

JUMP POINT

ISSUE: 07 09

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FROM THE COCKPIT

GREETINGS, CITIZENS!

September was a pretty exciting month for *Star Citizen*. It's great to see that everyone is enjoying their new subscriber helmet flair and I hope you've all had a chance to take a look at the now space-worthy Origin 890 Jump. The arrival of the Jump is especially satisfying to me because it's something that has been in the back of our heads since the very start of the project. When we created the original 'ship document' for the game, we snuck in all kinds of little mentions of all sorts of ships we WANTED to do. I included the 890 Jump as an example of how naming for Origin's ships would work... and we've sure come a long way since then! In 2012, I had no idea such a ship would even make it into the game, much less that we'd someday have such an incredible team of talented developers making it bigger and more impressive than that early dream ever was. It feels great to see everything coming together!

Now for this month's **Jump Point**. Autumn is here and we have a seasonally appropriate article for you! This month, I was excited to learn all about *Star Citizen*'s new 'harvestables' system. That's the new mechanic through which you'll interact with the 'verse around you to collect items that can be sold and used in other capacities. Think collecting plants, ores, wrecked technology, and the like. Preparing the first launch of harvestables meant both working with *Star Citizen*'s overall mechanics to factor them into trading and commerce and working with the Narrative Team to create a new collection of out-of-this-world substances worth collecting.

This month also sees our first ever *Star Citizen* visual guide! These guides will serve as a sort of desk reference to *Star Citizen*'s various ship types, weapons, locations, wearables, and more. For the first iteration, we decided to start at the beginning... or rather start at the starters, walking you through the game's now extensive canon of beginner ships. If there's anything you'd especially like to see covered, let us know on Spectrum.

On the lore side, we have both a Galactapedia entry and a company portfolio. This month's Galactapedia tells you all about the Revenant Tree. You've probably seen mention of the tree's pollen in the game and, if you've been a subscriber for long enough, you may even have one as a flair item (January 2017). Now you can learn the history behind the item just as it starts to tie into the new harvestables system. As I mentioned above, it's great when long term plans come together! The September company portfolio focuses on Hedeby Gunworks, which is one of the corporations that produces personal weapons in the 'verse. Hedeby's Salvo Frag pistol is scheduled for Alpha 3.7 and the lore behind the weapon and its makers is fascinating.

That's it for September! I'll see you next time... through the **Jump Point**.

Ben

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BEHIND THE SCREENS: HARVEST TIME!

Star Citizen Alpha 3.7 premieres several exciting new features you can't miss. However, one you might not is harvestables - useable commodities players can collect from Star Citizen's environment. We spoke to three of the developers behind the new system to find out exactly what harvestables are all about!

BEGIN TRANSMISSION →

JUMP POINT (JP): Welcome and thank you for helping explain the new Harvestable system! Please give us your name and title and let us know what you've worked on previously for Star Citizen.

DAN TRUFFIN (DT): My name is Dan Truffin and I'm the lead system designer in the DE office. Most recently I worked on ship mining and the transit system. Now I'm the product owner of FPS mining and harvestables.

ÖZLEM SAGBILI (OS): I'm Özlem Sagbili and I'm an environment artist. My previous work has been on vegetation assets and my latest task was a cherry blossom tree set for Orison.

WILL WEISSBAUM (WW): Will Weissbaum, lead writer. I've worked on everything from the *Squadron 42* script, to PU mission text, to Jump Point stories, to weekly dispatches, to in-game brands, and more.

Narrative pretty much touches every aspect of Star Citizen (except for SSOCS!).

JP: What are harvestables and how will they change Star Citizen's gameplay?

DT: "Harvestables" is the overarching term we use for all items that can be gathered in the world. This can be as simple as a fruit you pick off a tree, but mechanic-wise can also be a gun in a gun rack or locker. The more complex harvestables require some gameplay interaction to pick up, as mineables do.

WW: Harvestables are the first batch of environmental collectables that we are introducing to the PU. In addition to bringing a new reason for exploring the vast environments of our worlds, it also brings the next iteration of our Personal Inventory system. The ability for players to explore, find a valuable object, store it on their person, and later sell it will now move beyond crates and become a more immersive experience. I'm also very excited for mining to be transforming from a purely ship-based activity to an on-foot pursuit where players can hunt down rare minerals and use their Multitool mining laser to harvest them.

Hopefully, when players are traversing across our landscapes, we can begin to encourage them to slowdown and see what they can discover and really focus on what's around them. The introduction of



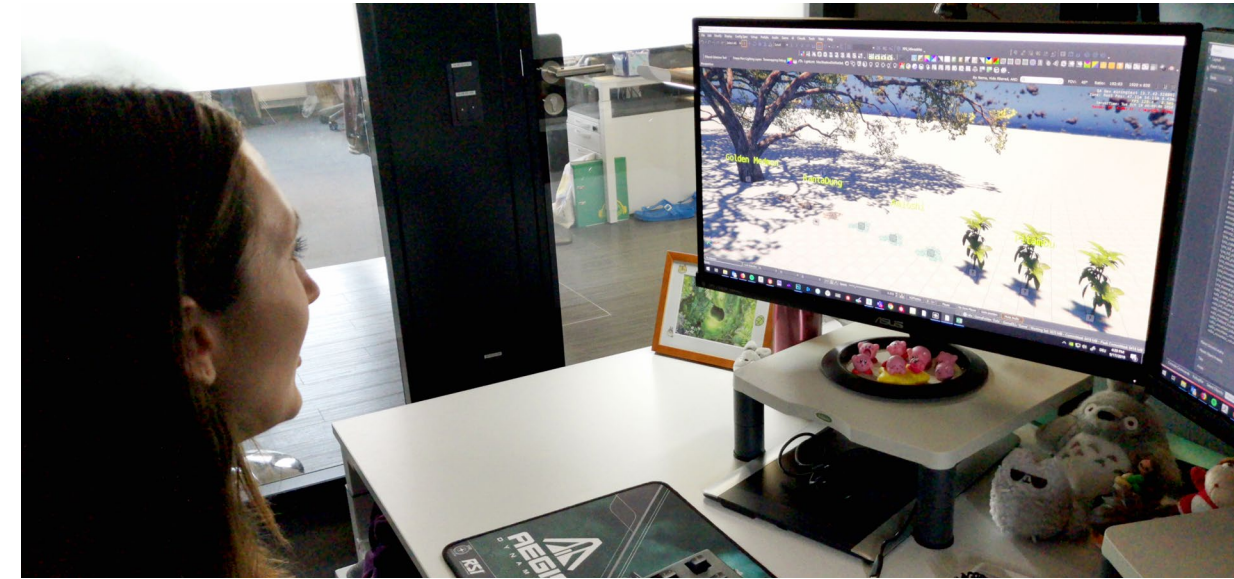
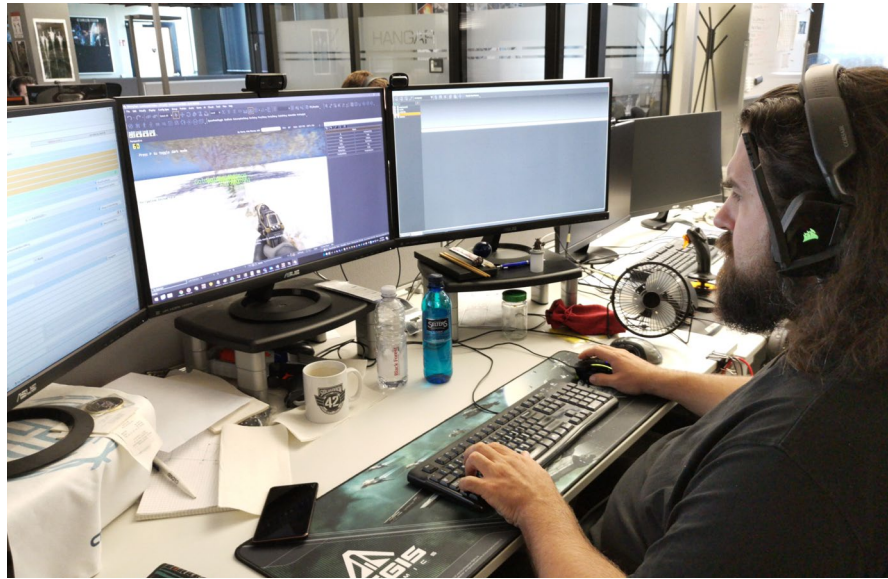
DAN TRUFFIN



ÖZLEM SAGBILI



WILL WEISSBAUM



caves will also help with this, as discovering secret entrances should be a great enticement to take a second look. It's worth noting that from these building blocks we'll be able to take steps towards other future gameplay. Things like salvaging parts, hunting, farming, looting, and stealing all have their roots with the introduction of harvestables.

JP: *What are the different types of harvestables and how are they, for lack of a better word, harvested?*

WW: To begin, we limited ourselves to a few categories that would lend themselves to the gameplay systems and environments we have available – Mineables, Biologicals (Plants), Biologicals (Animal), and Salvagables. Mineables are collected using the mining attaching for the Multitool using a similar mechanic to the one found on ships. Biologicals and Salvagable Tech can be collected by hand through the inner-thought system.

OS: Biologicals include fruits that you can pick from trees or plants, mushrooms, pods that you can break off of bushes, and even dry animal dung. You can harvest them by holding 'F' and selecting 'Stow' from the Interactions Menu. This will put them in your personal inventory.

JP: *What was the inspiration behind the look (and the lore) of the harvestables that have been developed?*

DT: It was a mixture of already existing assets and some new ones that came from the Lore Team and concept art.

WW: We had a couple of guidelines that we wanted to follow. We wanted a lot of the items to have enough intrinsic value that it would be worth it for players to spend their time collecting them in small quantities. They had to be able to be picked up single handed. It was decided that they should all be unique to *Star Citizen* rather than just real-world item like apples and silica. And since caves were a big new feature, we wanted to focus on having several options to populate them. For the Mineables, since we don't yet have the full scanning gameplay that we will eventually feature, Design wanted to make sure that the initial items were crystalline so that we could use their subtle sparkle to help players discover their location. For the Biological



items that come from animals, since we don't yet have the animals themselves, we created things that animals would leave behind. For Salvagable Tech, we focused on spare parts with resale value that the players couldn't use directly since that would be more for when looting gameplay comes online.

Once we had the guidelines in place, the first step was to go through our list of existing minerals and plants to see if there was anything we already had in-game that could work well. It is always ideal to be able to utilize things that we have already introduced rather than constantly come up with new concepts as it makes the universe feel more cohesive. Fruits like the Golden Medmons and Pitambu players might recognize as previously being found in the Rayari and Terra Mills outposts. Revenant trees and their pods were first featured

as hangar flair and are the source of the altuciatoxin drug already being sold by less scrupulous types. Once we had called out those, we brainstormed some fun new additions to round out the list.

JP: *How will players interact with harvestable objects in the game? How are they carried and managed?*

OS: The players will be able to inspect, carry, or stow the objects. It's also possible to throw and shoot them.

DT: Players interact with harvestables same as they do with any other object. They just approach them and press 'F' to pick them up. Once picked up, they appear in their inventory that can now be opened by

pressing 'I'. The inventory has some other options like dropping items you don't need or storing them in your ship.

JP: *Is there a quality factor for harvestables? Is one alien egg or chunk of ore better than another one?*

DT: Not as of now. We mainly focused on providing an initial implementation, but we will be looking into it.

JP: *Can an inventory of harvestables be taken or destroyed by other players?*

DT: Not at this moment, but it is our goal.

WW: Once the Actor Status System is online, the hope is that players will be able to consume harvestables to help with hunger or even as potential intoxicants.

JP: *How do harvestables tie into the cargo and trading systems?*

DT: They are a commodity the same as all the other commodities. They can be bought, sold, traded, transported, etc.

JP: *Do harvestables have use beyond buying/selling? Can I poison someone with a rare plant, for instance?*

DT: Not at this moment, though we are looking into giving

harvestables a greater purpose in the future.

JP: Do you have a favorite harvestable from the current selection?

WW: Ranta dung. Rantas are large isopod-like creatures that actually consume mineral content from rocks. Their unique gut biome is a thriving area of research in 2949 and their waste is in high demand.

OS: The Amioshi Plague is my favorite. It's an invasive lichen that grows in the cracks of rocks and can be found in caves. It looks very alien-like and it was a lot of fun to create.

JP: Did creating these items require any special animations? Were any other disciplines involved?

DT: Not new animations, but Audio worked on various sounds for picking the harvestables up. You can shoot and destroy harvestables too, so both Audio and VFX had a hand in how they explode.

JP: Are there any longer-range plans for this system that you can share? Will there be more harvestables added in the future?

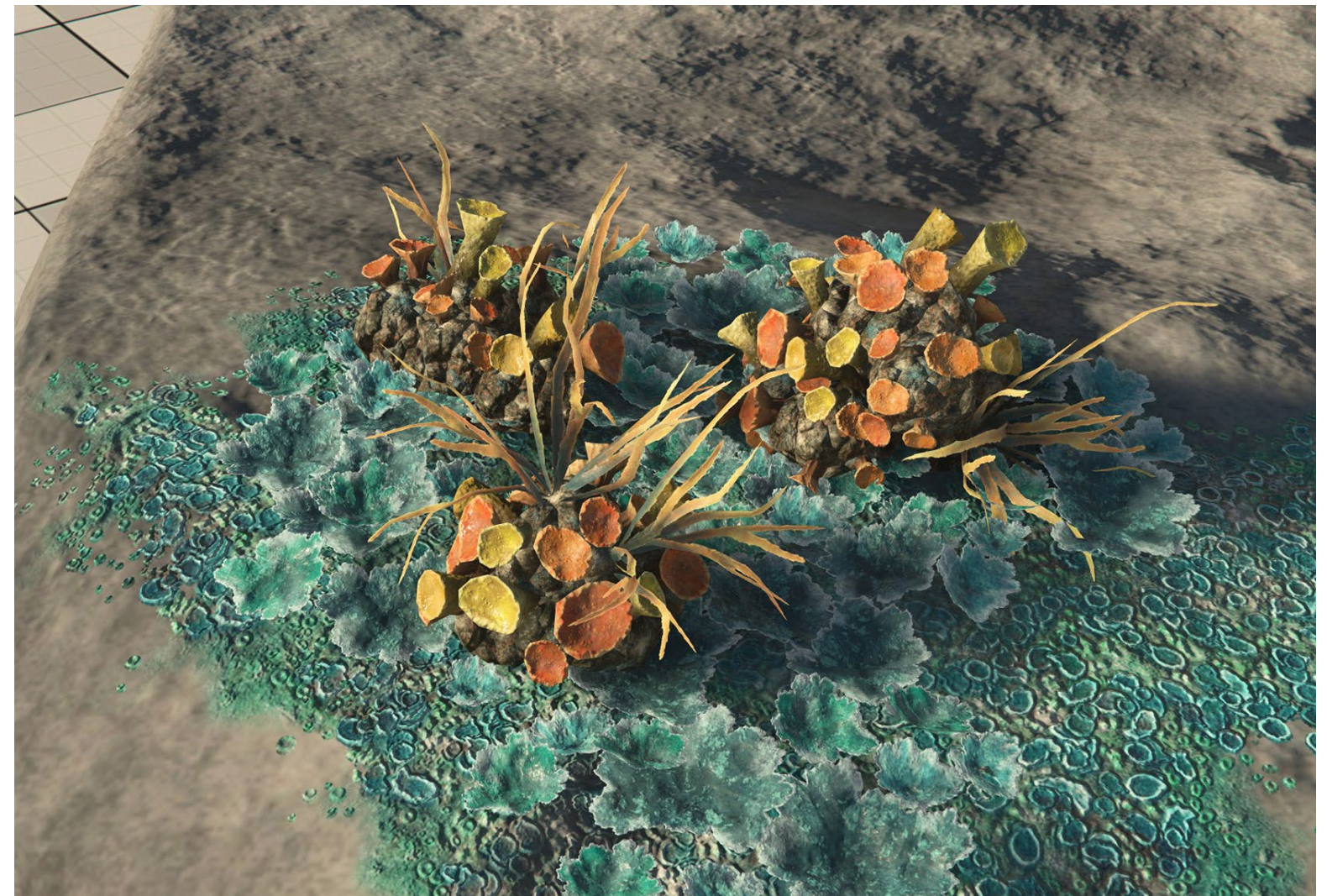
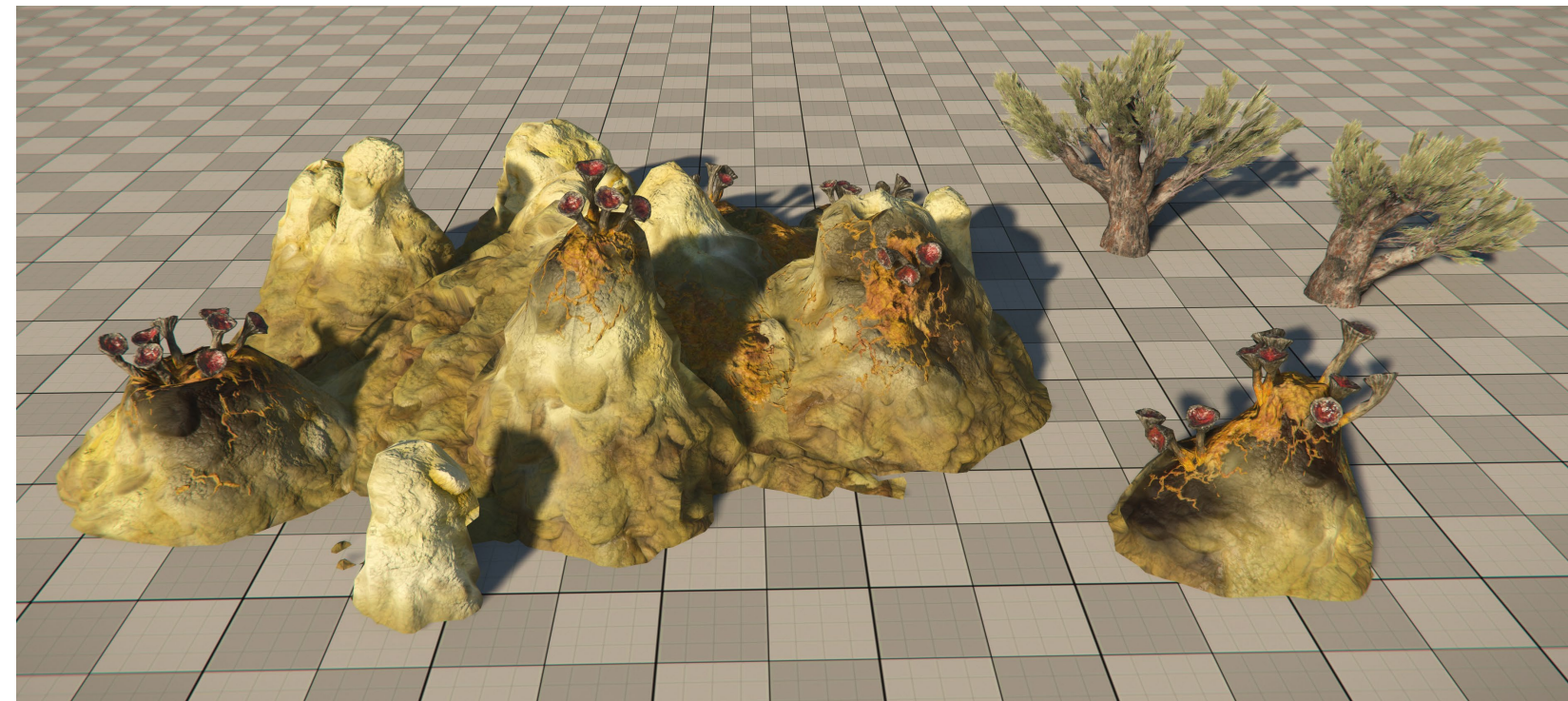
DT: Yes, there will be a lot more harvestables. The plan is for every planet, moon, and ecosystem to come with a list of harvestables. While some will be common between them, there will also be unique stuff that can only be collected in that specific area. System wise, a lot of the new stuff will come from the uses the harvestables can be put to. We're going to start with simply consuming them and then elaborate to other uses like extracting various compounds and, who knows, maybe even fermenting and distilling them!

JP: Will there be a system to 'process' harvestables? For instance, some of the descriptions mention how jewelry or chemicals are created from the raw item. Will players be involved in that process?

DT: Yes, definitely!

JP: Harvestables seem like a deceptively small addition that will actually significantly add to Star Citizen's gameplay. How are they being tested and balanced?

DT: Basically, the first part is a "gut-feeling" pass from the designers involved on the feature. After that, we make a quality assurance test



KNOW YOUR HARVESTABLES

Star Citizen's Lore Team developed descriptions for all types of harvestables to help guide the development process. Here are just some of the items you'll be tasked with collecting around the universe starting in Alpha 3.7!



GOLDEN MEDMONS

Grown in temperate climates on the maru ebony tree, golden medmons are left to fall off the tree when ripe and collected. The fruit at that stage is extremely firm and astringent. They only become edible after being 'bled' or softened through ethylene ripening. Once softening begins, the skin wrinkles and darkens, while the inside flesh loses moisture until it has a creamy consistency and a flavor reminiscent of caramelized lactose. This process can confuse those new to medmons, as the bled fruit looks as if it has gone off.



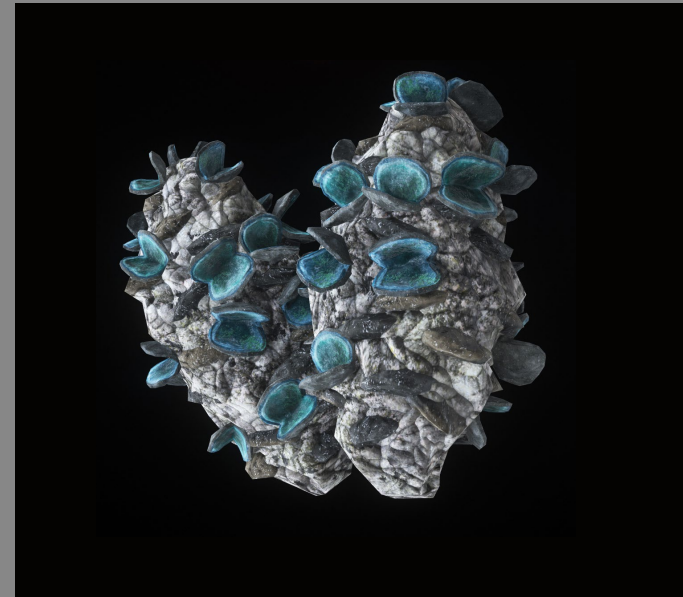
PITAMBU

The skin of the pitambu is thin and waxy and easily peeled away using its green leaf-like growths. Inside is a crisp and watery bright red flesh filled with tiny white seeds that have a mild, nutty taste. The flesh and seeds are traditionally consumed together.



REVENANT PODS

Contrary to its ominous name, the revenant is actually a variety of the altrucia tree, an indigenous plant of Terra known for its thick and colorful leaves. Geoengineers introduced fields of altrucias to Hyperion in an effort to break up the dust storms. Although the project failed, the altrucia tree adapted to the perpetual wind patterns, shedding its leaves and thickening the wood in the trunk. Botanists initially believed that the altrucia had died, but on closer inspection, discovered that they were quite alive and thus, the name was born. The pods are collected because the pollen is processed and turned into altruciatoxin.



AMIOSHI PLAGUE

Not nearly as ominous as its name, the amioshi plague is an invasive lichen that grows in the cracks of rocks. While the core of the lichen burrows out of sight to try and absorb as much moisture as it can find, the part near the surface sprouts hooded scales that eject spores to spread to other rocks. Its relatively short maturation period is the origin of its name.



PROTA

A resilient slime mold that can form in extremely corrosive environments and pressure, prota secretes a strong adhesive that can be distilled into a commercial-grade glue.



RANTA DUNG

A dry cube-shaped dung that comes from a large isopod-like crustacean known as a ranta. It has recently been discovered that the dung contains a unique bacterial biome that helps the ranta process and digest minerals. Some researches are hopeful it will lead to industrial or medical innovations.

request (QATR), which involves QA playing together and trying to find ways of abusing the system and making money out of it. We take that data and adjust the spawn rates, locations, and prices and then it goes to the Evocati and PTU. The process then repeats until we get to where we want to be.

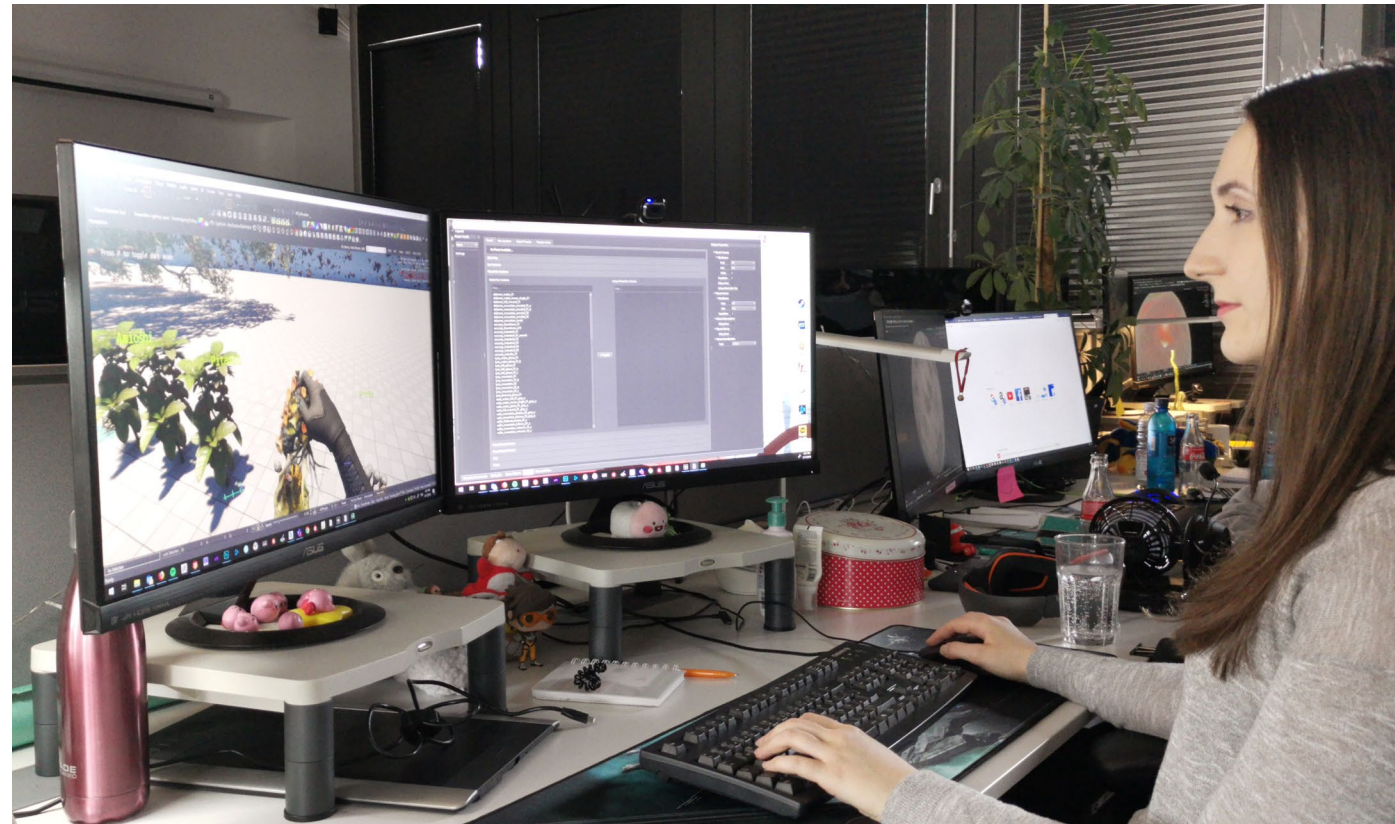
JP: For the roll of honor, who else was involved in working on harvestables?

OS: Special thanks to Aran Anderson for adding awesome VFX!

DT: Oh, a lot of people. Big thanks to Paul our senior programmer for putting up with all the crazy requests and reworks. Ozlem did a wonderful job of “arting” all of the organic harvestables, even if some of them were a little bit icky. Maximilian & Sebastian are the guys behind figuring out how to make a destructible rock full of nice shiny minerals. It’s hard to mention everyone that helped - there were a lot of other people from other teams that contributed bits and pieces to this.

WW: I have to tip my bag helmet to Narrative Director Dave Haddock who also contributed greatly to the lore for the harvestables. And to Archivist Cherie Heiberg, who had done earlier work on some of the minerals and plants that I drew upon.

END TRANSMISSION ←



VISUAL DICTIONARY: STARTER SHIPS

From the very start of *Star Citizen's* development, Chris Roberts described the vision of a universe free to explore by players in personal spacecraft. Over the years, dozens of ships have been developed alongside all sorts of potential roles, but how does a player know that they want to eventually focus on science or dogfighting or freight? The answer, again from the start, has been the inclusion of 'starter' spacecraft, the game's parallel to owning your very first car. Starter ships are jacks of all trades that give players a sample of everything the game world has to offer, starting them in the 'verse on a path of action and discovery. Here, we examine eleven of *Star Citizen's* starters, complete with development history, tips from the Dev Team, and stats that compare and contrast your options for launching your career as a space captain.

ANVIL ARROW

The Arrow from Anvil Aerospace is *Star Citizen's* first truly focused military starter ship. It was revealed to the world in November, 2018 as part of the RSI anniversary celebration. In addition to being an excellent addition to the starter lineup, the Arrow represents an important change to the game's development, as it was the first 'straight to flyable' ship - a feat the team will strive to repeat in the future. The Arrow was designed by Gary Sanchez, veteran

of the Dragonfly and Khartu-al, and quickly became a favorite among combat-focused players looking for a light ship capable of dishing out punishment. The Arrow is the first starter from Anvil, one of the 'verse's major military contractors, which is particularly appropriate as it serves to introduce players to the more specific combat gameplay types possible with larger dedicated fighters like the Hornet and Lightning.

PERFORMANCE

Length: 16.0 meters
Mass: 30,752 kg
Speed: 270 m/s
Yaw/Pitch/Roll: 125/125/165 dps

CF-117 Bulldog repeater turret

2x MSD-212 Marsden missiles

2x MSD-322 Marsden missile racks

2x GATS Scorpion GT-215 cannons

FROM THE DEV TEAM

The Arrow is purely a fighter and is well suited to that role, but it can be made better with some minor upgrades. Swap the shields for ones with faster regen (since the Arrow is small and difficult to hit) and focus on combat against other light fighters. One could also change out the weapons for 3x size 3s and mix in some higher health shields to bring more damage against bigger targets. In either case, the Arrow is well equipped to handle combat against any other fighter and even medium multi-crew ships.

RSI AURORA MR

The base Aurora, later renamed the Aurora Marque (MR) when variants were developed, was announced during *Star Citizen's* initial campaign in October 2012. It was the game's first starter and was intended to give players their first taste of the kinds of gameplay that might be possible in the future, so could mount weapons for dogfighting and carry cargo for merchant missions. The Aurora fit like a glove with lore already established for its manufacturer, Roberts Space Industries - a company making

space travel possible for the common man by developing ships affordable by everyone. The concept was designed by Ryan Church, the talented artist who had previously established the Roberts Space Industries aesthetic with the Aurora's big brother, the Constellation. The ship has the distinct honor of being the first ever ship to be pledged for in *Star Citizen*. The Aurora was introduced to the game in the Hangar Module and became flyable with the alpha release of *Arena Commander*.



PERFORMANCE

Length: 18.00 m
 Mass: 25,017 kg
 Speed: 195 m/s
 Yaw/Pitch/Roll: 70/70/95 dps

FROM THE DEV TEAM

Currently the MR is a light-duty ship capable of basic activities, though it's most adept at low-volume deliveries and high-cost-per-SCU commodity trading. Adding two weapons doubles its firepower to 4x size 1s, allowing it to engage in combat against similarly equipped small ships.

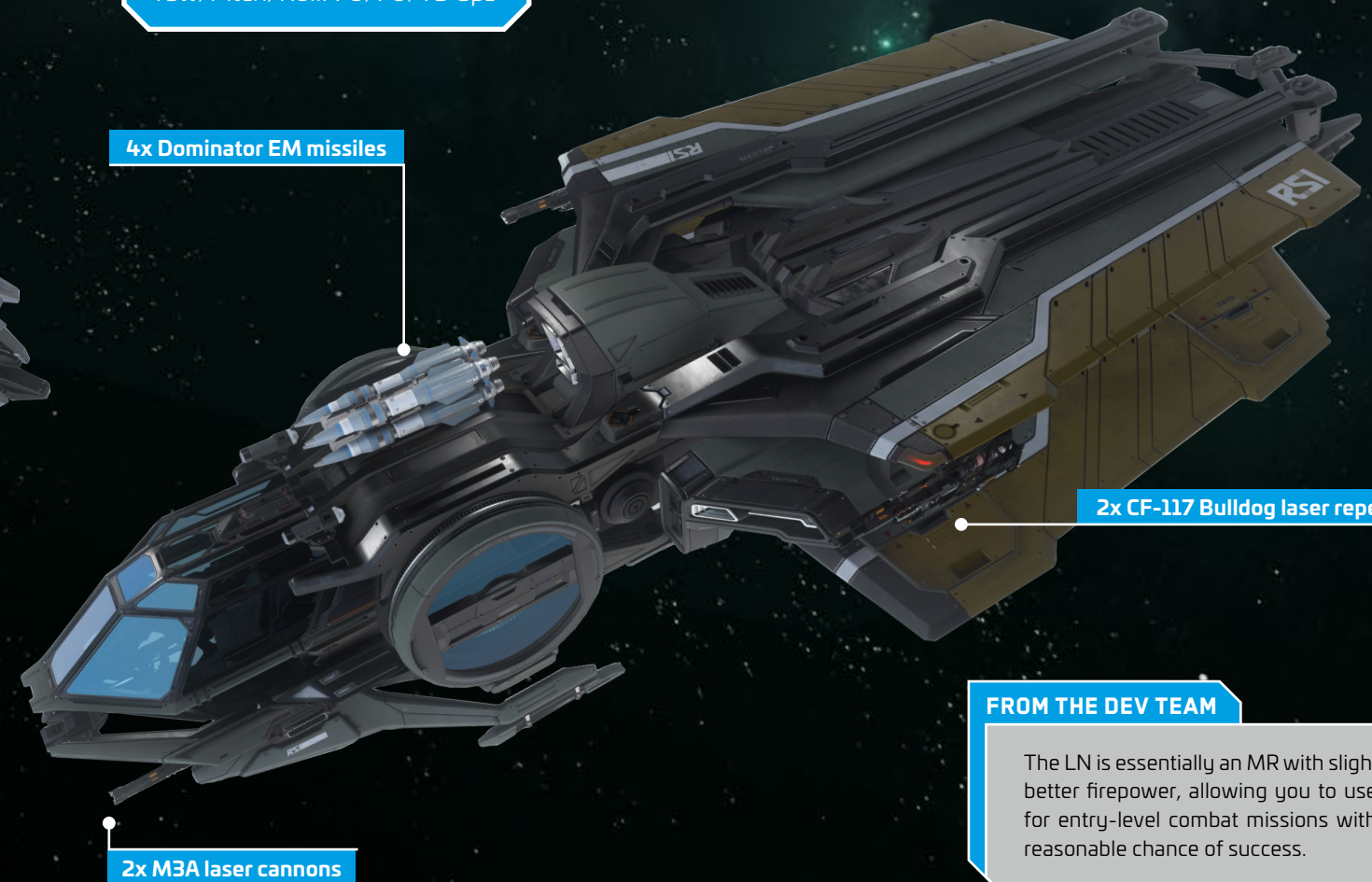
RSI AURORA LN

The Aurora Legionnaire (LN) was introduced in October 2013 alongside three other Auroras in honor of *Star Citizen's* first anniversary. The Aurora variants were announced following the first CitizenCon event and featured a specially developed commercial to show all types in action. Each was intended to showcase how the base ship could be converted to focus on different and more specific jobs ranging from combat to cargo. The Legionnaire is a military-focused take on the Aurora starter concept said to be flown by frontier militia groups and fledgling bounty

hunters. Alongside hardened components like an improved power plant and engines, the Legionnaire has an upgraded missile rack. Other Aurora variants include the Aurora Essential (ES) with only the most basic equipment, the Aurora Clipper (CL) which reduces its internal powerplant for more cargo space, and the Aurora Deluxe (LX) - a limited-production run with improved components and a luxury interior. The Aurora variants were made available in *Star Citizen's* hangar module and *Arena Commander*. Today, they are the most common ship type in the 'verse!

PERFORMANCE

Length: 18.00 m
 Mass: 25,338 kg
 Speed: 185 m/s
 Yaw/Pitch/Roll: 70/70/95 dps



2x M3A laser cannons

FROM THE DEV TEAM

The LN is essentially an MR with slightly better firepower, allowing you to use it for entry-level combat missions with a reasonable chance of success.

AEGIS AVENGER TITAN

The Avenger from Aegis Dynamics was announced in June 2013. The concept was developed by artist Nathan Dearsley with an interesting backstory developed by *Star Citizen's* Narrative Team. The Avenger was said to be a popular-though-older design commonly used by the Advocacy, the UEE's police organization, making it the game's equivalent of a US Crown Victoria police interceptor. Avengers were sturdy and modular, which made them popular among bounty hunters, who would convert their cargo space

into storage for prisoners. The Avenger was originally scheduled to play double duty as a training ship for *Squadron 42*, although the Gladius later replaced it. The Avenger Titan was announced later alongside its variants, although it is effectively the 'base' model as it doesn't include special weapons or facilities and instead serves as a light freighter for those wishing to combine cargo capacity with dogfighting ability. The Titan became flyable in *Star Citizen* Alpha 2.0 and has been adapted several times since its reveal.

PERFORMANCE

Length: 22.50 m
 Mass: 50,056 kg
 Speed: 260 m/s
 Yaw/Pitch/Roll: 105/105/145 dps



Gallenson ballistic Gatling gun

FROM THE DEV TEAM

The Avenger is one of the most flexible small ship in the game to date. It's capable of carrying a reasonable amount of cargo and the weapons allow it to pose a threat to any other fighter and even medium multi-crew ships. The full weapon compliment can be gimbaled (as is default) to deal with small, maneuverable targets or fixed with 2x size 3s and 1x size 4 to dish out decent damage against larger targets. For heavy fighter duty, players may want to look into upgrading components (cooler, power plant, shields) to get the most out of their craft.

AEGIS AVENGER WARLOCK

The Avenger Warlock is an advanced variant of the standard ship that focuses on asymmetrical electronic warfare. The Warlock was announced in November, 2015 as part of *Star Citizen's* anniversary celebration alongside several other variants. The Avenger variants were originally designed to be modular rather than bespoke ship types, each changing the internals of their rear section rather than being built from the ground up. Additionally, they were developed around the more advanced dogfighting mechanics

being developed for *Arena Commander*, with the Warlock intended to make use of a large EMP device that could temporarily stun surrounding ships. The Warlock's counterpart is the Avenger Stalker, a variant that includes storage space for prisoners and a pair of distortion cannons so that bounty hunters can disable enemy ships and capture their targets alive. The Titan and its EMP module became flyable in July 2017 and was reworked to increase its size in Alpha 3.2.



2x Ignite II missiles

EMP Device

2x CF-227 Badger laser repeaters

FROM THE DEV TEAM

Similar to the Titan, but sacrifices the rear hold to carry the EMP device. EMP's suck a lot of power when in use, so Warlock owners may want to prioritize power plant upgrades for a more forgiving experience.

PERFORMANCE

Length: 22.50 m
 Mass: 50,070 kg
 Speed: 240 m/s
 Yaw/Pitch/Roll: 105/105/145 dps

CONSOLODATED OUTLAND MUSTANG ALPHA

Development of the Mustang began in November 2013 as part of *Star Citizen's* \$26 million stretch goal, which promised the addition of a second starter package to the game. The Mustang premiered during the next year's holiday livestream in December 2014. Unlike previous ships, the Mustang's five variants were designed together and revealed to the community at once. Artist David Hobbins was responsible for the Mustang's look and the ship premiered to the world with a spectacular commercial

that introduced both the ship and new company, Consolidated Outland. Patterned after Tesla and its charismatic founder, Consolidated Outland was said to be working to disrupt Roberts Space Industries' control over the low-cost private spacecraft market with the Mustang, a ship that was both affordable for starting pilots and visually stunning. Mustangs became flyable in 2016 with the release of *Star Citizen Alpha 2.0* and have been updated to include modern systems since then.



2x M4A laser cannons

PERFORMANCE

Length: 21.5 m
 Mass: 32,970 kg
 Speed: 255 m/s
 Yaw/Pitch/Roll: 90/90/135 dps

FROM THE DEV TEAM

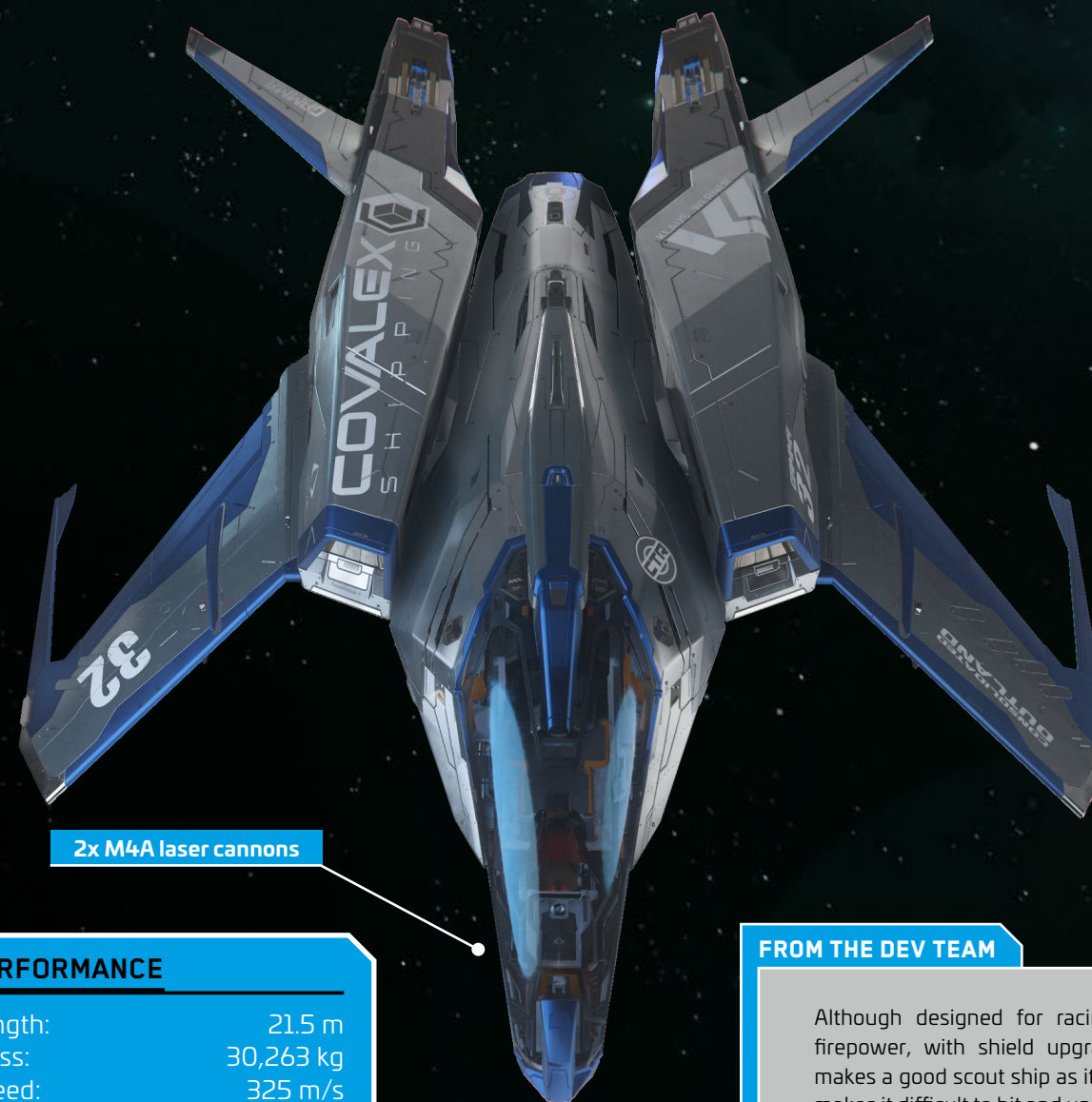
The Alpha has a higher cargo capacity than the stock Aurora MR, so light commodity trading is its bread and butter. However, with the addition of 2x size 1s, this ship can be pressed into entry-level combat missions in much the same way as the Aurora LN. Stock components are fairly low grade, so upgrades can make the ship significantly more capable.

CONSOLODATED OUTLAND MUSTANG GAMMA

The Mustang Gamma is the racing variant of the standard Mustang, revealed alongside the original ship in 2014. The popularity of the Origin 350R racing ship early in *Star Citizen's* development led to a special focus on the idea of building additional racing modes, which were introduced in an exciting circuit map in an early update to *Arena Commander*. Based around players' previous efforts to make their own fun by racing starships, *Arena Commander's* racing options pitted players against one another and gave users their first taste of atmospheric flight. The Gamma lowers the overall

weapons and armor of the standard Mustang in exchange for fuel scoops to give it additional velocity and make it the most visually distinct Mustang type.

Other Mustang variants include the Beta, a long-range scout ship, and the Delta, a dedicated militia dogfighter. A fifth Mustang, the Omega, was released in limited numbers as part of a partnership with AMD. Like the Gamma, the Omega is a dedicated racing ship which features a distinct livery.



2x M4A laser cannons

PERFORMANCE

Length: 21.5 m
 Mass: 30,263 kg
 Speed: 325 m/s
 Yaw/Pitch/Roll: 110/110/168 dps

FROM THE DEV TEAM

Although designed for racing and short on firepower, with shield upgrades the Gamma makes a good scout ship as its maneuverability makes it difficult to hit and upgraded shields will absorb and reverse incoming damage.

MISC RELIANT KORE

The MISC Reliant was the first starter ship chosen by fans. Originally presented as simply a 'third starter option', the Reliant was voted on by the community and then announced in the \$63 million chairman's letter. Intended to offer players their first state of Xi'an technology with a focus on cargo transport, the result of the design was a slightly larger freighter-style ship that still included several interesting role-based variants. Artist David Hobbins was

responsible for the broad "flying wing" look, which was revealed in May 2016 alongside a full selection of variants. The Kore is the base model of the series and has been dubbed the "mini-hauler", giving players a look at the kind of dedicated cargo gameplay that MISC would further expand with the Freelancer and Hull series. Most appealing is the Reliant's unique set of animations, which allow it to fly and fight vertically but land as a wide, flat ship.

PERFORMANCE

Length: 14.50 m
 Mass: 38,566 kg
 Speed: 220 m/s
 Yaw/Pitch/Roll: 80/80/115 dps

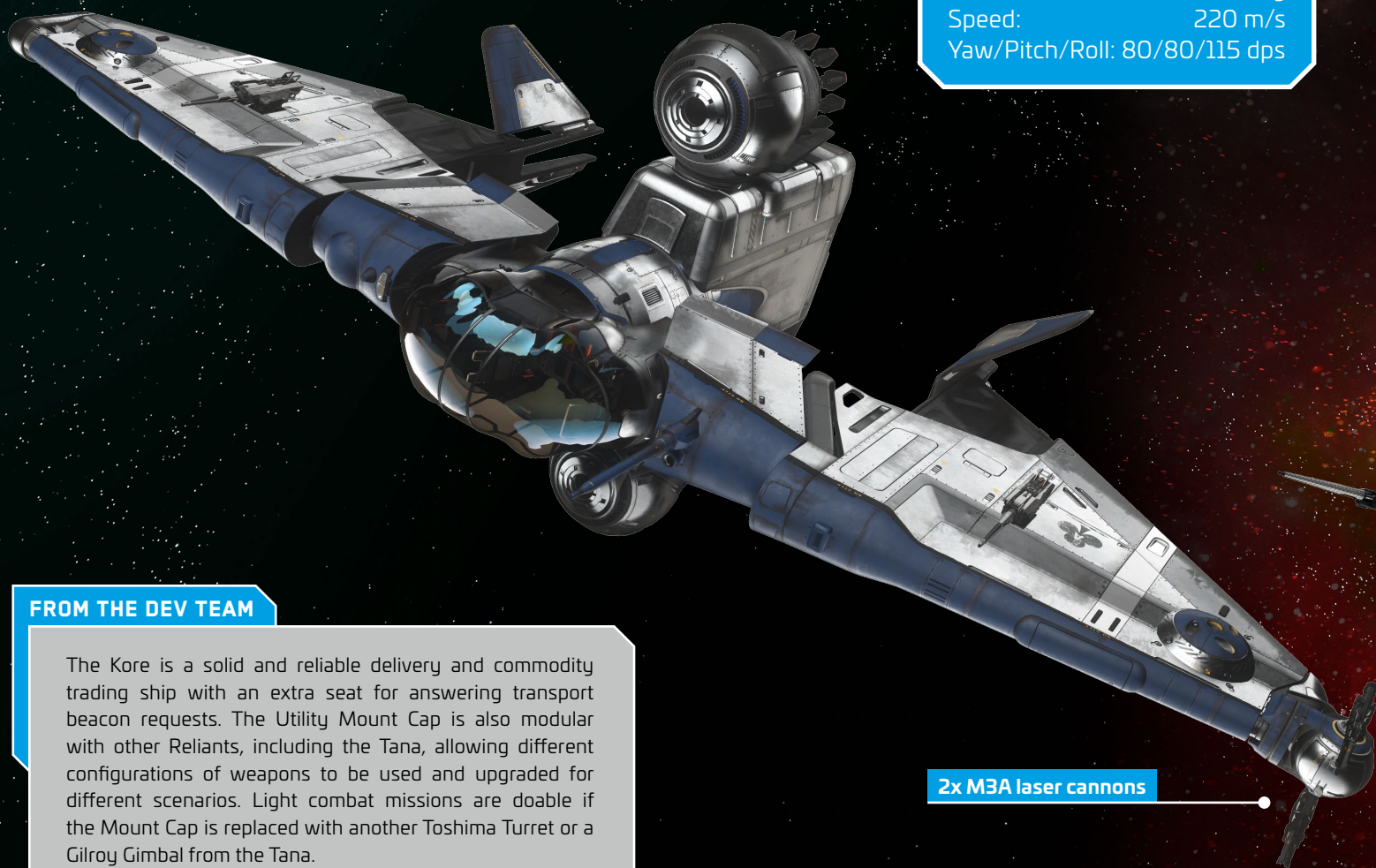
MISC RELIANT TANA

The Reliant Tana is a combat-focused variant of the base Kore intended for forces operating on the frontier that might like to mate cargo capacity with a heavier weapons platform. The Tana was revealed at the same time as the other Reliant variants. The design is sometimes referred to as the "skirmisher", describing its place between mini-hauler and more dedicated combat ship. Other

Reliant variants include the Sen research ship with a variety of scanners and other scientific equipment and the Mako, a specialty ship for broadcasting information from remote sites like a modern-day news truck or helicopter. The base Reliant became flyable in mid-2016 with the release of *Star Citizen* Alpha 2.5 and variants have continued to launch as their distinct mechanics are completed.

PERFORMANCE

Length: 14.50 m
 Mass: 38,566 kg
 Speed: 220 m/s
 Yaw/Pitch/Roll: 80/80/115 dps



2x M3A laser cannons

FROM THE DEV TEAM

The Kore is a solid and reliable delivery and commodity trading ship with an extra seat for answering transport beacon requests. The Utility Mount Cap is also modular with other Reliants, including the Tana, allowing different configurations of weapons to be used and upgraded for different scenarios. Light combat missions are doable if the Mount Cap is replaced with another Toshima Turret or a Gilroy Gimbal from the Tana.



2x M3A laser cannons

FROM THE DEV TEAM

The Tana lacks the Kore's cargo flexibility but rolls out stock with better weapons. Players can swap out the hull-mounted weapons for gimbals and focus on basic combat missions against light fighters (provided they don't punch back too hard!).

BONUS FEATURE: One additional starter series, the luxury-focused Origin 100, is still in development and not yet flyable. We've included information about what's already known about these exciting new starters below.

ORIGIN 100i

The Origin 100i is *Star Citizen's* first luxury-focused starter ship, acting as a predecessor for spacecraft like the 300 series, the 600 series, and the 890 Jump. The 100 series, which includes two variants, was announced in April, 2018 and is currently on the schedule to move from 'concept' to 'flyable'. The 100 series was

the first work of concept artist Andrian Luchian, who would go on to work on the Anvil Ballista and Tumbriel Ranger. His challenge was adapting the aesthetic and functionality of the 300 series to a starter-style ship without removing the brand's distinct luxury. From the look of things, mission accomplished!

ORIGIN 125a & 135c

The Origin 125a is the combat variant of the Origin 100i, announced at the same time as the base ship. The 125a is an overall improvement over the base ship, adding missile racks and featuring improved performance that gives it a higher maximum

speed. The third variant of the 100 series is the Origin 135c, a luxury-focused light cargo ship that adds internal storage in exchange for a decrease in overall engine performance.



100i

PERFORMANCE

Length: 15.0 m
Mass: TBD
Speed: 210 m/s
Yaw/Pitch/Roll: TBD

135c

PERFORMANCE

Length: 15.0 m
Mass: TBD
Speed: 190 m/s
Yaw/Pitch/Roll: TBD

125a

PERFORMANCE

Length: 15.0 m
Mass: TBD
Speed: 230 m/s
Yaw/Pitch/Roll: TBD

GALACTAPEDIA

REVENANT TREE

The revenant tree is a variety of altrucia, a leafy tree indigenous to Terra (Terra III), United Empire of Earth (UEE). It emerged after the altrucia was introduced to Hyperion (Fora III) by geoengineers in an attempt to create shelterbelts against dust storms. While most of the trees didn't survive the environment, the ones that did adapted, giving rise to plants that seemed dead until closer observation. Its pollen is used to make the illegal drug altruciatoxin.

DESCRIPTION AND LIFE CYCLE

In contrast to the tall, leafy, colorful altrucia, the revenant tree is about one meter in height, has very few leaves, and is dusty in color. Its thick, dense bark prevents collected moisture from evaporating in Hyperion's heat and high winds. Most of its nutrients come from the soil. Because its environment is covered by thick dust clouds for the majority of the year, it goes through long periods of dormancy followed by fast growth phases when exposed to sunlight and water.

Following the brief wet season, the revenant enters its reproductive cycle, directing all of its stored energy towards producing flowers sturdy enough to withstand storm-force winds. The flowers open in the morning and evening. Wind currents pick up the pollen and distribute it to other plants. Once it has been fertilized, the revenant produces seeds that too can be carried by the wind when they reach maturity.

HOUSEPLANT

The revenant thrives as a houseplant. Since

it grows well under low-light, low-moisture conditions, it can be raised in places that receive little sunlight, such as sealed colonies or spacecraft. If it is over-fertilized and over-watered, its roots may rot or the bark may split and open the inside of the tree to potential infections. For these reasons, a revenant tree is best kept in an ecosphere set to mimic the conditions on Hyperion and prevent overzealous care. Inside the ecosphere, it will go through its full lifecycle. However, it will not successfully reproduce unless it is removed from the ecosphere and purposely exposed to another revenant. Well-tended revenant trees can live for a century or more.

USES

The revenant is cultivated for its pollen which, though illegal under UEE law, can be chemically processed into a prohibited substance called altruciatoxin. Also known as dust, candy, or round off, altruciatoxin is powdered and can be absorbed through the mucus membranes. Those who wish to experience a reduced high may smoke it instead. It causes sensory enhancement, muscular relaxation, and lethargy in its users. Though uncommon, usage of the drug can induce a violent and rarely deadly allergic reaction, especially in those who are already sensitive to pollen.

Wild revenants can be used as a source of water. While the insides of the tree will induce vomiting if eaten raw, if passed through a fine-meshed sieve, the bitter liquid is safely drinkable by Humans and can hydrate in an emergency.



HEDEBY GUNWORKS

Altruis Hedebly hesitated before the roaring flame of the furnace. The hunk of metal he was about to destroy was an old weapon unlike any he had seen before. Despite years of neglect and rust, he found a certain beauty and grace in its distinct double-barrel design. He spun the weighty gun in his hands, noticing engraved flourishes atypical of the cheap, mass-produced weapons found across Asura.

Hedebly crossed the foundry floor to show the weapon to his supervisor, who generally considered anything that didn't function to be furnace fodder. She was less than impressed and gave him two options: melt it with the rest of the scrap or keep it, with the cost coming from his wages. Under her watchful gaze, he returned to the furnace and, with a heavy heart, tossed it into the flames. He immediately regretted the decision, but it would come to change his life.

The care and craftsmanship put into that weapon inspired Hedebly to uncover its history. The journey sparked an obsession into unique and antique personal weapons that led him to found Hedebly Gunworks - a weapons manufacturer unlike any other in the universe.

THE EAGER APPRENTICE

Hedebly desperately wanted to keep the unusual old weapon, but his

family needed every credit to survive. Born in the Ferron system in 2884, he was the oldest of five siblings. His parents struggled to keep the family fed under Tram's tough economic conditions and, at the age of fifteen, Hedebly abandoned his Equivalency studies to support his siblings. He lied about his age to land a job at a foundry that collected scrap and melted it into cheap, everyday items sold at stalls across the city. Hedebly immediately took to the foundry floor, never feeling more alive than when the flames from the furnace almost licked his skin. His heat tolerance and enthusiasm for the work quickly elevated him from scrap sorter to furnace operator, which is where the strange weapon landed in his hands.

Despite destroying it, Hedebly became fascinated with the simple elegance of the gun. He constantly sketched it from memory, trying to get the dimensions and details just right. He also did extensive research, which didn't lead to an answer, but began an obsession with antique firearms. At work, he pestered longtime employees with questions about metalworking until someone recommended that he talk to Chae Ekstrom, a local smith with a small shop on the industrial outskirts of Tram. Inside, he found Ekstrom hand-repairing the hull of an old drone and became captivated by the artistry of the detailed metalwork. Hedebly offered to buy Ekstrom a drink in exchange for a few questions. While Ekstrom couldn't identify the mysterious weapon Hedebly described, he





was impressed by the teenager's unbridled enthusiasm and offered him an apprenticeship.

For the next decade, Hedebý juggled his job at the foundry with learning metalworking under the master smith's tutelage. He worked at the foundry during the day and assisted Ekstrom in repairs and custom work at night. On the weekends, he turned his new-found skills toward his true passion of gunsmithing. Although he had never finished school, he discovered a new love of learning, pouring over whatever texts he could find and testing out techniques on leftover scrap metal. It took him six years of trial and error but, eventually, Hedebý crafted his first working weapon - a double-barreled pistol inspired by the one he found in the scrapyard so many years prior.

While he loved learning forgotten techniques, Hedebý found his true creative inspiration in Ekstrom's training. Raised in Banu space by a metalworking souli, Ekstrom had studied a variety of techniques not commonly used in the UEE. Ekstrom explained that Banu were always eager to utilize new techniques and methodologies, but only when they were proven to be better. The result was a style of metalworking that was simultaneously classic and cutting-edge. It was this combination that had allowed Ekstrom to excel at repairing older tech and what inspired

Hedebý to incorporate bolder designs into his attempts at recreating the expertly crafted weapons of the past.

Eventually, Hedebý offered gunsmithing services from Ekstrom's shop. At first it was merely repairs, but he soon began experimenting with making existing weapons better. Ekstrom considered some of these mods unsafe, but they became quite popular. When one such modification caused a weapon to explode and seriously injure a patron, Ekstrom demanded that Hedebý stop due to the liability it placed on his business. This rift would prove to be one that could not be mended. Hedebý left to start his own forge so only he would be responsible for the success or failure of his future experiments.

FORGING THE FUTURE FROM THE PAST

Hedebý scavenged materials from Tram's abandoned factories and set up a small forge in his backyard in 2921. He undertook gun repair work and hand-engraving to pay the bills while continuing to experiment with new designs and attempting to master old techniques. Word quickly spread about his operations and it wasn't long before Hedebý Gunworks had more work than he could handle alone. Eventually, he moved the forge to a larger location, where he hired and trained apprentices to



handle the repair work so he could focus on designing weapons.

While his traditional pistols and rifles became popular with locals, Hedeby was eager to put his mark on the field and craft a weapon in the Banu-style, albeit in a way that would be uniquely his. After numerous attempts to improve the designs of the past, a new weapon came to form. The Salvo started as a normal pistol but evolved into something new when Hedeby added a freezing primer to mitigate overheating and wound up with a supercooled casing that could be shattered into a deadly spray of high-velocity fragments. The first time he fired the gun, the unexpected explosion and thunderous boom knocked Hedeby off his feet. He knew that he had something special. Hedeby made and tested modifications before personally forging ten Salvo pistols. He sent one to Ekstrom and gave the rest to his most loyal customers.

Orders for the Salvo soon overwhelmed the gunworks and investors lined up to fund its expansion. Hedeby took time to weigh his options and develop more unique gun designs. Meanwhile, Hedeby's growing

reputation among collectors and gun enthusiasts made the brand increasingly popular. The company's slow and steady expansion ensured that its signature style and unique production techniques weren't compromised. Even to this day, every weapon follows a specific manufacturing process established by Hedeby himself that blends hand-forging and machining.

Years after sending Ekstrom one of the first Salvo pistols, Hedeby still hadn't heard from his former mentor. One day, Ekstrom walked into Hedeby Gunworks carrying a crate. Inside was the weapon Hedeby had tossed into the furnace. It took decades to track down, but Ekstrom had discovered the Doussaint, a failed weapon prototype with both ballistic and energy fire modes. The design proved to be so dangerous that most Doussaints exploded during testing, leaving only a few left in the universe. Together, Ekstrom and Hedeby painstakingly refurbished the weapon. Though they never fired it, it is prominently displayed near Hedeby's workbench as a reminder of his origins and as motivation to remain original.

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