience at Gamescom was DEFINITELY more worldwide than I normally stream. Starting in Germany at 10am is essentially starting a stream at 4am my time, which is far different than my normal time. That worked out though, as the European viewership of my regular streams were STOKED that they got to catch me at a decent hour! :D

JP: Did CIG give you a heads-up about what the main presentation would cover? If so, were you focusing on anything of that sort as you broadcast?

DeejayKnight: I think the most we got was that the Main Presentation was going to cover new ground. So it was awesome to see it live with the rest of the world and freak out at the awesomeness of everything that happened during the demo!



BEHIND THE SCENES

BadNewsBaron: We had little hints and knowing winks, but nothing really tangible. We certainly had no idea of the scope and the impressiveness of what was shown. I saw it on a test run right before the doors opened to the public, and Brian Chambers about had to pick my jaw up off the floor. It was breathtaking, having been a backer so long.

Twerk17: They did a lot of smiling and told us how cool it was going to be, but we are just fans like the rest of the community, so they knew we wanted to see it for ourselves. Being volunteers, we had a chance to see them practice the demo if we wanted; I chose not to.

DeejayKnight: Once we got an idea of what 3.0 would bring, it was obvious that multi-streams or games with our communities would be amazing due to the amount of possibility that the new update will bring. I'll have made the transition to streaming full time when 3.0 drops, so it'll be amazing to be able to stream at the same time as these gentlemen and get into all sorts of hijinks when it goes live!

Captain Richard: CIG may have shared a few things here and there subject-wise about what the presentation was going to cover, but I wanted the experience of seeing it for the first time in person with everyone else. The demo was amazing, but it was all the more amazing sharing those emotions with the crowd at the venue. The hype was real.

Twerk17: I lost my voice from screaming so much.

JP: *What was the reaction of friends, family and co-workers when you told them you had been invited to travel to Germany to stream?*

BadNewsBaron: My mom wanted to go to Germany with

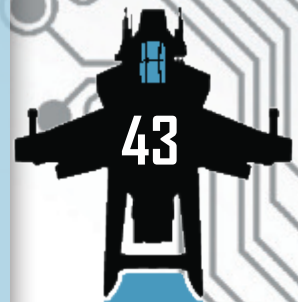


me. My family was very excited. They've been very supportive through the extreme ups and downs of trying to make this a stable career, so they knew better than anyone what the opportunity meant to me. It's nice to have someone rooting for you when things are rough.

DeejayKnight: My family and friends that don't know much about my streaming are still blown away by it. Frankly, so am I!

Those that know I stream have been over the moon excited for me. It feels amazing to be recognized for what I (we) do by CIG. To have friends and family both excited and giving words of encouragement made me quite a bit less nervous than I would've been otherwise.

Twerk17: When I told my family, they understand Twitch and streaming and how much this meant, but friends were confused and said things like, "You must be really good at the game, right?" And then they asked if they could go in my suitcase because they always wanted to go to Europe.



BEHIND THE SCENES

Captain Richard: My mother is from Germany and I had lived there for three years on a family military deployment. When I let her know that CIG had invited me to fly out to Köln and broadcast *Star Citizen* from the biggest gaming convention in the world, she was very proud ... and also a little jealous as she misses the food.

JP: *So ... you're guests of CIG, at the biggest gaming convention in the world, doing what you love ... what was the most interesting thing that happened? What (other than the main presentation) made you drop your jaw? What was the funniest thing that happened?*

BadNewsBaron: I successfully pretended to be Twerk and made DeeJay nearly choke to death. He can tell that one.

Captain Richard: One of the best parts of the convention was meeting both fans and other streamers from Europe that I would not have otherwise ever been able to meet. We took a lot of pictures, shared stories and memories from *Star Citizen*, and many friendly folks came bearing gifts from their home towns. Again, a very delightful experience.

DeeJayKnight: True, Richard! I'd never had a Stroopwaffle before, and they're kind of amazing.

Twerk17: The most interesting thing to happen to me was just how many amazing people from the SC and the Twitch community I was able to meet.

The funniest thing to happen, maybe, was our waiter at that first dinner. He spoke great English. He was very passionate about Köln and the food as well as Kölsch

From Wikipedia:

Stroopwaffle: a waffle made from two thin layers of baked dough with a caramel-like syrup filling in the middle.

[local beer] and when Richard wanted a water he ask him, "I don't understand what is the matter, do you not like beer???" And Richard was drinking a beer a minute later with his meal.

Captain Richard: I will add to that that the numerous Bar Citizen meetups throughout the duration of Gamescom were quite fun. I'd encourage anyone to attend Bar Citizen events in the future, as it's a great way to meet and socialize with other Citizens.

Twerk17: Was I there when you pretended to be me, and why don't I remember this??

BadNewsBaron: There wasn't really a dull moment with these guys. We had such a blast. And it gave me time to mess with Disco Lando a little bit too. He acts like he doesn't like the spotlight but you know he does. He's a performer. So I tried to keep finding backers to bring up to him, and I'd say, "Hey! This guy wants to get a picture!" And Jared's face would light up and he'd start to move in for a picture, and I'd finish, "Do you know where I can find Brian Chambers for him?" The look on his face was beautiful.

DeeJayKnight: As far as the Matt/Twerk event, someone came up to us at a Bar Citizen while we were sitting at a table. "You're DeeJayKnight, right?" they said and I shook their hand. They looked to Baron and said "I remember your face, but what's your name again?"

Baron said in a perfect poker face: "Twerk17." The guy responded so confidently, "Right, Twerk Seventeeeeeeeeen" while nodding his head. I nearly burst a blood vessel trying to contain my laughter. I had to walk away and even then failed after a good 20 feet.

Twerk17: hahahahahahahahahahahahah



SEVENTEEN BEHIND THE SCENES

DeejayKnight: Laughing WAY too loud reading Twerk's laughter.

Twerk17: There was so much of that, where individuals that were fans of one of us didn't know who the others were, I found that really interesting in such a small Twitch community.

Captain Richard: LOL

DeejayKnight: I think the entire trip was amazing, but I'm still blown away by how long people were happy to wait to play *Star Citizen* all week. Two hours on the second day, even. But after the 3.0 Presentation that went up, which was just amazing to see, people were messaging me asking about *Star Citizen* and if I knew about the things presented. That was amazing.

Captain Richard: That's true, DJ. The lines for *Star Citizen* were packed. Most people hadn't played before, which was different to see considering we've all played for hundreds and hundreds of hours.

DeejayKnight: It was ALSO pretty amazing to be presented with a good 12 beers at a restaurant before any of us made any attempt to make an order. That was pretty impressive by that waiter – who had just been jokingly (I hope) accosting an older woman out of her seat so we could sit down! Let alone the flag he left in Twerk's burger.

Twerk17: We had the rudest waiter in history, but that was his charm. He didn't care at all, we could not change anything on the menu, and we were to drink what he brought. He put a Canadian flag in my burger, and when I asked why he told me, "Because I am French Canadian!" when he was clearly a local.

He also kicked an old lady out of our table so we could sit when there were open tables everywhere!



Captain Richard: It's like an Oprah experience: You get a Kölsch! And YOU get a Kölsch! Everyone gets a Kölsch! :D

BadNewsBaron: I just want to say that the guys from Foundry and the rest of the team were so incredibly professional and had such fun together. I've had the chance to work with a few developers as a broadcaster, but the folks working on *Star Citizen* are a family and their passion really shows. It was a pleasure getting to work with them.

Twerk17: Yeah, we were just volunteers for the Gamescom demo night, but we were welcomed into the family, and that was really amazing!

DeejayKnight: As Twerk mentioned, to be invited onto the stage with the Dev team that made the amazing presentation possible was a mind-blowing experience. And to meet so many of the people we watch on ATV on a regular basis and to see their respect for what we do, when we have so much respect for what they do, was a very humbling thing.



BEHIND THE SCENES



BadNewsBaron: LOL. I really like that picture of holding Twerk.

JP: *Any final words?*

DeejayKnight: I'd like to say thank you to Disco Lando for even considering us for this opportunity, in addition to the CIG Team for letting him follow through with the idea. Additionally, thank you to the *Star Citizen* community for supporting us through the event. There were cries of "un-fair" for the first few days, then once we got to Day 3, that was gone and the community had accepted what we were doing and enjoyed the content for what it was: The four of us and the CIG team trying to introduce *Star Citizen* to new people.

I truly appreciate the opportunity, and to be so thoroughly accepted by the *Star Citizen* community – from my first day of streaming it – is something I'll always be thankful for. Thank you all, and I look forward to everything that's to come!

Twerk17: I just want to thank CIG for everything and all

the hard work to put everything together. This was one of the best, if not the best, experience that I have ever had in my life. The developers that I was lucky enough to meet were so welcoming and friendly. Cameron, Inez and Disco, along with all the other volunteers, did an amazing job with everything to the point where all we had to do was show up. I can't thank CIG and everyone involved enough.

DeejayKnight: Also ^^ that.

Captain Richard: Sincerest thanks to Community Manager Jared Huckaby for orchestrating the entire Gamescom stream team and broadcasts. If it wasn't for him taking a chance and putting his faith in the four of us, we would have never had this amazing experience or opportunity to promote *Star Citizen* at this level. So again, thank you, Jared. Many thanks as well to Sandi Gardiner and Chris Roberts for the interviews and excellent Alpha 3.0 presentation, Cameron and Inez for superbly running the booth and events, Brian Chambers for being one cool dude, and the entire CIG and volunteer staff for Gamescom. This was one for the record books!

DeejayKnight: ALL OF THAT ^^

BadNewsBaron: Just a thank you to the team and the backers. Thank you for giving us such an incredible opportunity to help represent the community, and thank you for never compromising on making the best damn space sim ever. And a special shout out to the BNG community on Twitch, who have allowed me to turn my passion for *Star Citizen* into a job going on two years. There's so much fun ahead, and we're just getting started. See you in the 'verse!



BEHIND THE SCENES



GURZIL SYSTEM



How did our solar system form? How is a planet born? Questions like that used to plague thinkers and scientists. Even when Humanity took its first fledgling steps out to the stars in the late twenty-first century, the study of our system's early days was mostly theoretical or separated by thousands of light years. We had to wait until the 26th century and dozens of explored systems before we were able to find one in the earliest stages of development, a system where we could study the phenomenon up close and better understand the answers to those questions asked since antiquity.

Sadly, the fear and paranoia of the era restricted scientific access to the system and kept it shrouded in a fog of war for almost three hundred years.

THE DARK SEA

The mid-26th century was a complicated period in Humanity's evolution into the stars. Technological advances made jump point scanners considerably more affordable to the public, allowing more and more civilians to compete with 'professional' pathfinders. That period of rapid expansion came to a screeching halt when Gaia Planet Services began terraforming a planet in what would be known as the Pallas system without realizing that the planet was already inhabited by another species. The following fifty-seven days gave Humanity a sobering introduction to the Xi'An Empire as they negotiated the release of the terraformers.

For the first few years after the Pallas incident, there were only two known systems connected to Xi'An space. In 2531, Teesa Morrison discovered the Baker-Hadur jump point. While denied the lasting legacy inherent in discovering a new system, she enjoyed a brief period of celebrity after her flight footage found its way to the NewsOrgs. In it, her very vocal bouts of exultation upon successfully completing the jump turned to shrieks of fear when she found herself face to face with a fleet of Xi'An military ships on the other side.

The prospect of hunting for jump points had become considerably more complicated. In response, the UPE created the Imperial Cartography Center (ICC) to consolidate into one agency their effort to scan for jump points and chart new systems. They also instituted a series of intensive policies to make sure that every military NavJumper was trained in diplomatic protocols and procedures in an effort to avoid any potential conflicts.

Dahunsil Kosoko was undeterred by the danger. After spending eight months recovering from a ship crash that took one of his legs, Kosoko stepped out of the medstation in Prime, picked up some Toreador's for lunch, and got himself a new ship.

After picking up supplies, he made his way to the Hadrian System (then called Nivelin) with the goal of 'scanning his way across the 'verse.' He wouldn't make it that far. After only three weeks of intensive scans in 2539, he discovered a jump point into the Gurzil system.

Arriving on the other side of the jump, Kosoko half expected to find a Xi'An fleet waiting, but found something much more impressive: a protoplanetary disc of gas and minerals swirling around a K-Type Main Sequence star.

The system was arguably the scientific discovery of the

TRAVEL WARNING Due to the protoplanetary disc, visibility in Gurzil is still a constant danger. Exercise caution when traveling through the system and be mindful of all hazards (both natural and sentient).

century, offering the research community unprecedented access to the foundation of a system. Kosoko filed his discovery paperwork to name the system Odara, after his aunt, but unfortunately, the UPE had to intercede. In 2542, while ICC surveyors were still assessing the system, a Xi'An scout ship appeared in the system via another (previously unknown) jump point.

The Xi'An turned out to be another explorer, perhaps their version of Teesa Morrison, so while Odara system wasn't already part of the Xi'An Empire, it was connected to it. Specifically, it was connected to the system Rihlah, home to the military world Shorvu. The UPE quickly withdrew its surveyors and declared the system off limits to civilians.

The system was promptly renamed from Odara to the standard military convention adopted by all systems that comprised the Perry Line: gods of war. Named after the ancient Berber deity, Gurzil, the sprawling disc of coalescing planetary matter made the system impossible to effectively monitor, giving birth to its secondary and even more ominous name: the Dark Sea.

Over the next two centuries, Gurzil would be the location of numerous military operations and dozens of casualties. Although the official cause of death was always attributed to collisions resulting from the poor visibility, rumors swirled that Xi'An military assassin teams and pockets of Tevarin refugees hiding in the clusters were actually responsible.



EMERGENCY

HEARD IN THE WIND

"That's when I knew I was destined to fly. To have survived such a horrible thing and have 'when can I get back out there' be the one thought that pushed me through the really hard times ... I don't know. It's weird, right?"

- *Dahunsil Kosoko, 2940*

AFTER THE FALL

In the aftermath of the Messer regime, the Perry Line underwent a fundamental change. Emperor Toi attempted to honor the promises outlined in the Akari/Kray treaty and dismantle the Perry Line, dividing the systems between the Human and Xi'An. Despite having no planets, Gurzil was heavily pursued by members of the UEE for both its scientific relevance as well as its vast resources.

Once the system had been acquired by the UEE, a fascinating debate erupted in the Senate. With the adoption of the Fair Chance Act in 2795, guaranteeing the protection of developing species, advocates for the scientific community and lobbyists for the mining consortiums found themselves at odds over what exactly to do with Gurzil.

While the mining companies supported scientific study in the system, scientists claimed that Gurzil should fall under the protection of the Fair Chance Act, claiming that its composition and star had all the elements to ultimately develop into a system with habitable planets and thusly, life. They believed that attempting to harvest the minerals in the system would irrevocably interfere with the system's development and therefore jeopardize the possibility of life developing naturally. Their counterparts, however, argued that they were talking about a timeline of millions and possibly hundreds of millions of years.

THE MODERN STATE

The debate over Gurzil has continued in some form or another ever since. Although the UEE has severely restricted mining within the green band of the system, they have not officially placed it under the protection of the Fair Chance Act.

Regardless of its use, Gurzil system offers travellers a unique insight into the birth of a solar system. Travelling through the system, you will find no shortage of scientific and research stations, trying to unlock the secrets of the universe, as well as mining operations beyond the frost line. Visitors are advised to try one of the many scientific tours that run in the system.

HEARD IN THE WIND

"You go in, I say there's a fifty-fifty shot of coming out again. That's the gamble with the Dark Sea. Might've even gotten a lot of people killed, going in with that fear. Not me. I'll take an even split."

- *Lt. Demian Ward, UEEN (Ret)*

Hunter Killer: My Life on the Xi'An Front



HEARD IN THE WIND

LOST

S Q U A D



CHRONICLES

Act 1

Attached is the actual production 'shooting script' used to film "Before the Fall," the first episode of the spectrum vid series Lost Squad. As you are reading through, you may notice differences between this script and the episode that was eventually broadcast. This is due to adjustments made by the director and actors on set while filming, and from the choices made afterwards by the editing team. We have purposely left these discrepancies in and hope you enjoy the light they shed on the creative process.

LOST SQUAD
Episode 1.1: Pilot
"BEFORE THE FALL"

Written By

Jenna Tatman
Hadrian Weir

Based on real historical events

Registered with ICWA #233.451234
Draft 3.2
Shooting Script
Devil May Care Productions

EXT. MUNICIPAL LANDING PAD - BORO, CRION -
SUNSET

In the distance, the yellow-blue setting sun lights up a busy skyline dotted by a few towering buildings. It is obvious by the herd of long-necked cranes that there will be plenty more buildings coming to the growing city soon.

The camera pans down past the city, through a sea of parked crafts of various indistinguishable makes, to reveal a conspicuously empty landing pad below, A-6.

A lone figure with a duffel bag at his feet casts a long shadow across the empty pad as he waits at its edge. The figure flips on a small mobile display -

CLOSE UP:

A bright green mono-colored projection (just like your grandfather used to wax on about) shines out of the fliptop of a blocky Navy issue MT86 mobiComp. On the screen is the official transfer notice -

SHUTTLE PICK UP

Boro, Crion (Caliban III)

CRASH'S LANDING PAD: A-6

18:00 SET, 04.26.2884

The projection switches off as the mobiComp is lowered and ... yep. This is definitely pad A-6. The time on the mobiComp display reads - **19:15.**

The figure picks up the duffel bag at his feet, and marches off the landing pad leaving it completely empty.

Beat.

The WHINE of thruster rapidly grows as a dust swirls. A ship is coming in to land. The figure jogs back to the pad as an AN-VIL TERRAPIN bearing Navy colors drops into frame.

The Terrapin's running lights clearly illuminate the figure for the first time revealing -

LT. BLAIR COBALT, a young, fresh-faced starman in a Navy BDU sporting his name. He scowls at the ship for a moment before wiping the hair out of his eyes, plastering a grin on his face, and going out to meet his ride as the rear hatch lowers.

INT. TERRAPIN COCKPIT

TYRESE 'FADER' JACKSON, 30's, deep smile / worry lines carved into his face, moves his hand away from the hatch controls as he barks back towards the cockpit.

TYRESE 'FADER' JACKSON

Snuff, keep everything hot. We won't be long.

A large hulk, LEN 'SNUFF' ALEXY, dwarfs the cockpit chair as he adjusts the ship's power levels.

LEN 'SNUFF' ALEXY

You shouldn't be going at all, Fader.



CHRONICLES

Tyrese slings off a small EVA pack into a locker and pulls out a well worn leather bomber jacket.

TYRESE 'FADER' JACKSON
Imagine if they had said that to Croshaw.

LEN 'SNUFF' ALEXY (O.S.)
I'm pretty sure they did.

TYRESE 'FADER' JACKSON
Well, imagine if he had listened.

BLAIR COBALT (O.S.)
Hi, sir. I'm Lt. Blair Cobalt.

Turning as he finishes zipping up his coat, Tyrese sees an eager Blair waiting at the bottom of the hatch.

BLAIR COBALT
I think you're my ride.

Tyrese scans the pilot over with an appraising glance.

TYRESE 'FADER' JACKSON
Guess you'll do. Come on.

He pushes past Blair and heads out into the landing pad.

EXT. MUNICIPAL LANDING PAD - CONTINUOUS

Blair pulls his bag higher up on his shoulder as he follows Tyrese through the maze of ships.

BLAIR COBALT
Wait. Where are we going?

TYRESE 'FADER' JACKSON
To get a drink.

Two DOCKWORKERS stand near the side hatch of a massive cargo ship taking a stim break. Their faces split into huge grins when they see Tyrese approach.

DOCKWORKER 1
Hey Fader, I hear O'Bannon is looking for you.

TYRESE 'FADER' JACKSON
It's her lucky day then.

Tyrese pats Dockworker 1 on the stomach as he passes in the hull of the ship.

TYRESE 'FADER' JACKSON
Diet's paying off, huh?

Dockworker 1 scowls.

Blair smiles at the pair as he squeezes past with his bag.

INT. CARGO SHIP - SUNSET

The expansive hull of the cargo ship is a beehive of activity as more dockworkers move pallets of crates off the ship.

Tyrese slows down for Blair to catch up. Tyrese gestures to the activity.

TYRESE 'FADER' JACKSON
See this, Lt? Do you know what this is?



CHRONICLES

Blair reads a crate as it moves past. The side is marked "DALTON'S."

BLAIR COBALT
Dalton's. They make clothing, right, sir?

TYRESE 'FADER' JACKSON
This is what Squadron 88 is in Caliban to protect.

BLAIR COBALT
I see...

Blair looks around.

BLAIR COBALT
My suggestion would be to use the Terrapin to set up a static defense point and then patrol out from there.

TYRESE 'FADER' JACKSON
Not literally this cargo. I meant trade, commerce.

Tyrese walks down the loading ramp.

EXT. MUNICIPAL LANDING PAD

The ramp leads out to a dock where the cargo is being transferred to trucks. We can see the landing pad's exit and a brightly lit street ahead.

TYRESE 'FADER' JACKSON
That's what it means to be a logistic squad. Forget all that heroics they pumped into you at the academy. Won't be needing it.

EXT. CANDLE ROAD

This is Candle Road in its heyday. As the sun sets, the large hanging lanterns kick on. The night market is getting underway and vendors sell hot food from their carts. A young couple in love stroll arm in arm as a gang of kids rush past chasing a small, hopping red rooper.

Tyrese smiles at familiar hawkers as he moves down the street. Blair shakes his head no as they offer him goods to buy.

TYRESE 'FADER' JACKSON
We're here to make sure all this money keeps flowing. We set up route markers, repair beacons, and we patrol.

Tyrese ducks between two carts and into a narrow alley.

EXT. ALLEY

The din of Candle Road dies out as they head down the alley.

TYRESE 'FADER' JACKSON
So very, very many patrols. You like patrolling, Lt?

Tyrese makes another sharp turn down another alley. The buildings begin to transition from the clay brick of new structures into pre-fab drop colony units.

BLAIR COBALT
Not sure me liking it has anything to do with it.



CHRONICLES

Tyrese's eyebrows pop up at that response.

TYRESE 'FADER' JACKSON
Geez. I bet you brought your own jar
of zipper polish with you, too.

Blair ignores the jab.

BLAIR COBALT
Aren't there Vanduul raids out here?

TYRESE 'FADER' JACKSON
A few. Watch your step.

Tyrese takes a large step over a deep gully that has a jet black river flowing quickly through it. The Blackwater. The border into old town.

EXT. BLACKWATER

This neighborhood is in stark contrast to Candle Road. The stacked pre-fabs dirty and rusted. The PEOPLE match. A few stand huddled around solar heaters as the night cools.

TYRESE 'FADER' JACKSON
But all that stuff you thought you'd be doing - hunting outlaws, protecting the people, clashing with the 'duul. Well, our fine friends, the Crion Security Legion, do all of that for us.

Tyrese comes to a stop on a corner, in front of a slightly crushed pre-fab. It looks like it was dropped from a great height. A neon sign above reads: CRASH'S.

He slaps Blair on the back.

TYRESE 'FADER' JACKSON
Now, what do you say we get you that drink?

The door slides open and Tyrese steps inside.

Blair heaves his bag higher up on his shoulder and follows.

INT. CRASH'S BAR

Inside the dark bar there's a few PATRONS, but most eyes are turned to the small huddle of five in the back sporting Crion Security Legion (CSL) logos on their uniforms.

Behind the well-worn bar sits an old Tevarin, CRASH, hunched over reading a copy of PLUCKED magazine. When he spots Tyrese, he lowers it.

TYRESE 'FADER' JACKSON
Two drinks, Crash. I'm thinking something tropical.
(to Blair)
You ever try a Shore Leave?

Crash darts a glance at the CSL crew.

CRASH
Look, Fader, you and your friend should come back a different time.

One of the CSL members, SASHA O'BANNON, turns at the mention of Fader's name. Sporting close cropped hair with a jagged scar line around the ear, she easily towers over the rest of her crew.



CHRONICLES

O'BANNON
I told you what would happen if you showed your face, Jackson.

TYRESE 'FADER' JACKSON
Oh hey, O'Bannon. You ever try a Shore Leave?

O'Bannon, without hesitation, walks up to Tyrese and takes a swing at him. Tyrese easily ducks and lands a punch squarely on O'Bannon's jaw.

O'Bannon staggers back. Tyrese charges her, but the other CSL crew jump in. A full on fray breaks out with Tyrese at the center.

Blair drops his bag onto the bar ...

BLAIR COBALT
Watch this for me.

... and leaps into the fight.

CUT TO:

OPENING CREDITS

LOST SQUAD

"BEFORE THE FALL"

INT. HERSERON STATION - COMMANDER SALANA'S OFFICE

From orbit, the bright surface of Crion slowly spins below.

COMM. SALANA (O.S.)
Any word on our new pilot, Captain?

We pull out to see that the planetary backdrop is the view from COMMANDER SALANA's office window. She sits upright in her desk chair, graying hair pulled back tightly. As she scans the notes on her comp, CAPTAIN HERST spins his hat in his hands.

CAPTAIN HERST
Not exactly, Fader was supposed to pick him up.

COMM. SALANA
"Supposed" being the keyword.

CAPTAIN HERST
Snuff commed to let us know they were having engine trouble.

COMM. SALANA
If it was anyone else but Fader, I might actually believe that.

CAPTAIN HERST
I take it you saw the latest repair list from Chief Dunder?

COMM. SALANA
Two birds sitting dead in the hangar, and twice as many on their way to joining them. Don't know how Command expects us to keep doing our job if they won't give us the equipment to do it.

CAPTAIN HERST
At least we've been able to keep Caliban III on target.



CHRONICLES

COMM. SALANA
Ahead of schedule, actually. I noticed you've been keeping Lt. Reese busy.

CAPTAIN HERST
Thought she could use the distraction.

COMM. SALANA
Dismissed.
(as Herst is about to exit)
Make sure to send Snuff, Fader and the new pilot to me when they get back.

CAPTAIN HERST
Very good, Commander.

COMM. SALANA
I have a feeling I'm going to want to hear all about their engine problems.

INT. CRION SECURITY LEGION HQ - HOLDING CELL

Tyrese sits on the floor of a plain holding cell, idly fingering a new tear in the sleeve of his jacket.

Standing with his back to him, Blair holds a blood stained cloth to his split lip and stares out the plasti-steel door.

TYRESE 'FADER' JACKSON
You really should try a Shore Leave when you get a chance. Crash may not look it, but he's quite the bartender. Says the secret's his shaky hands.

Blair looks over his shoulder at him.

BLAIR COBALT
Seriously? You get me grounded my first day on assignment, and you want to make jokes?

TYRESE 'FADER' JACKSON
What happened to "sir"?

Blair snaps.

BLAIR COBALT
You don't even care. You want to screw up that's fine, but why drag me into it? Do you have any idea what I went through to become a pilot? And now, thanks to whatever that crap was in the bar, I'm going to be booted before going on a single mission. So yeah, excuse me if I don't call you sir.

Tyrese holds out his hand. Blair doesn't move.

TYRESE 'FADER' JACKSON
Call me Fader, then.

Blair turns away, continuing to ignore him.

TYRESE 'FADER' JACKSON
Fine. First off, I dragged you with me because you look like a fighter. Seems I was right. Second, that crap in the bar? Trust me, O'Bannon had it coming. Third, you're not gonna get in trouble.



CHRONICLES

Right on cue, a CSL GUARD appears at the door. He presses the panel and it slides open.

CSL GUARD
Your charges have been dropped.
Let's go.

INT. CRION SECURITY LEGION HQ

The office has all the buzz you'd expect. Security personnel moving arrests and bounties through processing. Loud comms chatter creates a din as squads are coordinated across the system.

The CSL Guard leads Blair and Tyrese through the maze of desks to where Len waits for them.

TYRESE 'FADER' JACKSON
Snuff, you are a beautiful man. I owe you. I mean it this time.

LEN 'SNUFF' ALEXY
Yeah, yeah.

Len holds up a greasy brown paper bag.

LEN 'SNUFF' ALEXY
Brought you two breakfast.

Tyrese sniffs. His eyes go wide.

TYRESE 'FADER' JACKSON
Burrow cakes?!

Len nods.

CSL GUARD
Come on, you two still gotta sign your release forms.

The Guard leads them up to a wall panel. As Tyrese interacts with it, Len introduces himself to Blair.

LEN 'SNUFF' ALEXY
Hi, you must be Lt. Cobalt, I didn't get to introduce myself last night. Lt. Len 'Snuff' Alexy.
Everyone calls me Snuff.

BLAIR COBALT
Nice to meet you. How the hell did you get us out?

LEN 'SNUFF' ALEXY
One of the Judicators assigned to this district is ex-Navy. Fader memorized her schedule so he always knows when she's gonna be the one doing the processing.

Snuff leans down conspiratorially to Blair's height.

LEN 'SNUFF' ALEXY
As long as its minor, and you're not embarrassed to beg a bit, she's willing to let a few things slide.

Blair can't help but notice Len's size.

BLAIR COBALT
Actually, one more question.

Tyrese leans in, done signing the release forms.



CHRONICLES

TYRESE 'FADER' JACKSON
Why did I bring you to the bar, instead of old Snuff here?

EXT. CANDLE ROAD

Bright morning sun beams down on the long crowded street. As they stroll, Blair, Tyrese, and Len take bites from the large fried tubes of dough the locals call burrow cakes.

BLAIR COBALT
You're telling me you're a pacifist? In the Navy?

LEN 'SNUFF' ALEXY
I like to avoid violence unless absolutely necessary.

TYRESE 'FADER' JACKSON
Believe it or not, Snuff's parents were sojourners.

LEN 'SNUFF' ALEXY
I'm not traveller myself, but I thought the Navy would be a good way to see the 'verse.

BLAIR COBALT
So what do you do when you have to fight?

LEN 'SNUFF' ALEXY
You'd be surprised. Doesn't come up that much actually.

TYRESE 'FADER' JACKSON
Why do you think Snuff specifically requested the 88?

Tyrese's cake is suddenly knocked from his hand as O'Bannon steps out from between two carts.

O'BANNON
I don't know how the hell you got released, Jackson, but this isn't over. You and your friends better watch your backs.

Tyrese steps up to her.

TYRESE 'FADER' JACKSON
Or what? We'll end up like Piston?

Len separates the two.

LEN 'SNUFF' ALEXY
Enough.

Even O'Bannon is dwarfed by Len's size. She backs down.

O'BANNON
I'll see you soon.

O'Bannon storms off, crushing the burrow cake beneath her boot.

LEN 'SNUFF' ALEXY
I really wish you would just let it go. Piston wouldn't want this.

TYRESE 'FADER' JACKSON
Why don't you ask him and then let me know.

The words hang in the air. Tyrese, slaps Blair hard on the back and heads towards the Landing Pad.



TYRESE 'FADER' JACKSON
Hurry up and finish your cake, Co-
balt. You're piloting us home.

LEN 'SNUFF' ALEXY
Actually...

Len gently takes the half eaten cake away
from him.

LEN 'SNUFF' ALEXY
Might be better if you fly on an emp-
ty stomach.

Len finishes the cake in one bite.

EXT. OUTPOST TC3 - CALIBAN III

In the distance, the high energy pulse from
an active terraformer can be seen punching
through the atmosphere. Giant storm clouds
churn where it hits the horizon.

A small green shoot has broken through the
ground; its frail leaves swaying in the
wind. A pair of scissors clips a small cut-
ting from its leaf. A man in a light blue
protective suit, DR. TATE, puts the sample
in a vial and holds it up.

DR. TATE
There. The first botanical to take
root on Caliban III.

He holds it out to a woman in a Naval flight
suit, DORA REESE, but she continues to stare
at the storm in the distance.

DR. TATE
Lieutenant?

Dora turns and notices.

DORA REESE
Sorry.

She takes the vial and places it inside a
protective case.

DORA REESE
It worked so hard to grow here, al-
most feels a shame to take it away.

DR. TATE
I appreciate you having the labs
back on your station run the anal-
ysis for us. After the question-
able readings last week, the outside
opinion will be valuable.

DORA REESE
Not a problem, Dr. Tate. I'm sure
the nogs back at Herseron are chomp-
ing at the bit for the chance.

Reese looks straight up. The blackness of
space can easily be seen through the thin
atmosphere

DORA REESE
Hard to believe it's going to be
blue all the way up by the time I
get back.

CRACK! A huge lightning bolt touches down in
the distance.



CHRONICLES

DR. TATE

Looks like a storm's rolling in. We better get you to your ship.

The pair head towards a rover that waits nearby.

INT. TERRAPIN COCKPIT

Blair sits in the cockpit of the Terrapin, and runs his hands lightly over the controls. Tyrese leans over the back of pilot's seat observing.

TYRESE 'FADER' JACKSON

So, you ever fly one of these before?

BLAIR COBALT

Once.

LEN 'SNUFF' ALEXY (O.S.)

Did he say once?

Tyrese turns over his shoulder to where Len is strapped into the scan station.

TYRESE 'FADER' JACKSON

You just worry about scanning and let us know if we're going to hit anything.

LEN 'SNUFF' ALEXY

Maybe you should fly, Fader.

TYRESE 'FADER' JACKSON

(to Blair)

Len has a bit of a thing about rookie pilots.

BLAIR COBALT

A thing?

TYRESE 'FADER' JACKSON

He may have gotten run over by one once.

LEN 'SNUFF' ALEXY

(pointing to Fader)

He broke my arm.

TYRESE 'FADER' JACKSON

And I never did it again. Enough about me, what do you say we take this baby up? Now do you remember the start up ...

Before Tyrese can finish, Blair is flipping the switches like the ship is second home.

TYRESE 'FADER' JACKSON

(CONT'D)

... sequence.

BLAIR COBALT

I think I got it.

(into comms)

Tower, this is Naval T14-L ready to take off.

BORO FLIGHT CONTROL

You are clear, T14-L.

Without further ado, Blair pulls back on the stick, and the ship smoothly glides up.

EXT. MUNICIPAL LANDING PAD

The Terrapin lifts off of the pad and heads up into the atmosphere.



CHRONICLES

EXT. OUTPOST TC3 - CALIBAN III

Reese steers the Rover towards a small out-cropping of buildings in the distance. An Avenger with Navy livery waits on a landing pad nearby.

DR. TATE

I got to say, Lieutenant. It has been a lifesaver having you down here with us. I think we might be the first terraforming project in history to finish ahead of schedule, thanks to you.

DORA REESE

You act like I'm leaving for good.

DR. TATE

Don't joke. A week's bad enough.

KABOOM! A huge lightning strike hits one of the buildings up ahead.

DORA REESE

Some storm.

CRACK! Another!

DR. TATE

Something's not right. There's too much energy.

(into comms)

Kaylie, are you getting these readings? What the hell is happening?

KAYLIE

(over comms)

Dr. Tate. It's the atmosphere ionizer. I've never seen-

Another light bolt hits the tower and the line goes dead.

DR. TATE

(into comms)

Kaylie? Kaylie!

(to Reese)

We need to get to the lab!

DORA REESE

Guess I'm not leaving after all.

Dora punches the throttle. The rover lurches forward and races towards the landing pad. A huge lightning burst strikes again, flaring the screen to white.

EXT. SPACE

The Terrapin flies towards a former terraforming rig perched above Crion. It has been converted to serve as a Naval base. This is HERSERON STATION.

TYRESE 'FADER' JACKSON (O.S.)

There she is.

INT. TERRAPIN COCKPIT

Blair watches the station grow larger as they approach.

TYRESE 'FADER' JACKSON

Your new home for the next however long.

BLAIR COBALT

Looks like a terraforming rig.



CHRONICLES

TYRESE 'FADER' JACKSON
That's because it was. Once Cri-
on was cleared to live on, the Navy
converted it into a base. Been the
88's ever since.

(into comms)
Come in, Herseron Control. This is
T14-L requesting a hangar.

A young starman with large optical implants
appears on the comm screen, MALORY FISHER,
flight control for Herseron.
(Note: Cybernetic eyes from this era had
visible apertures. We should see when Malory
focuses in on things.)

MALORY FISHER
(over comms)
Better late than never, eh Fader?
(to Blair)
You must be the new Pilot. I'm Fish-
er, flight ops. Welcome to the 88.
Hangar B-2 is all yours.

BLAIR COBALT
Thanks, Fisher.

Blair swings the ship towards the opening
hangar doors.

LEN 'SNUFF' ALEXY
Uh guys, speaking of terraforming.
I've been getting some weird energy
readings from Caliban III.

TYRESE 'FADER' JACKSON
Weird how?

LEN 'SNUFF' ALEXY
No clue. Reese is still down there,
right? We could comm her.

Tyrese answers too harshly.

TYRESE 'FADER' JACKSON
No.

He realizes how that sounded and tries to
course correct.

TYRESE 'FADER' JACKSON
It's fine. If something's wrong, I'm
sure the Commander will be all over
it. Plus, I have a feeling we have
our own problems to deal with.

Tyrese points to a small figure waiting just
inside the hangar's air shield.

INT. HERSERON STATION - HANGAR

As the Terrapin's ramp lowers, Captain Herst
is already waiting for them.

CAPTAIN HERST
Well, I'll be damned.

Tyrese, Blair, and Len step off the ship.

TYRESE 'FADER' JACKSON
Captain Herst, sir. Apologies for
the delay, we ran into some -

CAPTAIN HERST
Engine problems.
(looks at Blair)
Those the same engine problems that
gave our new pilot a split lip?

TYRESE 'FADER' JACKSON
Sir, it really was the darnedest
thing really.



CHRONICLES

CAPTAIN HERST

Save the BS, Fader. The Commander wants to hear it herself. You three are to report directly to her office as soon as you drop the rookie's gear off in quarters.

Blair blanches. He realizes he doesn't have his duffel bag with him.

CAPTAIN HERST

Where the hell is your gear, Lt. Cobalt?

Blair opens his mouth, hoping an answer will come to him when the Captain's comm chirps.

COMM. SALANA

(over comms)

Captain Herst.

CAPTAIN HERST

Yes, Commander. I was just sending our wayward pilots to you now.

COMM. SALANA

(over comms)

Change of plans, Captain.

INT. HERSERON STATION - SALANA'S OFFICE

The Commander looks over a map showing the beacons in the system. One flashes an angry red.

COMM. SALANA

(into comms)

One of the early warning beacons on the far line just went dark. We need it fixed now.

INT. HERSERON STATION - HANGAR

Captain Herst smiles at the three pilots.

CAPTAIN HERST

(into comms)

Not a problem, Commander. I know just the crew for the job.

END ACT ONE



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