

# JUMP POINT

ISSUE: 08 04



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## FROM THE COCKPIT

### GREETINGS, CITIZENS!

We've made it to April with our shields and armor intact! Our first feature this month covers the new prison system that will launch in Alpha 3.9. In short, *Star Citizen's* reputation system is getting a massive expansion with the introduction of an actual 30th century prison where players caught breaking the law can be sent. I remember back in 2013 when Chris Roberts first outlined his vision for this feature in [Death of a Spaceman...](#) it was something unlike anything I'd heard of in a space sim and a lot of folks thought it was a little out there. Well, here we are today and not only is it coming online smoothly, it's fun and fascinating and totally new. The lesson: never bet against *Star Citizen*!

I hope you're all as excited to learn about *Star Citizen's* unique new take on this storied institution as I was! At first, I admit I thought it was unusual to focus so much on the prison experience... but when I really thought about it, I realized that prisons have a surprisingly rich tradition in science fiction. From the Death Star's orderly detention blocks to desolate Fury 161 to snowy Rura Penthe, with a dozen stops in between, space prisons are a hugely important set piece in a lot of the adventures we grew up loving.

We also have another visual guide for you, this month covering some of *Star Citizen's* armor. To say that both

the variety and the quality of the armor in-game are impressive would be putting it mildly... *Star Citizen's* designers have created an excellent balance between easy-to-use and complex-to-master for wearables and the Art Team continues to deliver absolutely stunning work. With so many options already available and so much thought put into the different roles for each type, we thought it would be good to put together a guide... or maybe we just wanted to share how darned cool they look laid out on a page. In either case, one thing is for sure: we've come a long, long way from blue jeans and leather jackets in space!

Over on the lore side of the 'verse we have something special you haven't seen in quite a while: a short story! It's called *Dying Star* and it's absolutely worth skipping ahead to the end of the issue to check out right now. We're also continuing our look at the soon-to-be-flyable *Esperia Prowler* with another entry in the *Whitley's Guide* series. Enjoy!

I hope you'll join us next month when we start looking at what comes after Alpha 3.9... until then, we'll see you on the other side of the **Jump Point!**

Ben

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# PRISON BREAKS

Early in *Star Citizen's* development, Chris Roberts spoke about his desire to have a realistic law and order system that the players would experience first-hand; one where the rewards of piracy and other lucrative crimes were balanced by the threat of serving hard time in prison should they be caught in the act. Now, an upcoming patch will debut the first iteration of this concept by introducing prison sentences for players, complete with options for serving terms and even escaping. We spoke to members of the team making it happen to find out just how a 30th-century prison sentence works.

BEGIN TRANSMISSION →

**JUMP POINT (JP):** Please introduce yourself! Tell us your title and what you've worked on for *Star Citizen*.

**EDDIE HILDITCH:** I'm a lead artist, with particular focus on the Modular Team, which means we create the majority of locations that aren't major landing zones. So space stations, planetary points of interest, etc.

**LUKE PRESSLEY:** I'm the lead designer on *Star Citizen Live*. My responsibilities are varied, but a significant focus of the last several months has been on prisons.

**JP:** How did the idea for a prison system players actually experience come about?

**LP:** I had been thinking about prisons for years and it was clear to me from the outset that, if prisons were going to be compelling, they would need to provide players with the means to play out the prison fantasy: escape attempts, hard labor, prison currency, etc. But it was also important it performed the actual roles of a prison:

Retribution -	victims would have the knowledge that perpetrators may face punishment for their crimes.
Incapacitation -	captured criminals would be taken out of the main game loop, giving citizens respite from their harmful actions.

Deterrence - being taken out of the main game loop should be a blow and make criminals think twice about the extent or brazenness to which they re-offend.

It was clear, however, that for our first iteration, a maximum-security-style prison was not achievable. So, we began exploring a simpler, automated debtors' prison where the onus would be on inmates working off their sentence via hard labor or attempting a challenging escape.

**JP:** Were there any existing mechanics that could be modified to make this system work or was there a lot of building from the ground up?

**LP:** We already had experience with the Building Blocks system and had developed it greatly, but there was still more to do to get the prison's various screens working. For example, on the vehicle containers outside the prison, players will find the first iteration of a passcode lockscreen that we aim to continue to develop in coming releases.

Shops were modified to make the mineral deposits possible and work will continue to allow players to purchase items from the commissary machines using Merits. Mining was used almost without change, but we did request that we be able to control the composition of minerals based on cave depth. This will be beneficial to all caves in the game, pushing the more valuable minerals to the back so that players have to work harder for them.

A lot of work was done to improve respawning speeds and you'll find our first iteration of transition screens when players change location. We did have to completely invent a way of hiding the players' inventory while allowing them to collect things in the prison and keep them should they escape. In the future, player inventory will not be global, so only their current loadout will be confiscated. Once they escape, they will be able to recover their other items from wherever they're locally stored.

**JP:** Were there any special inspirations for the prison, either from science fiction or the real world?



**LP:** The layout of the prison's main cellblock was based on the famous panopticon style in which cells encircle a main watchtower, so prisoners feel there is no place to hide from the guards' view. Since mining is a well fleshed out feature, our first thought on how players could pay off their sentence was that they literally pay it off via the hard labor—of breaking rocks, which was common in prisons at various times throughout history. The role of prisons in the real world was also something I studied to ensure our prisons serve their genuine purpose.

**JP:** *What do you have to do to end up in prison in the first place? Is prison the universal punishment in the 'verse or is there a threshold?*

**LP:** You aren't sent to prison the moment you do something bad. There are a few levels of crime: landing violations that result in the impounding of your ship, misdemeanors that result in fines, and finally felonies that lead to prison time should you be arrested. Even when felonies have been committed, there are further thresholds of how aggressively the law will pursue you. We've rebalanced the thresholds of the higher crime stats so that you really have to work to become aggressively pursued. To be arrested, you must be killed by law enforcement (whether official or deputized) or bounty hunters. In the future, we will also allow you to surrender.

**JP:** *How are you 'caught'? Could you walk us through the process of getting sent to prison?*

**LP:** Once arrested, the player is stripped of their inventory and loadout and given a prison uniform and multi-tool. The player must then serve or pay off their sentence. At this point, they will be eligible for release and will be able to pass through the otherwise-locked doors at the inmate processing area. Beyond they will find an elevator to the surface (for now this will cause a fade and respawn them as a free citizen outside of prison). Should the player escape, they will become a bounty for other players. Their only choice will be to be rearrested or hack a criminal database to remove their prison record and all crimes associated with it in one go.

**JP:** *Are prison sentences universal or are they based on the nature of the crime?*

**LP:** Every crime has a sentence duration depending on its severity. Players can wait this out in prison or get out much faster by working to pay it off the sentence in Merits. The amount of Merits the player must pay is based directly on the sentence time. Even the fines accrued via committing misdemeanors result in more time in prison should a player be put in prison.

**JP:** *There are two ways to get out of prison. Let's talk about the honest one first, serving your time. What do you have to do to pay your debt?*

**LP:** There are two honest ways to complete your sentence, though even these can be achieved by dishonest means. The first is to simply wait out your sentence, which you can do offline or in-game, as we have been lenient with the sentence times for the first iteration. The other honest method is to accrue Merits. For the first iteration this can only be done via breaking rocks, but in the future players will be able to perform a variety of underhand or illegal actions to earn Merits, including subduing violent inmates, doing dirty work for gangs, and extorting other inmates.







**JP:** Does the work you do in prison impact the rest of the game universe in some way? Are you breaking rocks to help make new Auroras or something along those lines?

**LP:** There's no systemic impact of your work, beyond you not being out in the world committing crimes, which provides respite to your victims and opportunity for other criminals to thrive.

**JP:** Does having served time in prison impact your permanent record as it were? Or are you free and clear once you've paid your debt to society?

**LP:** Currently your prison record is forgotten once your debt to society has been paid or removed by illegal means. What does remain is a stain on your Virtue for every crime committed – an invisible stat which affects the kinds of contracts you are offered. On this subject, we recently fixed a rather embarrassing bug that meant crimes were awarding positive virtue rather than negative, so players committing illegal acts were cut off from illegal missions.

**JP:** Tell us about what else we'll find in the prison. I hear there's a new use for melee combat skills...

**LP:** We placed a boxing ring in one of the mines with the intention of developing this into a scored fight in later releases, but for now it's a

free-for-all. Players can also find two shivs unique to the prison that can only be kept if the player escapes with one.

**JP:** Let's talk about the other option: how did prison escapes come to be? And what impact will that have on player reputation?

**LP:** Finding the start of the prison escape for this iteration is fairly straight-forward and will just require keeping your eyes peeled. From there, it's a challenging climb to freedom in a vertical cave that is alternately claustrophobic and cavernous and which requires leaps of faith in low gravity, for which failure could set you even further back than where you started. In testing, we found on their first attempt some devs were unable to complete in the allotted hour, while others made it out in between 40-50 minutes. However, its designer Ollie and various QA have managed to get this down to around the seven-minute mark.

**JP:** Are there advantages to serving your time versus escaping? What's the tradeoff?

**LP:** The advantage of serving your time is that once it's over you're a free citizen and your inventory is restored. Should you escape the prison, you then have to escape the planet and that requires help. Should you escape the planet, it's still not over as you will become a prized bounty to other players and should you be rearrested, you'll be





sent straight back to prison with a prison escape infraction added to your sentence. However, currently, any time spent outside of prison will count as time served on your sentence, which is a loophole I'm sure players will exploit. Only if a player hacks their prison record away are they free and able to receive their inventory back.

**JP:** Let's talk about art. What needed to be created to make the prison happen?

**EH:** We started with the brief from Live Design. From there, we talked the idea through with the writers to give us an idea of the mood and atmosphere. We knew from there we'd need a hub, some mines, and an escape route, so we went through iterations of each area until we had something we were all happy with. The escape route, rather than being an open-ended design like a lot of our spaces, has been rigorously planned and tested to present the right level of challenge to players. Getting that right visually while still maintaining the designed function has been a good challenge with artists and designers working closely.

**JP:** This is the first facility we've seen from Klescher. When building, did you have to start from scratch, or were there existing elements you could pull from?

**EH:** It's a combination of both. We reused kits where we could, so you may recognize some assets from places like Levski or Grim HEX. We then put time into giving the facility its own look with brand-new prisoner cells, a central hub tower and surround, and of course the massive, imposing exterior on the surface of Aberdeen. It's about reusing assets where it makes sense and committing to a few new pieces that will give the most bang-for-buck and give the new space a unique flavor.

**JP:** What were your inspirations for the look of the prison itself?

**EH:** We pulled from a few different places. We knew we wanted to create an oppressive atmosphere to give players a sense of being overlooked at all times when inside and outside. We drew inspiration from various sci-fi franchises and the real world for the cell blocks and central hub. As we were creating the exterior from scratch we could create an entirely new look. We knew we wanted a sort of monolithic, angular slab that would sit on the surface in stark contrast to the surrounding terrain. We looked at a lot of the Brutalist architecture from the 50s and 60s, then back to the Stripped Classicism of the late 30s. Mixing these ideas in with the more typical sci-fi angles and geometric shapes meant we ended up with something that feels very oppressive







and creates some great silhouettes on the foggy surface of Aberdeen.

**JP:** Much of the Persistent Universe is built modularly. Is that true of this prison, or is this a one-of-a-kind installation?

**EH:** We reused pieces from some kits and created some new assets as well. The most modular part is the mine, which was all done using the layout tool. They are essentially made like the other cave networks we have and the tool allowed us to create a huge network semi-procedurally.

**JP:** Was there anything you wanted to include in the prison system that didn't make the cut?

**EH:** I'd have loved to be able to introduce more dynamism into the escape route, with things changing over time or routes randomly opening up or disappearing to keep the escapees on their toes. The result we have now is still very challenging, but it would have been cool to be able to introduce more uncertainty with the route being different each time.

**LP:** My number one desire was to get the prison currency in-game to allow players to trade Merits, as I believe it would allow for various important multiplayer features, such as equalizing sentence times between friends or pooling resources to afford expensive upgrades, which allow groups to mine more efficiently. However, this is complicated for the same reasons trading UEC is, so we won't see one until we get the other.





**JP:** How was the system tested? Did you lock up players and see if they could escape?

**LP:** For the honest flow, I came up with a testing plan to ensure every aspect was covered. To ensure the various rocks that can be mined provide the correct Merits for their difficulty to locate, I set the challenge of seeing how much of each kind of mineral could be mined in an hour to our embedded QA, George. He did this many times and we tweaked both the composition of minerals and Merit value based on his feedback. For the escape route, we set the challenge of escaping for the first time in under an hour to all designers on the Live Team. We videoed these attempts and acted on the feedback to try and ensure any parts that were unintendedly frustrating were addressed.

**JP:** What's next? Is there more prison work to be done or are you moving on to other areas of the game?

**LP:** There's a lot more work to do. A focus will be on expanding Merits as a prison currency that can be traded with other players, but first we will be getting the commissary working as a vending machine from which items, like the very useful oxyphen, will be purchasable. In later iterations, further internal locations and steps which must be completed to escape will be added and we will be adding in various content to provide alternate means for generating Merits other than mining.

**JP:** Do you have any special messages for the regular players who are getting ready to rejoin a 'verse that punishes them for criminal activity? Is there anything special you want to see players accomplish with this work?

**LP:** I'm going to be very interested to see the speed runs that players do on the escape route. I'm also happy to finally be able to make crime pay, as adequate risk has been the thing holding us back from expanding the criminal activities available and rewarding them sufficiently.

**JP:** Who else was involved in making prisons happen?

**EH:** The Art Team were Joel Azzopardi (interior), Jack Kirkham (exterior), and Luke Dickson (mines).

**LP:** The UK Design Team were Oliver Hughes (escape route), Elliot Maltby (consoles and vehicle container), Ed Fuller (mines), Jerry Johnstone (AI). DE Design were Manuel Heider (cellblock whitebox) and Scott Fitzgerald (cave room mark-up). The UK Code Team were Miquel Galiana-Llorca and David Pollard. The US Design Team were Rob Reiningger and Jake Muehle (economy). US Code were Mitch Fieri, Spencer Johnson, Michael Dillon, and Chad McKinney. UI Kayleigh Pinhay, Simon Bursey, Mal Kim, and Jon Hayter. QA was George Mihalache and Harun Ali.

← END TRANSMISSION





# VISUAL GUIDE ARMOR

Beginning with humanity's very first steps into the vacuum, protective space suits have been an essential part of the process. From the shiny silver Navy Mark IV pressure suits worn by the Mercury astronauts to the high-tech space armor of Star Citizen's year 2950, these precious millimeters of protection have made the difference between life and death for countless starfarers. Star Citizen's armor sets serve several functions, ranging from this all-important preservation of life all the way to expressing your character's personality and, when chosen

correctly, assisting with their desired role. Star Citizen's designers and artists have concocted an array of stunning armors, each with their own purpose and balanced game design. These include ultralight suits capable of fast movement to hulking, power-assisted behemoths that support the use of heavy weapons or industrial equipment; there's a type of armor for everyone. To find out the details on some of the best, we asked Quality Assurance to share their favorites currently available in-game.



## VENTURE

<b>MANUFACTURER:</b>	Roberts Space Industries
<b>ITEM TYPE:</b>	Light Armor
<b>DAMAGE REDUCTION:</b>	20%
<b>CARRYING CAPACITY:</b>	10K SP
<b>ARMS TEMP. RATING:</b>	-48 / 48 °C
<b>CORE TEMP. RATING:</b>	-48 / 48 °C
<b>HELMET TEMP. RATING:</b>	-48 / 48 °C
<b>LEGS TEMP. RATING:</b>	-51 / 51 °C

**STORE DESCRIPTION:** RSI's Venture is a lightweight armor set built for the unknown. This EVA-rated protection system features an undersuit built from a durable polymer weave that's designed to withstand extreme environmental conditions and features component armor pieces to protect you against impacts and particulates.

You might call this one "the classic." Roberts Space Industries' Venture light armor was one of the very first sets completed and it has appeared in a variety of ship commercials and in-game events, with the distinctive helmet playing a particularly important role in defining the aesthetics of the 'verse. Venture light armor is akin to the outer space version of a diver's skinsuit: it's designed primarily to protect from the vacuum rather than to serve as a bonus in combat. As such, it prioritizes visibility and range of motion over physical blocking (though it does offer a 20% increase in overall protection). The Venture suit is perfect for the average spacecraft pilot more concerned about hull breaches than needing to engage in first-person combat. Venture armor is currently available at Cordry's on Levski, Garrity Defense on Port Olisar, and Tanmany and Sons on Lorville.



**TRUEDEF-PRO**

<b>MANUFACTURER:</b>	Virgil
<b>ITEM TYPE:</b>	Light Armor
<b>DAMAGE REDUCTION:</b>	20%
<b>CARRYING CAPACITY:</b>	20K SP
<b>ARMS TEMP. RATING:</b>	-48 / 48 °C
<b>CORE TEMP. RATING:</b>	-45 / 45 °C
<b>HELMET TEMP. RATING:</b>	-48 / 48 °C
<b>LEGS TEMP. RATING:</b>	-48 / 48 °C

**STORE DESCRIPTION:** Virgil's TrueDef line of personal body armor provides strategic protection of vital areas while keeping you fast and mobile. Numerous planetary law enforcement organizations and even the Advocacy use versions of the TrueDef to protect their officers and agents.

The TrueDef-Pro armor set from Virgil might best be described as the combat equivalent of the RSI Venture armor. Where the Venture armor is designed primarily for space operations, the TrueDef Pro pieces offer a similar level of added protection (20% armor boost) while maximizing speed and mobility for ground forces. The most significant difference between the two is that where the RSI suit focuses on allowing natural visibility with a 'glass cockpit' style HUD, the TrueDef-Pro armor includes the famed Argus helmet that covers the eyes and adds the possibility of additional optical enhancements. TrueDef-Pro armor pieces can be found at Tanmany and Sons in Lorville. You may also recognize the TrueDef-Pro as being equipped by police and UEE Advocacy forces for their day-to-day operations.



**MICROID BATTLE SUIT**

<b>MANUFACTURER:</b>	Kastak Arms
<b>ITEM TYPE:</b>	Light Armor
<b>DAMAGE REDUCTION:</b>	20%
<b>CARRYING CAPACITY:</b>	20K SP
<b>TEMP. RATING:</b>	-43 / 43 °C

**STORE DESCRIPTION:** Who'd have thought a suit of armor could be affordable and effective? Kastak Arms' Microid Battle Suit is a perfect entry-level armor set. Ceramic plates protect vital areas while a microweave covers the rest, allowing you to stay light, mobile and protected.

Are you planning for intense ground combat but don't want to lose the speed and freedom afforded by light armor? The Microid Battle Suit from famed weapons manufacturer Kastak Arms is your answer with an armor that stays light and fast while still looking like it would fit right in on the trenches of a distant desert planet battlefield (watch out for sandworms!). The Microid Battle Suit can be purchased at Cordry's on Levski or Tanmany and Sons on Lorville. It's an effective piece of equipment for those that don't want to sacrifice maneuverability... but for our money, the coolest thing about this one is the name!



**DUSTUP**

**MANUFACTURER:** Kastak Arms  
**ITEM TYPE:** Medium Armor  
**DAMAGE REDUCTION:** 30%  
**CARRYING CAPACITY:** 20K SP  
**TEMP. RATING:** -70 / 70 °C

**STORE DESCRIPTION:** The DustUp has your back if you're looking to get into some trouble. The body plating is built off of the same CDS undersuit used by the UEE Marines, it adds reconstructed Omni-Role mkII pieces to give you solid protection against incoming fire, but the real gem is the modified helmet. That thing was built to withstand explosions, so it should totally protect you against some shots. The whole thing's been reasonably tested against vacuum too, so you can feel free to EVA all you want without worrying about dying.

Do you like the look of the Microid Battle Suit but want to improve your overall protection? The DustUp armor set from Kastak Arms is the answer to your prayers. The DustUp armor offers an increased 30% protection versus the 20% of the light armor types... but even more important, the armor plating and especially the face-covering helmet look incredibly cool. Like the RSI Venture suit, the DustUp also protects against deep space which means that it's an ideal choice for ship-to-ship operations or even just looking particularly badass while sitting at the flight stick of your Hornet. DustUp armor is available at Cordry's on Levsky and Skutters on Grim HEX.



**ORC-MKX**

**MANUFACTURER:** Clark Defense Systems  
**ITEM TYPE:** Medium Armor  
**DAMAGE REDUCTION:** 30%  
**CARRYING CAPACITY:** 10K SP  
**TEMP. RATING:** -71 / 71 °C

**STORE DESCRIPTION:** The mark X is the latest in CDS' award-winning Omni-Role Combat armor series. This EVA-rated suit features new EdgeCore composite weave technology, maximizing protection against projectiles, explosives and the elements while minimizing operator agility.

The ORC-mkX armor from Clark Defense Systems is a combat-focused medium armor set that follows in the footsteps of the Virgil TrueDef-Pro. ORC stands for Omni-Role Combat, which refers to the set's universal appeal: the armor is EVA capable, making it a reliable choice for ship captains as well as would-be space marines. The set includes the TCS-4 (Tactical Combat Suit) undersuit and what is also referred to as the G-8 helmet. The ORC's helmet sacrifices some visibility on the edges when compared to the RSI Venture suit, but the hit is limited and arguably well worth the increase in overall protection. ORC-mkX armor is currently available at Garrity Defense on Port Olisar.



**CLASH/DEATH'S HEAD**

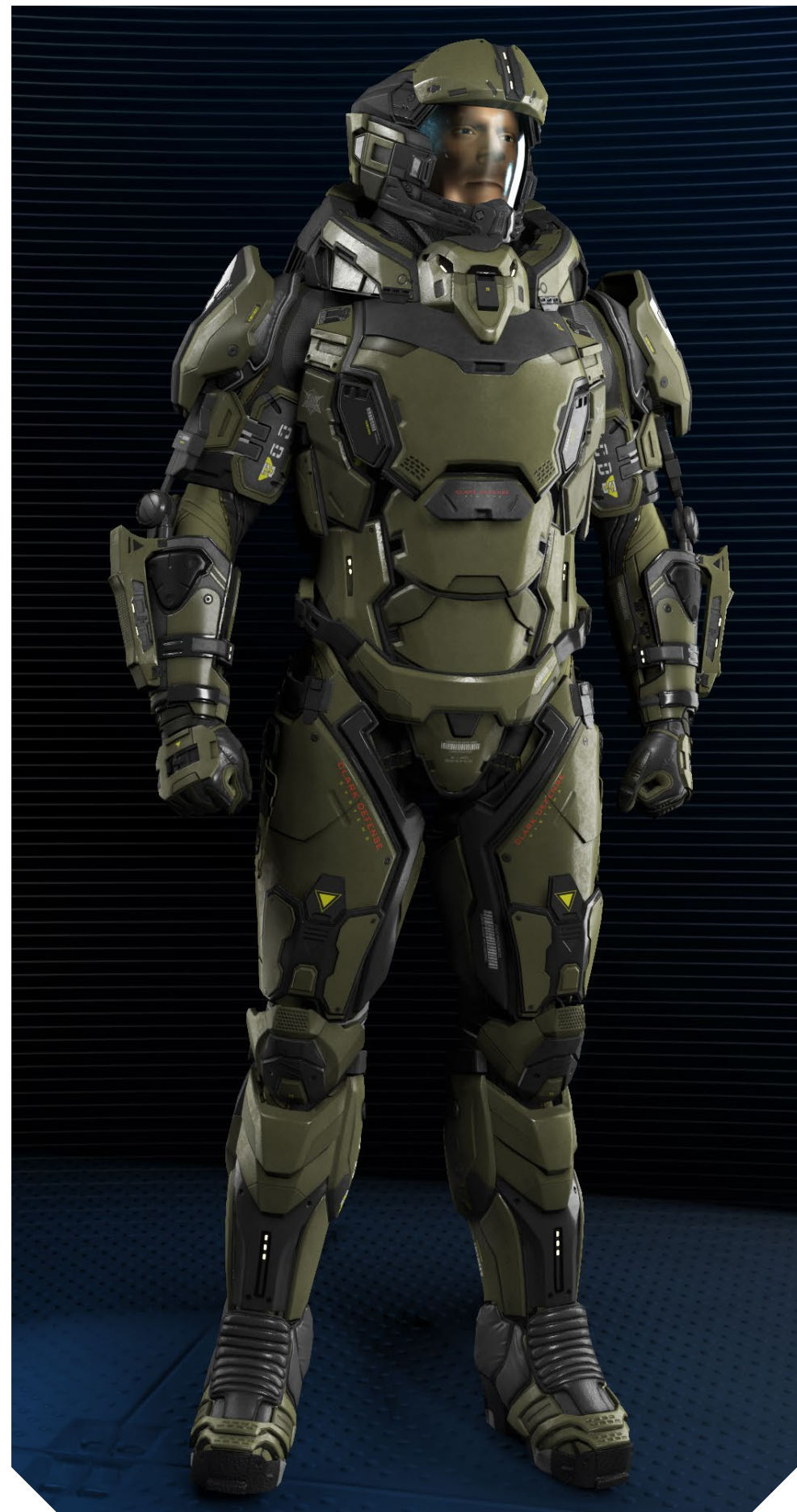
**CLASH (ARMOR):**  
**MANUFACTURER:** Doomsday  
**ITEM TYPE:** Medium Armor  
**DAMAGE REDUCTION:** 30%  
**CARRYING CAPACITY:** 20K SP  
**TEMP. RATING:** -62 / 62 °C

**STORE DESCRIPTION:** Sometimes all you gotta do is put on the right piece of armor to make your message loud and clear. Clash armor first started popping up when the Dredge got strong-armed into mass-producing their armor and it's been scaring everyone stupid since. Now everybody's stealing it. Clash features a reinforced medium plating to get you a good balance of protection without giving up too much speed.

**DEATH'S HEAD (HELMET):**  
**MANUFACTURER:** Doomsday  
**ITEM TYPE:** Medium Armor  
**DAMAGE REDUCTION:** 30%  
**TEMP. RATING:** -62 / 62 °C

**STORE DESCRIPTION:** Built using high quality scavenge with a molded faceplate, the Death's Head is built to take an absolute beating.

When you live outside the law you must be armored! Those living on the fringes of society in places like Grim HEX don't necessarily have the luxury of collecting perfectly even and organized armor sets like those presented elsewhere in the list. Instead, they scavenge, borrow, and steal what they need to keep themselves safe. And the result is, frankly, pretty cool! Sometimes called the Shipjacker armor set, the combination of Clash armor and the Death's Head helmet makes for an extremely imposing opponent with all the added protection of any type of medium armor. Clash armor is available at Levski, Lorville, and Grim HEX, while the Death's Head helmet can currently be found only at the latter.



**ADP-MK4**

**MANUFACTURER:** Clark Defense Systems  
**ITEM TYPE:** Heavy Armor  
**DAMAGE REDUCTION:** 40%  
**CARRYING CAPACITY:** 20K SP  
**TEMP. RATING:** -80 / 80 °C

**STORE DESCRIPTION:** When there's a difficult job at hand, you want to ensure that you can see it through to the end. Clark Defense Systems' ADP-mk4 heavy armor allows Marines to remain in active combat situations for a longer duration with more loadout options, while it's powered frame provides near unfettered movement despite the protection it offers.

Now you're playing with power! The Clark Defense Systems ADP-mk4 is the heavy equivalent of the ORC-mkX medium armor from the same company. The ADP set offers maximum protection plus all the benefits of powered, heavy armor. Slower and less maneuverable in combat than lighter types, ADP armor is still exactly what you need if you're even thinking of entering situations where you'll have to battle it out with heavy weaponry. ADP armor uses the same TCS-4 undersuit as the medium model. Despite the hits to physical performance, the set is the slightest of the heavy armors and strikes the best balance between ease of movement and straight combat efficiency. ADP-mk4 armor can be purchased at Garrity Defense at Port Olisar.



## CITADEL

MANUFACTURER:	Kastak Arms
ITEM TYPE:	Heavy Armor
DAMAGE REDUCTION:	40%
CARRYING CAPACITY:	20K SP
TEMP. RATING:	-90 / 90 °C

**STORE DESCRIPTION:** Kastak Arms' aggressive design reached its peak with the Citadel. Layers of reinforced armor plating provide maximum security while its striking angular silhouette cuts an imposing figure.

Kastak Arms follows the Microid Battle Suit and the DustUp armor with the Citadel heavy armor, a truly scary-looking piece of kit. The Citadel is best carried for dedicated combat operations rather than crewing spacecraft as it's fully powered to support the use of heavier weaponry. Citadel armor includes the Stoneskin undersuit and the Fortifier helmet. With its fearsome helmet and massive pauldrons, the Citadel set cuts a unique figure. The base armor can be found at Skutters on Grim HEX.



## OVERLORD "SUPERNOVA"

MANUFACTURER:	Doomsday
ITEM TYPE:	Heavy Armor
DAMAGE REDUCTION:	40%
CARRYING CAPACITY:	20K SP
TEMP. RATING:	-87 / 87 °C

**STORE DESCRIPTION:** Some consider the Overlords heroes and other criminals. Doomsday doesn't care either way. All we know is that the vigilante group that made a name for itself targeting outlaws in Pyro has some kickass, distinct, and resilient armor. Since we respect the rule of law as much as they do, we made a limited run of armor inspired by them. If they have a problem with it, they can come find us.

The Overlord armor lets your foes know that you mean business. This heavy armor set is constructed with durable composite plating strategically placed to disperse the force of impacts and a high, reinforced collar that provides additional protection for your neck and back of head. The suit also layers in high-strength synthetic fabrics around the joints to ensure ease of movement without sacrificing safety. The Overlord is available in several distinct colors worn by members of the (in)famous faction. Maybe just don't wear one while in Pyro unless you're looking for trouble. Don't say we didn't warn you!

Last but certainly not least is the Overlord Supernova set, one of the latest armors added to *Star Citizen*. Another imposing heavy armor set, Supernova is worn by members of the Pyro-based Overlord vigilante organization and must be pieced together through a variety of different sources. It's another great example of how the systems created for the game go on to connect to the larger vision of story and gameplay. The set decreases overall movement but offers added protection over most armor short of a Titan suit.





THE  
ESPERIA  
**PROWLER**

DEVELOPMENT HISTORY



**PREHISTORY - THE PROWLER IN TEVARIN SERVICE**

The Prowler dropship has the unusual distinction of having two nearly separate histories: the first being its original manufacture and service by Tevarin forces several centuries ago, and the second being the now-familiar replica constructed by Esperia. There is little agreed-upon history of the original Tevarin development process or its military service beyond its extensive use during both Tevarin Wars. What is certain is that the Prowler is a powerful landing craft whose unique silhouette, silent flight, and exceptional fighting capabilities made it emblematic of the Tevarin military cause and garnered both the ire and the respect of the Human soldiers who faced it in combat. The Prowler was first encountered by Human forces during the annexation of Idris IV in 2542 at the outset of the conflict. Prowler units were instrumental in pacifying the remaining Human defenders and transporting the first wave of elite Tevarin shock troops who secured the former military installations on the planet. A news photograph captured from the battlefield showing a sky full of distinct Prowler silhouettes became intimately associated with the early days of the conflict and the alien nature of the threat posed to the UPE by the Sovereignty.

Two distinct versions of the Prowler were encountered during the wars. The first, dubbed the Prowler-A, lacked the top-mounted remote turret.

This initial configuration gave rise to a responsive tactic in which UPE interceptors would site a Prowler and then initiate a kick stop to blast this blind spot with full weapons as quickly as possible. As the war dragged into its second year, Prowler-Bs mounting what opponents called the 'stinger' (then a maser-based energy weapon turret) began to appear, costing the lives of dozens of Human pilots before new tactics could be disseminated. Technically speaking, the Esperia-manufactured replicas and updates were not the first Prowlers to be operated by Humans. During the first conflict, Human forces captured mostly-operational Prowlers on a number of occasions and equipped them for special forces missions, including behind-enemy-lines drone deployment and, in one case, a carefully orchestrated POW rescue operation. These Prowlers were not significantly modified for Human use and were often operated by UPE-loyal Tevarin.

The Human government of the era had very little interest in recovering or studying Tevarin technology and, as a result, most captured Prowlers (and other Tevarin-built spacecraft) were either scrapped or utilized as target vehicles in the final days of the war. The rapid destruction of Tevarin technology was fueled by the immediate value of their sometimes-rare

DEVELOPMENT HISTORY



composite metals to speculators and an overall societal interest in moving beyond the war. A number of Prowlers escaped the scrapyards to find themselves in private hands where they typically served as mercenary ships. These Prowlers were common until the early 28th century, where their existence faded due to wear and tear and the lack of available replacement parts. A single example, a stinger-armed late model Prowler, was retained by what would become the Imperial Archives and Records Administration. Stored in pieces, the vehicle's wings were ultimately destroyed in a building collapse while the fuselage remained untouched for almost two centuries. The remaining portion of the ship has since been restored and appears in the Tevarin War Gallery at the Dayton Aerospace Museum. This spacecraft, still bearing UPE logos hastily painted on its side, was studied by Esperia as a control case alongside the newly recovered examples upon which the Human models were based.

**DEVELOPING THE MODERN PROWLER**

The Prowler's impressive second act began in 2941 when Imperial pathfinders entered the newly discovered Kabal System and located a series of abandoned Tevarin settlements on Kabal III. Xenoarchaeologists and Tevarin historians would eventually date the preserved settlements to the middle of the 25th century, sometime before the start of the Human-Tevarin conflicts. The nature of the system and its separation (or potential deletion) from the rest of the Tevarin Sovereignty remains hotly contested. Whatever the history, the discovery was a major

windfall for Esperia, a company then best known for constructing limited runs of replica Vanduul spacecraft for military use and occasional civilian sale. The UEEN, particularly happy with the recent purchase of four squadrons of replica Blade fighters for aggressor training, insisted that Esperia be included in the group of analysts brought to Kabal to study potentially lost Tevarin technologies at two aerospace bases identified by the initial surveyors.

Much of what was discovered in the Kabal System remains classified today and Esperia's overall involvement with the project is no exception. What is known is that the researchers discovered what amounted to nine fully equipped squadrons of A-model Prowlers safely stored in anti-nuclear bunkers. The investigation revealed that none of the Prowlers had flown for almost five centuries and that they had been properly mothballed rather than left in situ. Another dozen examples were not properly prepared and had significantly decayed left to the elements on flight lines. Esperia requested that these also be provided for the study of individual parts, but instead they were remitted to another group for the study of long-term spacecraft storage.

Esperia's initial survey team reviewed the available spacecraft, performed a series of atomic scans, and were allowed to disassemble two examples to produce an initial report on individual technologies and components involved in their construction. A UEEN test pilot was





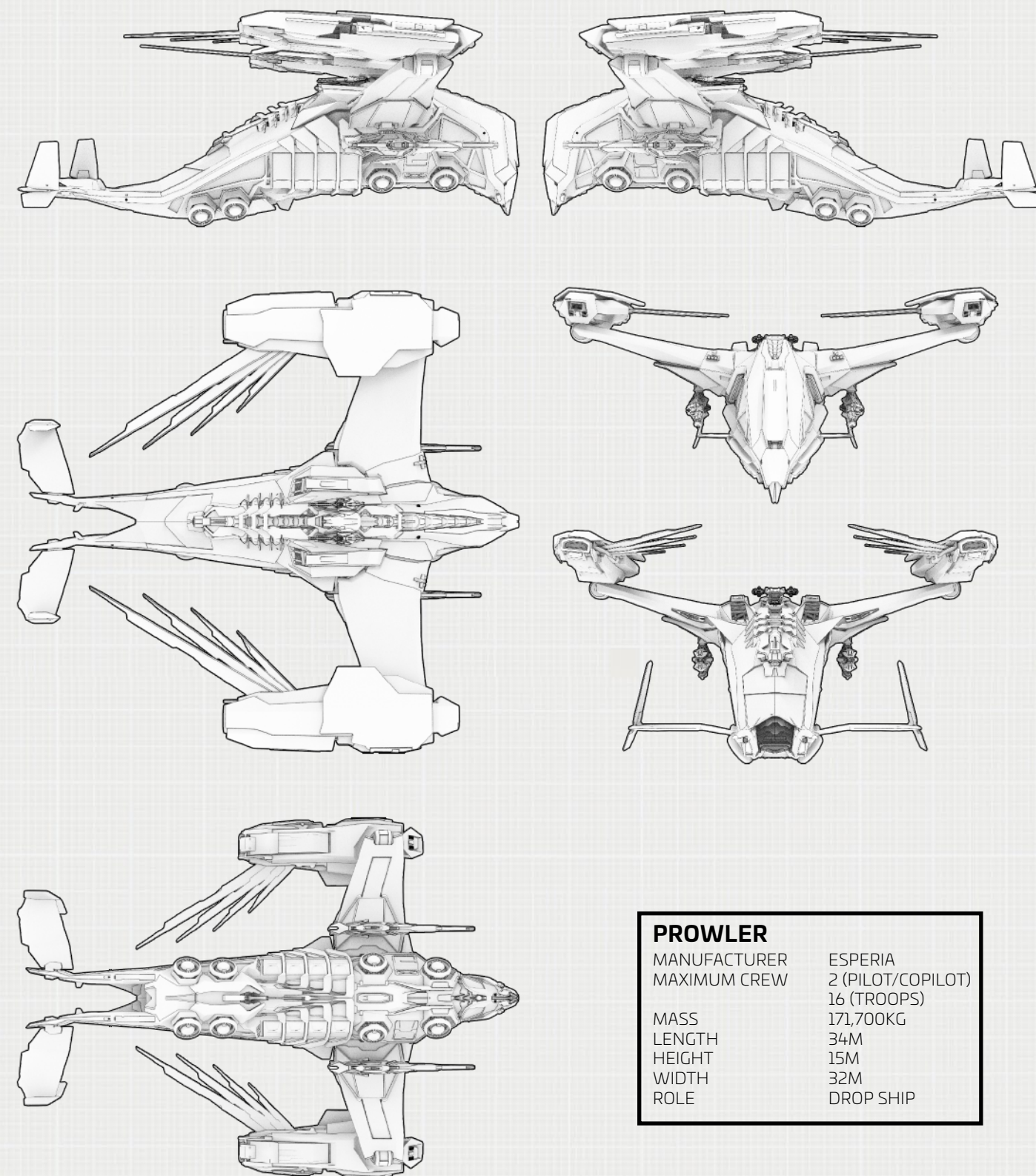
attached to the group and in the culmination of the initial study, a single vintage Prowler was fueled and tested in a 45-minute atmospheric flight that seemed to confirm that the spacecraft were as fully functional as could be determined with the equipment available in the Kabal System. The remote stage of the project took 18 months and at its conclusion, the government opted to ferry six of the Prowlers back to Esperia's clean lab at Kutaram rather than retain the Esperia team on Kabal.

As the team from Esperia completed their work disassembling and documenting the ancient spacecraft, management began to develop an extension - a blue-sky project to go beyond study and move to recreating the ship with Human control surfaces and updated modern components. A tiger team developed a formal pitch to the UEE to allow the company both access and legal rights to recreate the ship, ostensibly to sell to hobbyists and others interested in a historical spacecraft. There was also a deeper plan. Esperia was keenly aware of teething issues then-delaying the intended deployment of the Aegis Dynamics Redeemer, intended to be the UEE's next-generation gunship. Seeing the briefest opportunity to market the Prowler once again back to the military, the company put an amount of resources into the project that greatly eclipsed those of their prior builds. Much to the surprise of all involved, the government approved the idea almost immediately and formally declassified the recovered Prowlers for Esperia's benefit.

One of the first issues facing the recreation team was that the models found on Kabal predated the wars and thus lacked the dorsal maser

turret. Knowing that newly created Prowlers would want to correct the blind spot, the team carefully studied the example stored at Dayton to structurally adapt the new fuselage for a standard turret mount (older maser turrets having long gone out of production in favor of efficient and modular present-day systems). Astroengineers also had trouble recreating the 'plate cockpit', requiring several months to perfect the once-commonplace Tevarin technologies that gave the ship its distinct forward structure. Working alongside historians and collectors, the company was able to trace every subsystem and component of the original spacecraft and either resynthesize it using present-day technology or substitute it for an existing modular system. Computer systems in particular were completely reworked, with the original Tevarin software either completely lost to data rot or deemed incompatible with present-day systems.

The 'new' Prowler debuted in 2946 in a stunning show at the annual IAC event, in which the distinctive winged ship cut a dashing and unexpected figure just as it had once in the skies of Idris IV. The intent to sell the design to the military largely fell through, with the UEE ultimately purchasing only a limited run of the craft for study and potential special operations assignments. However, the design did immediately attract the attention of the civilian sector. Preorders for Prowlers were taken not from historians and preservation groups but instead from mercenary forces and wildcatters seeing a durable, high-tech ship for rough-and-tumble operations. Generations removed from the stigma of the war, the Prowler had found an unlikely second life serving the descendants of the Humans it had once fought so fiercely against.



PROWLER	
MANUFACTURER	ESPERIA
MAXIMUM CREW	2 (PILOT/COPILOT) 16 (TROOPS)
MASS	171,700KG
LENGTH	34M
HEIGHT	15M
WIDTH	32M
ROLE	DROP SHIP



# DYING STAR

Kaseem suddenly knew why the Grevolas let him make this delivery. He was bait. A distraction meant to draw the Overlords away from the ships doing the real run of maze. He kicked the open crate of worthless wood chips across the cargo hold before hurrying to the cockpit, briefly stumbling as another blast shook the Cutlass. He disengaged the autopilot and vented the cargo hold. The decoy crates ejected from the ship and spiraled towards Pyro II's atmosphere. They were gone in an instant, much like Kaseem's dreams of this delivery earning him entry into the Grevola pack.

He watched the radar with bated breath, but the Overlords didn't divert. They clearly didn't care about the haul of "drugs" now hurtling through atmo. They had their eyes on him. Kaseem had only recently arrived at Ruin Station, but even he could feel the fear and anxiety caused by this mysterious crew systematically capping outlaws. "Kill on Sight" posters featuring photos of the Overlords' colorful armor were plastered across the station with increasing frequency, desperation, and credit rewards. Still no one knew who they were or what they wanted. Some believed them to be a UEE Marine black-ops team sent to clean up the system. Others thought they were merely outlaws making room for their own operations. Right now, Kaseem didn't care either way.

Kaseem had traveled to Pyro to make some serious credits. Unlike most of the scattered inhabitants of the system, he wasn't on the run. Weeks earlier, his parents kicked him out after they had heard the rumors about local establishments being held up by someone looking like him and packing a Salvo pistol; the same make and model as the one strapped to his side. He tried to justify it as nothing more than some extra grift. Although no one got hurt, his father was inconsolable and unable to speak, so his mother delivered the devastating news.

He left in a rage. At first he dreamt of returning only when he could buy the entire building of flats that his parents lived in, so they'd have to slave away to pay him rent every month. Now all he wanted was a peaceful night's sleep with the smell of his dad's simmering boumbo floating down the hall.

On the drift and with no place to call home, Kaseem grew desperate enough to use the very last of his money to make the jump into Pyro. The system had a reputation for being the place where credits could be made for those willing to fight for them. Its most popular LZ, Ruin Station, was far from a welcoming place. Kaseem felt like every pair of eyes was calculating how much he was worth and if it was higher than the cost of a bullet to the head. He ate his first meal there with one hand tightly gripped around his pistol. Three days in he met the closest thing to a friendly face, a recently arrived hauler who made a living doing regular runs between Stanton and Pyro. She peppered him with probing questions then invited him to meet a few friends. It was just his luck that they turned out to be connected. A local pack on the lookout for someone unaffiliated to do a heavy run. Prove he could handle it and the Grevola clan would welcome him as one of their own. Then the credits would surely flow in. At the time, Kaseem couldn't believe his luck. Now, he knew the truth.

Warning sensors shrieked as the Cutlass' shields absorbed another brutal barrage. It wouldn't be long before they were gone. Kaseem cursed himself for being so stupid. Why didn't he double check the crates? Or think twice about why they were so eager to have a random stranger pilot this Cutlass?

Kaseem launched a chaff to shake a missile and couldn't help but smirk.







His dad said all those hours in *Arena Commander* were a waste. That sure proved to be wrong; a fact he hoped to one day be able to share with him in person.

He made a sudden evasive turn then started scrolling through the flight logs to look where this ship had been. Laser shots flashed by the cockpit as his pursuers adjusted course. His remaining shields began to flicker. He found something. Only one set of Pyro II coordinates appeared more than once.

The ship rocked from impacts. His shields had gone. Kaseem had to do this fast. He pulled up the coordinates then paused. There was only one way to guarantee the Grevola would get what they deserved.

Kaseem switched screens and broadcast a quantum linking signal. Overlord ships locked on lickety-split. Away they went, around to the far side of Pyro II. Eventually the ship kicked out of quantum.

He dove through the atmosphere, flames licking around the Cutlass as the ships hot on his tail followed closely behind. His eyes frantically searched the inhospitable terrain pockmarked by defunct mining operations below, praying he hadn't been wrong. Then, on the horizon, he saw light glinting off the sleek hull of a Freelancer. He angled his ship and soon could make out tiny figures scurrying between the 'Lancer and a busted up building sitting on the lip of a deep mine. That had to be the Grevola hideout!

Kaseem spiraled away from the heavy fire peppering his tail and then

loaded his last missile, hoping to avoid the Overlord pursuit for just a few more seconds. Enough time to not only get inside effective range, but so damn close the Grevola would know it was him.

Kaseem screamed along as he launched his last missile at the Freelancer. It exploded into a blinding fireball that illuminated the Cutlass' canopy. A few of the surviving turrets that perched on the edge of the mine opened fire. He wasn't bothering with evasive maneuvers anymore. At this range there was no point. His HUD lit up with warning after warning of critical system failures moments before the world slammed to black.

Minutes, maybe hours, passed. The first thing Kaseem remembered was searing heat. Then light. Someone pulled him from the wrecked ship. It took moments for his eyes to adjust and see through the throbbing pain in his skull. When he focused, he looked up at a circle of armored faces.

The entire gallery of Wanted posters was looking down at him.

Kaseem doesn't know why, but he laughed. The Overlords exchanged a glance.

He gave them a thumbs up then blacked out.

Kaseem came to behind bio-waste crates stacked in a Ruin Station corner. He struggled to his feet to see a "Kill on Sight" Overlords wanted poster taped to his chest. He smirked then slowly made his way to the space port. It was time to find a way home.

# REWARD



SWITCHBACK

PREDATOR

STINGER

RIPTIDE

SUPERNOVA

DUST STORM

**THESE DAMN DALCOPS KILLED MY BROTHER! WILL PAY WELL FOR EVERY OVERLORD HEAD YOU BRING ME.**

- CADO THE KID