

JUMP POINT

ISSUE: 07 01



IN THIS ISSUE →→→

- 03** **BEHIND THE SCREENS:**
Squadron 42 Production Schedule
- 11** **QA Q & A:**
Favorite Ship
- 33** **WHITLEY'S GUIDE:**
Origin 600i
- 37** **WHERE IN THE 'VERSE?**
- 38** **ONE QUESTION:**
What's your New Years resolution?

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FROM THE COCKPIT

GREETINGS, CITIZENS!

Happy New Year! Whether you're celebrating the start of 2019 or *Star Citizen's* 2949, it sure feels like we're living in the distant future. Are hoverbikes and personal starships on the horizon? Whether they'll get here for 2019 is anybody's bet... but we can rest well-assured that our year in the 'verse will be full of new adventures (and spaceships)! I'm as eager as anyone to see what's coming up and to finally get my hands on the sticks and throttles of some of the ships we've long been dreaming about.

This month's **Jump Point** picks up where 2018 ended, with the public *Squadron 42* road map that was released in December. It's so exciting to see *Star Citizen's* concept of open development continue to expand and to offer more and more information to the backers who make this all possible. We spoke to the team that put together the schedule to find out how they walked the fine line between making sure the community is informed and keeping some surprises in store.

We've also put together an article with the help of the incredible *Star Citizen* Quality Assurance Team, where we asked five testers to pick their favorite flyable ship and explain their choice. Game testing is a lot harder work than a casual observer would assume, but it does mean that the QA team spend more time in the 'verse than anyone else, so you can consider these

recommendations as among the best in the business!

We also have the regular features One Question and Where in the Verse, plus a Whitley's Guide on the latest model of the Origin Jumpworks 600i. I love doing these sorts of articles because of all the little bits and pieces of background they add to the *Star Citizen* universe. As someone who remembers spending the time before the internet begging pen and paper gaming shops for any small fictional fact about their favorite *Star Trek* and *Star Wars* ships, the chance to help fill out the nooks and crannies of our universe is always a pleasure. I hope we have subscribers out there who are dutifully cataloging the names and dates the same way I did back in the day!

I mentioned last time that we're looking to make some changes to **Jump Point** and this month's QA feature is just the start. Your feedback is important, so let us know what you're enjoying, what you'd like to see less of, and what kinds of things you'd like to see added. I'd like for **Jump Point** to be an always-evolving resource for the subscribers that make this all possible.

Again, I hope you all have an excellent 2949 and I expect to see you in the 'verse!

Ben

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SQUADRON 42 PRODUCTION SCHEDULE

In the final days of 2018, *Star Citizen's* hard-working Production Team had one final gift for the community: a comprehensive schedule sharing unprecedented detail of *Squadron 42's* development. This new schedule breaks the game down into 28 chapters and delivers regular updates on all the different disciplines that go into making each one come to life. Previously, there was always a reluctance to share too much about *Squadron 42* in the hopes of keeping much of the game a surprise. With this standardized schedule, that is no longer a worry as it has been designed so that the story and specifics aren't given away...

though there are some new pieces of the puzzle that eagle-eyed backers are already pouring over!

The job of a producer is often misunderstood; they're the unsung heroes who keep everything moving forward and the conductors of the impossibly-massive orchestra that is a game development project. On a project where the work of dozens of people is dependent on dozens of others at any given time, the producer makes sure every plate keeps spinning. Other disciplines create art you can see,




SQUADRON 42 · Updated Jan. 11th 2019

Current milestone: SQ42 Q4 2018

Expand all categories +


FEATURES OVERVIEW

SQ42 Q1 2019

- Characters** • 3 Entries • 3 in development
 - Basilisk Armor - Advocacy**


1/11 task completed

Status: In Development


An Advocacy-branded version of the Basilisk body armor
 - DNA Face Customization** •
 

15/31 tasks completed


Status: In Development

Comprehensive facial customization for characters
- Gunner**

SQ42 Q2 2019

- Characters**
 - Shubin Miner**


Status: Scheduled


Costume used by Shubin Intersellar miners
- AI** • 5 Entries • 1 in development
 - Flight: Standard Pilot** •
 

1/12 task completed


Status: In Development

Creating standard-level flight behavior

SQ42 Q3 2019

- Characters**
 - Shipjacker Heavy**



Status: Scheduled

Design and creation for the heavy Shipjacker armor
- AI** • 8 Entries • 5 in development
 - Flight: Landing, Take-Off, and Travel**



Status: Scheduled

Behaviors that allows for AI to take off and land with the new flight model

SQ42 Q4 2019


- Characters**
 - Titan Suit**


Status: Scheduled


Building, implementing, and balancing the Titan Suit
- AI** • 10 Entries • 5 in development
- Gameplay** • 8 Entries • 4 in development
 - Conversation System Improvements**


4/12 tasks completed

SQ42 Q1 2020
Alpha / Optimization

- Core Tech** • 5 Entries • 1 in development
 - HDR Color Processing**


Status: Scheduled

Color processing and core-tech required for HDR monitor output
 - General Rendering Performance Improvements**


Status: Scheduled

Various optimizations to improve rendering performance
 - Image Quality & Cinematic Rendering Improvements**

sounds you can hear, gameplay you interact with, but none of it can happen without production and their tracking and organization. The intrepid web team at Turbulent also deserves credit for making the *Squadron 42* roadmap a reality. Their developers worked alongside the production crew to adapt the technology created for the existing *Star Citizen* public roadmap (already a hit among those following the games) to create something appropriate for tracking the making of our single-player epic.

So, what went into turning usually internal processes into a public-facing roadmap that backers around the world can track? We talked

to producer Zoë Collier at Cloud Imperium to find out more about how this all came to be and what it means for the project.

BEGIN TRANSMISSION →

JUMP POINT (JP): *How did the idea to offer a comprehensive Squadron 42 production schedule to the public come about?*

ZOË COLLIER (ZC): The Squadron team wanted to ensure that our backers have the same visibility offered by our Persistent Universe roadmap, so we made it an internal goal to close out the year by

publishing a public-facing version of our development roadmap.

JP: *What kind of work went into putting this incredible schedule together?*

ZC: We made sure the scope of the project was properly reviewed and that the differences between the specific deliverables were clearly set up within our system – basically, we made sure the *Squadron 42* roadmap didn't pull any work specific to the Persistent Universe. We worked closely with both our marketing and narrative teams to ensure we gathered appropriate visuals and copy for each entry and coordinated closely with the Persistent Universe teams to ensure we

could streamline the update process across both projects.

JP: *How did you track Squadron 42's development before the online roadmap? Has this work changed how things are tracked internally at all?*

ZC: The roadmap is a new tool for our backers to keep an eye on the development progress, we continue to track our work internally as we always have. This is primarily done through a central database where the scope of work is accounted for across each team. Quarterly goals are then set and we work with the teams to unblock them and mitigate any possible disruption. At the end of the quarter, we take stock of the



work completed or delayed and amend goals for the upcoming quarter accordingly, ensuring we have the team's focus on the areas that have the most meaningful impact on the game's development.

JP: Will the online production schedule change significantly as we go forward, or have we reached its 'final form'?

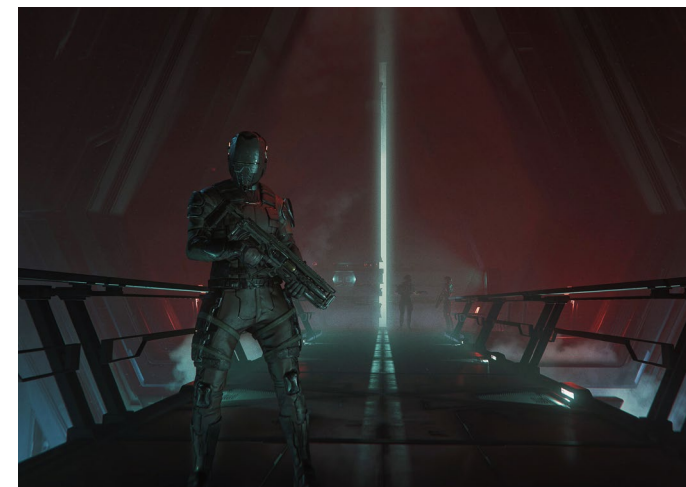
ZC: We foresee the roadmap changing to match the game's development, just as we see changes to the Persistent Universe roadmap. Our target will always be the delivery of an outstanding gaming experience for our players, so the roadmap will always keep them aware of our focus and goals, but it may change as opportunities or challenges arise.

JP: Squadron 42 is a single player game with an important story. How do you handle spoilers in the roadmap?

ZC: As part of our initial investigation of how to represent the project on a public roadmap, we were adamant that we wouldn't 'spoil' the adventure. So, we focused on the development stages of each chapter and the feature work needed to ship the game, omitting anything that might give away the main narrative or the role of the key players within the game.

JP: Can you tell us about some of the terminology? What are dependencies and milestones?





ZC: We seldom have the privilege of relying on just one team to deliver the work we need to ‘content complete’ a level. While we may have a sprint team working to deliver an update to how our visors display information, the UI Team need to schedule time with the VFX and audio teams to deliver a holistic experience we can call ‘done’. We represent work on our roadmap to a ‘Done’ stage for the expected iteration or version, including the work of other teams on which the feature ‘depends’ too.

A milestone is a set of goals that the team has agreed to reach by a set date. Like the Persistent Universe, our milestones are measured in quarter years. We may also have special milestones, such as content planned for calendar events, like CitizenCon, for example.

JP: You’ve seen how the Star Citizen community responded to this schedule. Do you have any final messages to share with them?

ZC: When it came to releasing our public roadmap, one of the most inspiring things was being able to provide backers with some insight into the game’s development and progress. *Squadron 42* didn’t have quarterly releases to show our backers the strides the game was making. But now that the roadmap is shared with our community, they’ll be able to see the work the teams are doing each quarter and share our excitement as we continue to work hard to bring *Squadron 42* to life for them.

END TRANSMISSION ←



QA Q&A: FAVORITE SHIP

Which is best? This question has divided pilots since the dawn of flight, and Humankind's expansion into the stars will surely just serve to increase the forms the argument takes. The truth is, there will never be a universally correct answer: the right ship is the one that's right for you and the job you're doing. Whether you're threading the needle in a red-hot interceptor or carrying fifty-thousand tonnes of cargo to a distant waystation, your choice is the right one.

Nevertheless, we were curious what some of the people who spend the most time working in the 'verse thought. Five members of *Star Citizen's* all-star Quality Assurance Team were kind enough to share their favorites.



SARAH KELLY: RSI CONSTELLATION PHOENIX



Who are you?

I'm Sarah Kelly, a QA UI Specialist in the UK studio. When I'm not floating around the verse like a billionaire astronaut, I like long walks on the beach, aquascaping, and ponies. The aquascaping actually fits quite well with my love for my favorite ship, the Constellation Phoenix!

Why is the Connie Phoenix your preferred ship?

The Phoenix came from a line of ships designed for transport, cargo, and combat. However, it has been seamlessly adjusted and redesigned for exploration in absolute luxury. Kitted out with its own bar, conference tables, and bedrooms, the ship is laced with its own Phoenix branding and wall separating fish tanks. It's not just a pretty face though, it still retains practicality with a spacious cargo bay that's large enough to carry your grav-lev vehicles for a day at the races, or if you just want to be the fanciest delivery guy in the 'verse. I absolutely love the bridge in the Constellation ships too - the huge front windows and that central pilot seat feels boss.

What kind of missions do you fly with the Phoenix?

The Phoenix is multipurpose. It's not a huge ship despite packing all that luxury, so it can still maneuver well enough and it's easy to land at desolate and remote outposts for delivery, black box recovery, and cargo missions. I generally just like to QT and relax in this ship, exploring planets and their moons in style.

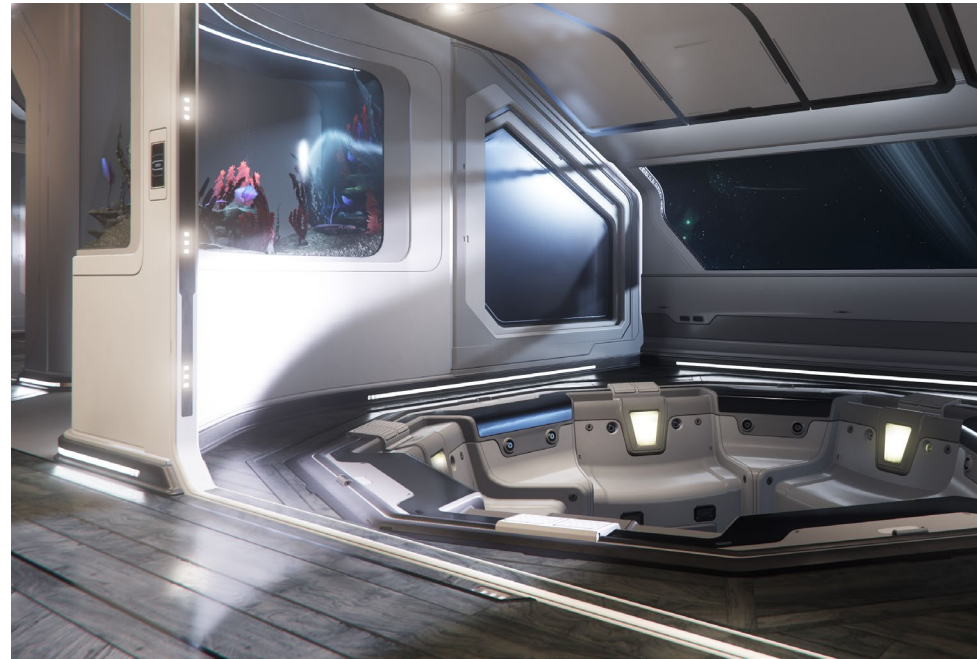
What's your recommended loadout?

I tend not to mess with the weapon loadout as it's not the ship I choose for combat missions. However, it can definitely hold its own long enough for your flight escort to sort out the riff-raff thanks to its beefy turrets.



MISSION REPORT

When this ship first came to us for testing, I wanted to use it for everything. Unfortunately, it's not always the most appropriate ship for the job... but I went out in the most glorious explosion every time.



SHIP INFORMATION

IN THE VERSE: A dedicated luxury spacecraft for the discerning star captain. The Constellation Phoenix can be operated as an organization command ship and features a luxurious redesigned interior. The Phoenix comes with a Lynx rover and a Kruger P-72 Archimedes Fighter.

BEHIND THE SCENES: The Phoenix is a limited-production variant introduced to the Constellation lineup in August 2014. The Phoenix was first available in the Hangar Module and was overhauled for flight-ready status in Star Citizen Alpha 3.3.0.

SPECIFICATION

Length	61.1 m
Width	13.4 m
Height	26.6 m
Mass	417,510 kg
Crew	4
Powerplants	2x S2 Sakura Sun Daybreak
Shield Generators	2x S2 Behring 5MA Chimalli
Cargo Capacity	80 SCU
Armour	1x S2
Thrusters (Main)	4x S2 Hammer Propulsion HE 5.5
Thrusters (Maneuver)	8x S2 KDK TM-8 RollFlex 4x S2 (Retro)
Weapons	4x S5 Gimbal •4x S4 Behring Laser Cannon 2x Manned Turret •4x S2 Klaus & Werner Laser Repeater
Missiles	4x S5 Missile Rack (Top) •24x S2 Thermyte Concern Strike Force 4x S4 Missile Rack (Side) •28x S1 Behring Marksman
Countermeasures	2x S1 Joker Engineering CML Flare •40x Behring Flare 2x S1 Joker Engineering CML Chaff •32x Talon Chaff
Additional Equipment	P-72 Archimedes (Fighter) Roberts Space Industries Lynx (Rover)

SHIP PAGE

<https://robertsspaceindustries.com/pledge/ships/rsi-constellation/Constellation-Phoenix>

**JOE CEESAY:
AEGIS DYNAMICS SABRE COMET**



Who are you?

I'm Joe Ceesay, QA Tester in the UK studio. If my ship had a stereo, it'd probably just be nothing but the Star Fox 64 and Ikaruga OSTs to get me in the mood for 'pew pew'.

Why is the Sabre Comet your preferred ship?

I chose the Sabre Comet because of its overall versatility for space combat, its sleek design, and how nimble it is. It's typically my go-to unless a mission requires some cargo hauling, where there are more suitable ships for 'space trucking'.

What kind of missions do you fly with the Comet?

Anything that gets me involved in combat and dogfighting so I can shove a missile or two up someone's exhaust pipe.

What's your recommended loadout?

I tend to incorporate the primary weapon loadout from the Drake Cutlass, with the Mantis Gatling and Omnisky IX Laser being my go-to weapons for their rapid-fire output. Its standard loadout still appeals for up-close combat though thanks to those scatterguns.

SLOT 1

Gallenson Tactical Systems Mantis GT-220 Ballistic Gatling

SLOT 2

Amon & Reese Co. Omnisky IX Laser Cannon

SLOT 3

Amon & Reese Co. Omnisky IX Laser Cannon

SLOT 4

Gallenson Tactical Systems Mantis GT-220 Ballistic Gatling



MISSION REPORT

It suits my style of all-round play. It provides just the right amount of agility for space battles but isn't so big that it becomes an obvious target. I never have to worry about tricky landings in a ship this size, either. Plus, I don't like stowaways.



SHIP INFORMATION

IN THE VERSE: The Sabre was designed as a space superiority fighter for situations where you need to leave a lighter footprint. A rapid responder, the Sabre is more than capable of establishing battlefield dominance in any number of combat scenarios. This Sabre comes equipped with a specialized dogfighting loadout and a special-edition livery.

BEHIND THE SCENES: The Sabre Comet was developed as part of the 'Masters of Flight' variant series for the 2016 Aerospace Expo. It's an alternate take on the standard Comet which includes a loadout chosen by the Quality Assurance Team themselves.

SPECIFICATION

Length	26 m
Width	24 -30m
Height	5 m
Mass	78,513 kg
Crew	1
Powerplants	3x S1
Shield Generators	4x S1
Armour	1x S1
Thrusters (Main)	2x S1
Thrusters (Maneuver)	8x S1
Weapons	2x S3 Amon & Reese Co. Pyroburst Scattergun 2x S2 Klaus & Werner Sledge II Mass Driver
Missiles	2x S4 Missile Rack •2x FireStorm Kinetics Thunderbolt S3 •2x FireStorm Kinetics Arrestor S3
Countermeasures	2x Aegis Dynamics CML (1xL 1xR)

SHIP PAGE

<https://robertsspaceindustries.com/pledge/ships/sabre/Sabre-Comet>

SAM HALEY: AEGIS DYNAMICS AVENGER TITAN



Who are you?

I'm Sam Haley, a QA Tester at CIG UK. I've not been with the company long but I'm enjoying exploring every inch of the verse!

Why is the Avenger Titan your preferred ship?

I love the look of the whole Avenger series, but I chose the Titan because it's such a good all-rounder. It's not too large that it becomes unwieldy and it has a decent amount of space in the back for cargo and other players to hang out in!

What kind of missions do you fly with the Titan?

I mostly use it to run deliveries from one planet to another, but I think that the Titan holds its own in combat too. I never ignore an ECN mission if I can help it!

What's your recommended loadout?

I usually stick to the default loadout as that nose-mounted Mantis GT-220 can really deal quick damage, which I love. I'm very much a fan of speed and volume over powerful slow attacks. But if you earn enough cash for it, I'd recommend swapping out the nose mount for an Attrition for some extra punch.

SLOT 1

Hurston Dynamics Attrition 3 Laser Repeater

SLOT 2

Klaus & Warner CF227 Badger Laser Repeater

SLOT 3

Klaus & Warner CF227 Badger Laser Repeater



MISSION REPORT

When we playtest Arena Commander, the default ship is the Avenger Titan, so you'll often see swarms of us QA staff flying around in them if we don't have time to change our loadouts before jumping into a game. I've grown very used to seeing them about!



SHIP INFORMATION

IN THE VERSE: The cargo variant of the classic Avenger. Lacking the prisoner cells of the Stalker or the EMP of the Warlock, the Titan's hold is free to carry cargo. Couple that with the Avenger's tried and true combat abilities and you've got a light hauler that's more than capable of handling itself in a fight.

BEHIND THE SCENES: The Avenger Titan is a cargo-focused variant of the Avenger conceived in 2014. The reworked version of the Titan went live with Alpha 3.2.0 in 2018.

SPECIFICATION

Length	22.5 m
Width	16.5 m
Height	5.5m (In-Flight) 6.5m (Landed)
Mass	50,065kg
Speed	260m/s
Crew	1
Powerplants	1x S1 Industrial C
Shield Generators	1x S1 Industrial C
Cargo Capacity	8 SCU
Armour	1x S1
Thrusters (Main)	1x Hammer Propulsion HL 2.4 (TR4)
Thrusters (Maneuver)	10x Hydra Propulsion M1-16 (TR1)
Weapons	2x S2 Klaus & Werner CF-227 Badger Laser Repeater 1x S3 Gallenson Tactical Systems Ballistic Gatling
Missiles	2x S3 Missile Racks • 2x S2 FireStorm Kinetics Ignite • 2x S2 FireStorm Kinetics Ignite
Countermeasures	2x S1 Aegis Dynamics CML (1xL 1xR)

SHIP PAGE

<https://robertsspaceindustries.com/pledge/ships/aegis-avenger/Avenger-Titan>

RYAN BARKER: VANDUUL GLAIVE



Who are you?

I'm Ryan Barker, Senior QA Tester at the UK studio. When I'm not submitting your crashes from Sentry or writing daily reports, I'm out killing boars in RPG games.

Why is the Vanduul Glaive your preferred ship?

I think it's one of the most aesthetically pleasing ships to look at. I love the red UI and the glitch effects that give it the feeling that it's been hotwired to suit Humanity's needs. The wings remind me of the TIE Interceptor, which is one of my favorite Star Wars ships too. It also packs a punch during combat if you can hit with it due to its slow firing guns, which is perfect for me since I love skill-shot type gameplay. It's nimble enough to out-maneuver larger ships but also has the firepower to take them down.

What kind of missions do you fly with the Glaive?

Combat, combat, and more combat. Since it can't store cargo, there's not really much else you can do with it. But who doesn't enjoy one-shotting small bounty ships?

What's your recommended loadout?

Funnily enough, I run with the stock loadout. The guns are powerful enough to one-shot smaller ships with direct hits and I have two-shot a Cutlass before.



MISSION REPORT

It's always my favorite ship to use during playtest sessions, not only for how good it is, but when you get both wings shot off, it becomes tiny. So, most of the time an enemy will have problems finishing you off and you get to fly around and irritate them.



SHIP INFORMATION

IN THE VERSE: The Glaive is a symmetrical version of the Scythe. Generally flown by Vanduul with more combat experience, they are better armed and have two huge blades/wings as opposed to one on the standard Scythe. This model is a human reproduction created by the manufacturer Esperia.

BEHIND THE SCENES: The Vanduul Glaive was originally intended as the 'ace' version of the Vanduul Scythe. It premiered as part of an Arena Commander game mode and was later made flyable alongside its sister ship.

SPECIFICATION

Length.....	40m (In-Flight) 31m (Landed)
Width.....	31m (In-Flight) 20m (Landed)
Height.....	7.7m (In-Flight) 8.5m (Landed)
Mass.....	30,000kg
Crew.....	1
Powerplants.....	1 x Size 2 - "Pulse" (Light)
Shield Generators.....	1 x Size 1 - "Spark" (Light)
Thrusters.....	2 x Size 2 - "Throw" Main (TR4)
Thrusters (Maneuver).....	6 x "Twist" Joint (TR1) 6 x "Trap" Fixed (TR1) 2 x "Trunk" Retro (TR2)
Weapons.....	2 x Size 5 - "Wrath" Plasma Cannon 2 x Size 1 - "Weak" Laser Cannon (Nose)
Missiles.....	4 x Size 1 - VANDUUL Missiles (2 per pylon)
Mounts.....	2 x VANDUUL Missile Rack (Size 1 x4) (Wings)

SHIP PAGE

<https://robertsspaceindustries.com/pledge/ships/esperia-glaive/Glaive>

**PHIL WEBSTER:
AEGIS DYNAMICS HAMMERHEAD**



Who are you?

I'm Phil Webster, the UK studio's QA Manager (and also an early backer of course!). You might see me in-game as Locke-CIG and if you do, feel free to say hi, especially if you want to be a turret gunner on my Hammerhead.

Why is this your preferred ship?

I love the look of the Hammerhead, both internally and externally. The corridors inside remind me of the blockade runner from the beginning of Star Wars Episode 4 and the external appearance has already become quite iconic. I've had a crazy amount of fun in-game with org events of 'Capture the Hammerhead', where we set up in two teams on Hurston, one team inside and the other on the open lift. The infiltrating team has to get to the cockpit and self-destruct the Hammerhead before it breaks the atmosphere. Also, who doesn't love a capital ship battle!?

What kind of missions do you fly with the Hammerhead?

I run plenty of missions with the Hammerhead as there aren't any that it can't do (it's only a five-minute QT jump from Crusader to Hurston after all). I even run solo patrol missions as the powerful shields protect the ship while I toddle up to a turret gunner seat. With 40 SCU it's not the best for trade runs, but if you're going to travel somewhere for another mission, why not fill it up and make some extra cash while you are at it? I think the best fun in a Hammerhead can be found outside of missions playing with a group of friends being enforcers for good or raining fire down from the skies as the bad guys!

What's your recommended loadout?

I'm a real sucker for that alpha damage, so it's full Ominskys across the board for me. I make no apologies.



MISSION REPORT

The Hammerhead can be used to defend JumpTown quite effectively from protection rackets (or to extort those heading in to 'shop' if that's your bag). This is true even when playing solo without friends to crew the turrets: if you park up next to JumpTown, you get good coverage from the hillside for the usually-traveled incoming route from GrimHex and a solo turret of the Hammerhead can still prove very difficult for people to get past. They certainly can't park close enough to make a purchase. Be warned: if you're going down the old 'protection racket' route, players WILL group up to take you out, which just adds to the fun!



SHIP INFORMATION

IN THE VERSE: A fast patrol ship with multiple turrets designed to combat fighters, the Hammerhead is equally suited to supporting larger capital ships in a fleet or acting as a flagship for fighter groups.

BEHIND THE SCENES: The Hammerhead, which premiered in Star Citizen 3.3.0, is one of the largest fighting ships to come online yet! It was intended as a new type of patrol ship, smaller than the Idris and Polaris, but still capable of a variety of mission types.

SPECIFICATION

Length	115 m
Width	75 m
Height	16 m
Mass	4,260,000kg
Crew	9
Stations (including Seats)	2 Bridge seats, 1 Engineering console, 6 turrets
Powerplants	2x L
Shield Generators	2x L
Cargo Capacity	40 SCU
Armour	1x M
Thrusters (Main)	4x L
Thrusters (Maneuver)	14x M
Turrets	6x Manned Turret (4x S4 Each)
Missiles	4x Behring MSD-683 (8x S3 Each)
Countermeasures	4x M

SHIP PAGE

<https://robertsspaceindustries.com/pledge/ships/hammerhead/Hammerhead>

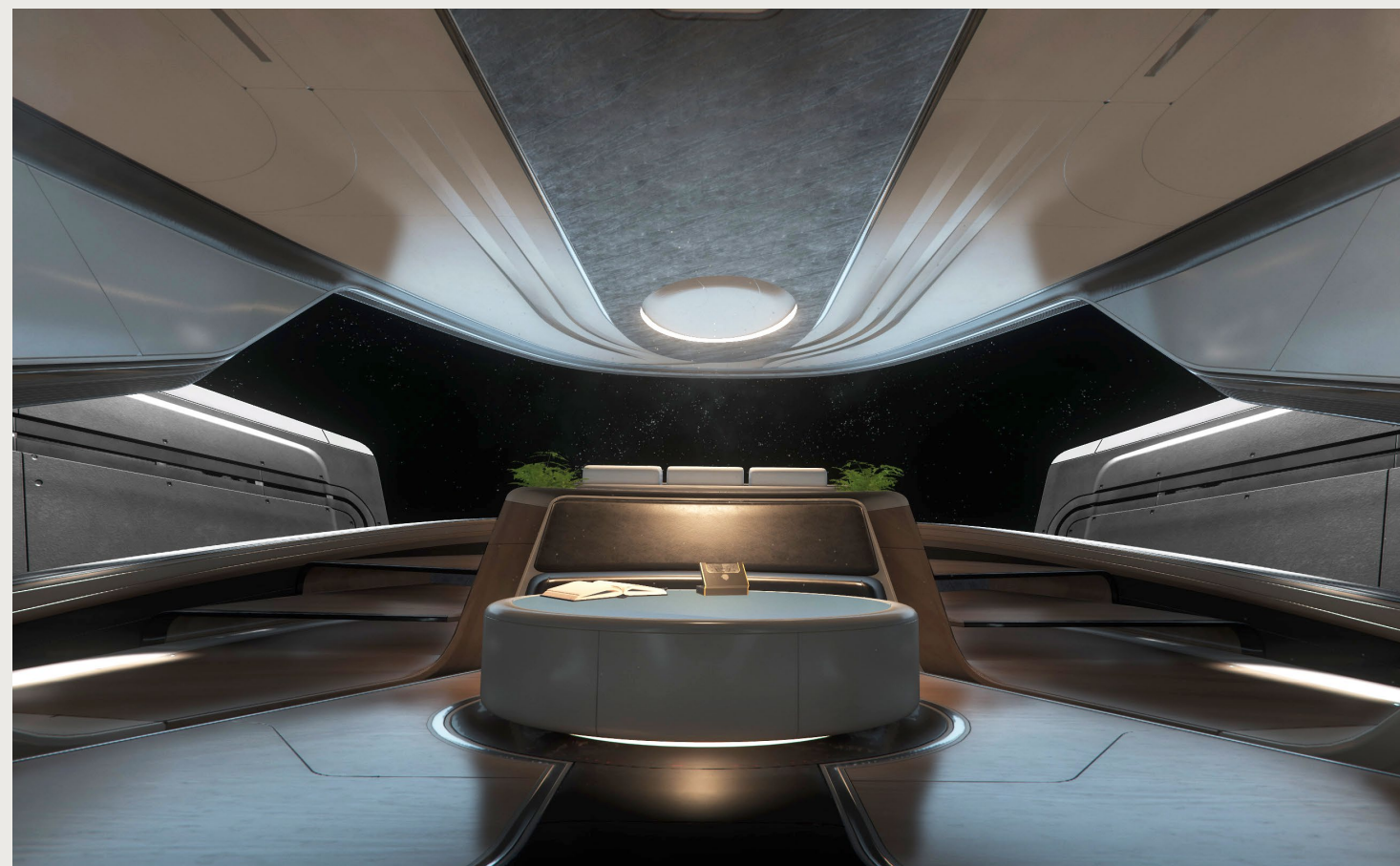


THE CASE FOR LUXURY

The recent launch of the 600i spacecraft line is the result of several years of internal strife at Origin Jumpworks and ultimately stems from a debate about the company's future. The early 2940s were marked by a massive increase in sales of Origin's 300 line (the 300i luxury touring craft in particular), which was largely the result of an effort by veteran CEO Jennifer Friskers to reduce prices and increase availability to a wider audience. The campaign paid off in the short term, rapidly increasing Origin's single-seat market and leading to a three-fold increase in 300-series production. While this success would be more than welcome anywhere in the galaxy, some within the company protested the move as "appealing to the lowest common denominator." Furthermore, many saw the increase in production and the newly-widespread popularity of the 100 series as evidence that the company was following competitor Roberts Space Industries' lead rather than keeping to their own path. As sales of the 300 series grew, so did the internal accusations that the luxury brand was losing its exclusivity and that the short-term profits were diluting Origin's overall cachet.

The battle raged behind boardroom doors for several years until it came to a head in 2943, when the question of how to invest increased revenues from the 300i could no longer remain unanswered. Friskers' loyalists believed that the push for the 300 should be duplicated with the development of a new line of spacecraft intended to compete with Roberts Space Industries, which had itself just launched a luxury model in the form of the Constellation Phoenix. A group of younger executives, already unhappy with Friskers' four-decade hold over the company, saw this move as exactly what they feared most: the sea-change caused by the 300 campaign had become a permanent move away from the company's iconic luxury branding. The fight became briefly public as Chief Financial Officer Trent Goade was quoted in *Fleet* angrily insisting that his company would "never produce anything like that [expletive] city bus with a hot tub." The battle was finally joined as the younger executives pitched an opposing project for the same market sector: a multi-crew luxury spacecraft intended for the elite, developed in partnership with tastemaker brands with little or no consideration for the competition.

DEVELOPMENT HISTORY



Although no side of the debate got their own way entirely, favor fell heavily on the revivalists; the new Origin 600i was to be a luxury-focused vehicle targeted well above the sticker price of the RSI Constellation and built without the specific consideration for the alternate role variants that the competition and 300 lineup had so warmly embraced. The project took its name from Origin's historic 600 series, a line of Earth-built mid-size transports the company championed in its early days, with the "i" added as a nod towards the specific luxury designation that had been built up around the current 300 lineup's flagship model.

THE GREAT WORKUP

With the set of specifications chosen by Origin's executives, production of the 600i prototype began in earnest. Thanks to the revenue supplied by the 300 series, Origin's 600 design team went into the project with the most expansive R&D budget the company had ever approved. The aerospace team was charged with developing a spacecraft with an excess of style that spared no expense and that end users would be willing to pay a premium for. With its expansive budget, the project produced results at a staggering rate. Outsourced partners from around the Empire were brought in early to develop everything from essential ship components, such as custom-fitted weapon mounts, to dealer accessories that ranged from synthetic bedding materials to branded humidors. One R&D project struck gold, hitting on a new ultra-light material that would significantly reduce the overall mass of the vessel.

While Friskers' faction was unable to secure the low-cost design they had hoped for, her team did have one more ace in the hole: modularity. Per spec, the 600i was to focus on luxury and comfort over optional roles at every turn. It was clear that the first release, already called the Touring edition, would do just that. The design specifications did not, however, prevent the inclusion of modularity. Friskers' team worked an end run around the board by secretly instructing longtime spacecraft designers loyal to their CEO to plan ways to integrate modularity into the design without impacting the ship's lines or interior styling. Armed with the same expansive R&D budget, the team added independently-constructed cores which could be focused towards different jobs while still staying within the confines of Origin's ultra-chic design aesthetic. The 600i would, in effect, have the ability to change its interior and functionality without impacting its exterior appearance. By the time this inclusion was apparent, it was too late to change anything without interrupting the aggressive development schedule. From the first prototype artifact, the 600i would feature the ability to pursue more roles than anyone had expected.

FIRST FLIGHTS

Development of the 600i prototype continued as other parts of the company began to explore the longer-range future for modularity, with a second development team building the experimental Explorer module that was approved for full-scale production. The initial launch would offer both Touring and Explorer models, a decision seen by many stock-watchers



as a significant reversal of the “luxury-first” movement that began the project. Thanks to a combination of credits and the expertise of Origin’s in-house development teams, the first flight article 600i was prepared for testing in just 18 months, launching from the New Austin laboratory in 2945 following a successful jump tunnel testing run.

Test pilots discovered that the 600i prototype was the rarest of beasts: an absolute success from the first launch. Unlike almost every other production spacecraft, the 600i was visually indistinguishable from the concept. The ship was found to be as comfortable as intended and generally a joy to fly, with better-than-expected turning and acceleration. What’s more, the Explorer module, which began testing six months later, was found to be genuinely effective as an exploration craft; Origin had produced a ship that would turn typically dangerous jobs into luxury experiences.

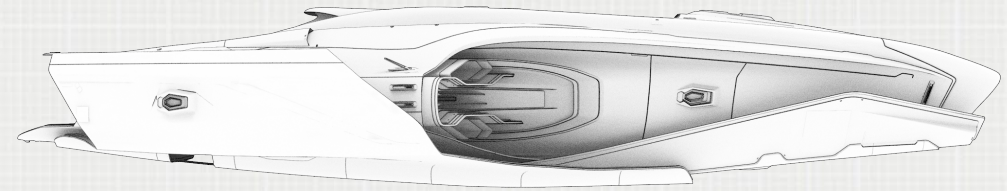
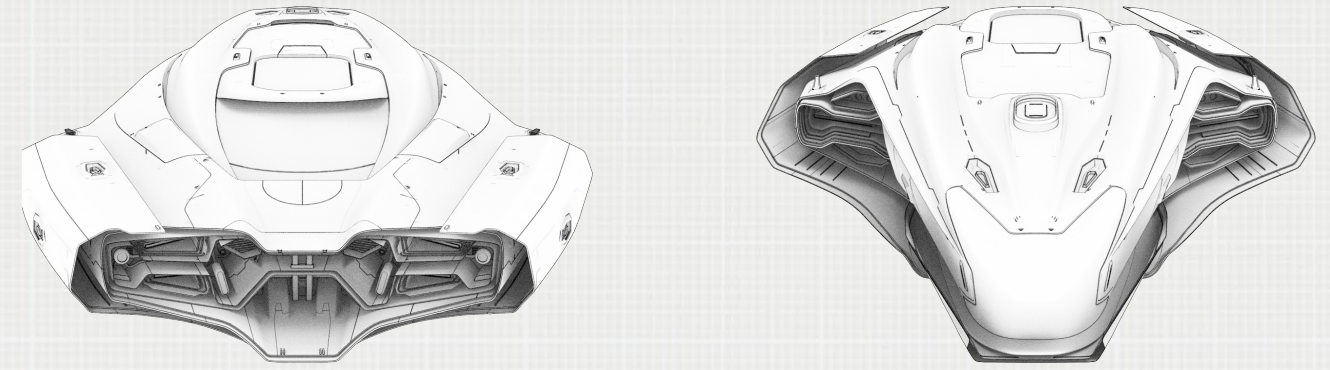
PRODUCTION

The new 600i went into full-scale production for the 2947 model year, supported by an advertising campaign offering the ship as a luxury experience above all else. The Touring version was quickly a success, apparently capturing the zeitgeist with its highly-contemporary design. Perhaps to the surprise of Friskers and her supporters (or perhaps due to

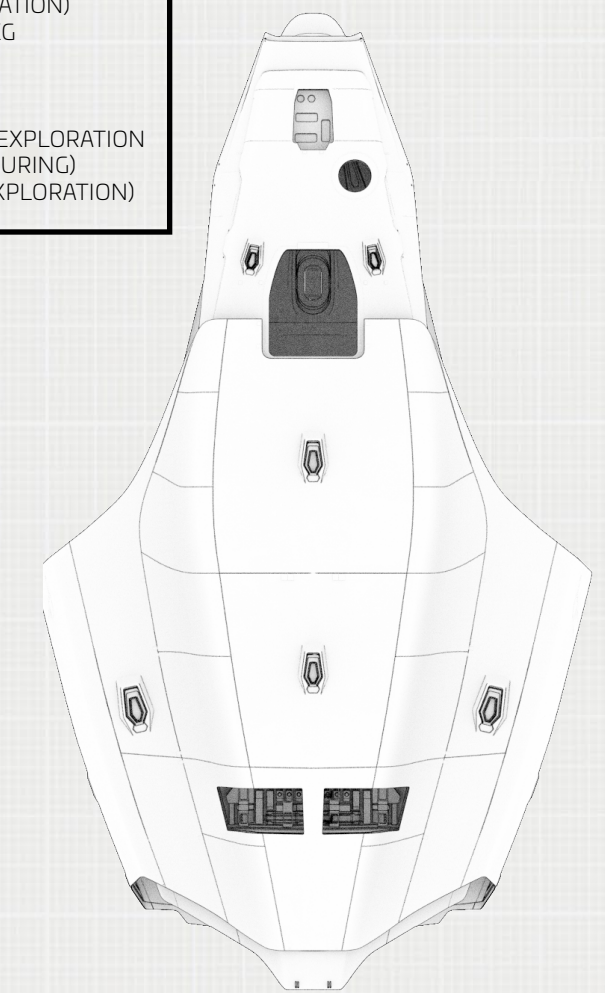
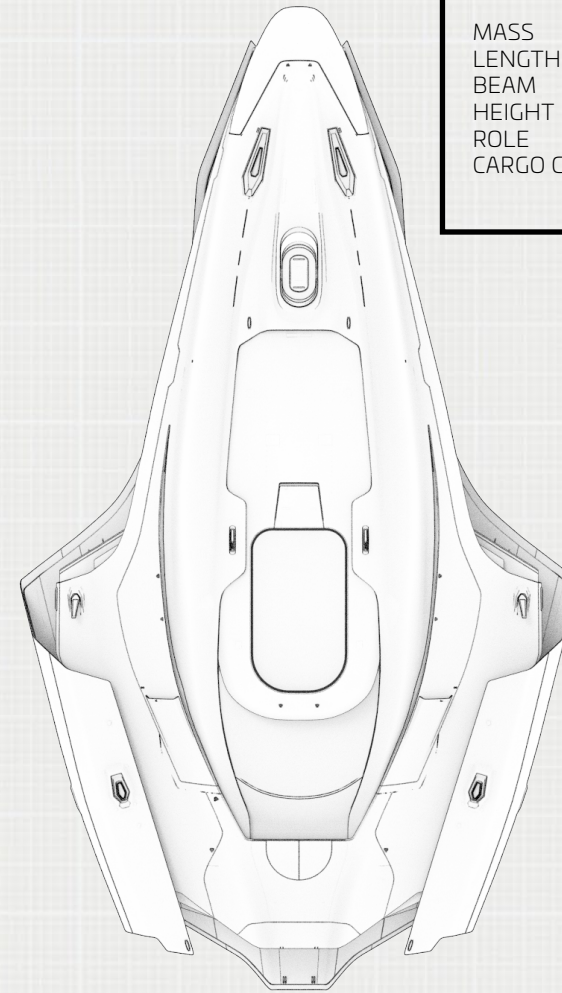
her work promoting the 300 series), the Touring sold above expectation. The 600i Explorer was also a hit, with the unusual nature of “luxury exploration” capturing public interest. Production of 600i Explorers was initially low but increased two-fold by the end of the year.

The only major issue with the 600i to date is an ongoing maintenance problem with the ship’s lift systems. The issue came about only after several months of space service, making it more difficult for Origin’s quality assurance teams to replicate. Engineers are currently developing an update which will either repair or replace the unreliable elevators with a simple dealership repair stop. Other systems continue to be highly praised by end users, especially the sleek, strut-free cockpit that offers an expansive view of the galaxy ahead.

The United Empire of Earth has also purchased two dozen 600is, each delivered without window openings, for rumored military conversion. It is not known exactly what role these spacecraft will play as none have been identified by spotters in the two years since delivery. Typical speculation runs the gamut from special operation target ships to armored VIP carriers, with the latter significantly more likely. Origin has remained tight-lipped about future updates to the 600i line. For now, sales of the 600i remain brisk and Origin is said to be particularly excited about the opportunity to celebrate the first new star system discovered by a 600i Explorer.



ORIGIN 600i	
MANUFACTURER	ORIGIN
MAXIMUM CREW	3 (TOURING) 3 (EXPLORATION)
MASS	1,576,792 KG
LENGTH	91.5M
BEAM	52M
HEIGHT	17M
ROLE	TOURING/EXPLORATION
CARGO CAPACITY	16 SCU (TOURING) 40 SCU (EXPLORATION)



WHERE IN THE 'VERSE?

Every month, we post a close-up image of something in the universe.
All you need to do is tell us where you think it was taken.

JumpPoint@Cloudimperiumgames.com

We'll reveal the answer next month, and share some of the best responses we received.
This month's image is courtesy of Ray Warner, our Assistant QA Manager in the UK.
Where in the 'Verse did he find it?



COLORS
PREMIUM PAINT
UNMATCHED COLORS

Ray also gave us last month's image. But Where in the 'Verse did he find it?

Looks like this was an easy one! We had a lot of correct answers and if you said these cigars belonged aboard a 600i then you are correct! Our winner this month was Daltron who writes:

BEGIN TRANSMISSION →

I'd know those cigars anywhere, they're in the luxury cabin aboard my 600i. Right there on the coffee table where you can look out the big window. Smoke 'em if you got 'em!

END TRANSMISSION ←

Congrats, Daltron!
You get this month's coveted Jump Point no-prize.

Please remember to send us a screenshot of what you find, so that I can give partial credit if what you've found is close to the actual image.

ONE QUESTION

We asked the CIG staff to answer one question for us this month. Here's what they had to say.

WHAT'S YOUR NEW YEARS RESOLUTION?

JAMES BALLANTYNE, LEAD TESTER, UK

To draw every day, whenever and where I can so I can develop my creative skill set into something I can take pride in. Or, build a skull-shaped Moon fortress with a death ray that I can use to hold the world to ransom. But, I'll settle for drawing more often.

GERARD MANZANARES, PROJECT MANAGER DEVOPS & IT, ATX

My wife and I's resolution is to lower the number of monthly payments that we have.

NATHANIEL FISHER, GAME SUPPORT SPECIALIST, UK

To do my best to keep pace with the game's new content and features (and of course hot topics!), to help keep players as excited as I am!

GRAHAM ROBINSON, JUNIOR GRAPHIC DESIGNER, UK

I want to go to the theatre more often instead of the cinema. Ticket prices are probably very similar these days!

ADAM RUTKOWSKI, SENIOR ANIMATION PROGRAMMER, UK

Read an average of one book per week all year so I can finally clear out my embarrassingly large backlog!

BENJAMIN PARR, ASSOCIATE PRODUCER, UK

Get healthier!

NEAL BUCKMASTER, DIRECTOR LOGISTICS OPERATOR, ATX

Plan. Scheme. Toil. SMASH. Repeat

JEFFREY PEASE, DEV OPS ENGINEER, ATX

Get a projector set up in my living room so I can stream media from my computer into my living room and watch shows with my dog.

DAVID PENG, SENIOR ANIMATOR, ATX

My New Year's resolution is to reduce my carbon footprint and plastic waste.

CHERIE HEIBERG, ARCHIVIST, LA

Be more proactive in making plans with friends!

CHUCK ROQUEMORE, NARRATIVE PRODUCER, LA

To live every day to the fullest, as if it were my last.

DOMINIC WRIGHT, QA TESTER, DE

My New Year's resolution is to be more positive (although Overwatch is making it very difficult xD).

MELISSA ESTRADA, QA TECHNICAL LEAD, DE

To always face awkward situations instead of avoiding them.

JAMES STEVENS, SENIOR QA, DE

My New Year's resolutions are to go out more and quit smoking.

MATT LIGHTFOOT, PRODUCER, UK

My New Year's resolution is to learn to play the ukulele, because who doesn't love a dinky little guitar with cheesy songs?

BOY SICHTERMAN, ENVIRONMENT ARTIST, DE

'4096 x 4096'

NATHAN DEARSLEY, SQ42 ART DIRECTOR, UK

Watch Bladerunner 5 times instead of 4...

MARTIN DRIVER, COPY EDITOR, UK

To properly learn Tommy The Cat by Primus on bass. Life changing stuff...

BEN LESNICK, WRITER, LA

My resolution is to make sure I stop to take the time to remember how far we've come in *Star Citizen* and in life. We spend so much time looking forward since there's always so much more happening, always cooler and more interesting things arriving and more just ahead. So, I want to be sure I take a look around and remember the 'verse as it is today, since as incredible as tomorrow will be, nothing will ever be quite like today again!

ARAN ANDERSON, VFX ARTIST, UK

My New Year's Resolution this year is to exercise more (I'm sticking to it so far...), and to also learn as much as possible!

Do you have one question you want to ask the staff?

Send it to JumpPoint@Cloudimperiumgames.com and we might choose your question for next issue.