

JUMP POINT

ISSUE: 08 03



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FROM THE COCKPIT

GREETINGS, CITIZENS!

I typically open these saying a few words about the state of the world... but this time around let's just go ahead and get to fantastic space adventures in the year 2950. For me, *Star Citizen* is exactly the escape I need when the world becomes difficult to understand and I hope it's similarly valuable to all of you.

Our big interview this month concerns one of the ships winging its way to you as we speak: the long-planned *Esperia Prowler*! We revealed the Prowler concept back in 2016 and it's had an interesting journey to becoming the first working Tevarin ship in the 'verse! The Prowler is special for all sorts of reasons; not the least of these is that it looks absolutely rad. Another major part is that it's giving us our first taste of Tevarin culture. It's a ship that took a lot of special work to get right and one that has moved both the functionality and lore of *Star Citizen* forward quite a bit. I can't wait to give it a try myself and I'm sure a lot of you feel the same way. Several members of the team that made the Prowler possible were kind enough to take a little time out of their busy schedules for us, and the resulting interview is an interesting look at how different disciplines have major roles to play in a ship like this.

Feature two is another in our series of Visual Guides. This time we're looking at different handheld weapons in the 'verse, ranging from knives to railguns. I have to confess that I agreed to do this

article because weapons like these are something of a blank area in my mind... I can catalog a million details about spacecraft and their histories, but I have a heck of a time wrapping my head around which gun is which and why I should choose one over the other. This is by no means unique to *Star Citizen* as I've been 'FPS blind' since at least the days of the first *DooM* and *Quake*. To help me better understand, I asked our Quality Assurance Team to provide a list of different weapons they consider to be the most fun and then I dove into learning how they worked. I hope you enjoy the result!

Finally, on the lore front we have two articles that should shock and delight... well, maybe just delight. Galactapedia wise, we're looking at a now defunct prison system in the Charon System. We also have the second half of last month's popular UEE 2950 election guide. Now you can go to the polls fully informed!

That's it for this month. I'd like to thank everyone for their valuable feedback on the last issue... especially everyone who wrote to let us know how much they loved the election guide. We'll certainly look for more opportunities to do something so cool again! Until next month, keep your shields up... we'll see you through the next *Jump Point*.

Ben

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ESPERIA PROWLER

The Esperia Prowler is inbound! In 2016, *Star Citizen* unveiled the Esperia Prowler, a dedicated military dropship with a history significantly different from your average 30th century spaceship. The Prowler is based on a classic Tevarin spacecraft, making it the first of its kind to be conceptualized and brought online in the 'verse. To find out what went into imagining the ship and then making it a reality, we spoke to the team behind it:

BEGIN TRANSMISSION →

JUMP POINT (JP): Thank you for talking all things Prowler with us! Let us know what you've worked on for *Star Citizen*.

WILLIAM WEISSBAUM (WW): Thank you for inviting me to talk! I help to craft the narrative and lore that bring the universe of *Star Citizen* to life.

ELWIN BACHILLER JR (EB): I've worked on the Caterpillar, Arrow, Hurricane, Reliant, and collaborated on many more. Most recently I worked on the Prowler.

STEPHEN HOSMER (SH): I'm a senior systems designer in the LA studio. Most recently I've worked on the RSI Mantis and the Banu Defender.

JP: *What is the story behind the Prowler? What background was established before the technical design started?*

WW: Way back at the end of 2014, we started looking at what to do for our so-called "fourth wave ships." One of the options was for a boarding/assault ship and, in discussions with design, we thought it could be a perfect opportunity to introduce a Tevarin ship into the line-up. We knew from earlier explorations that we wanted the Tevarin to be masters of shield tech, so one of the early ideas was that the ship could incorporate air shields to allow the boarding party to quickly exit the ship. Another thing that emerged early on was the idea that this would be a Human reproduction of an older Tevarin warship since the Tevarin were no longer producing ships themselves. From there we created Esperia, a whole new manufacturer that specialized in reproductions. To read more about the history of Esperia, check out Jump Point 4.12 or the brand's Portfolio.

JP: *And please remind us how the Prowler went from an event spacecraft to something available for Human pilots today?*

WW: Back during the First Tevarin War (that was way back in 2541 for those of you keeping score at home), the UPE dubbed the boarding craft that was terrorizing their fleet the "Prowler." Able to approach stealthily and deposit a squad of highly trained infiltrators aboard patrolling enemy ships, the Prowler became infamous for the role it played in the war. While there were recordings, scans, and wrecked remains ships from that era, a complete intact version was not discovered until a trove of Tevarin tech was uncovered in Kabal. Since the Navy already had a working relationship with Esperia from their work building Vanduul



recreations for training, the company was given access to the site and allowed to begin reconstructing Tevarin ships. Esperia strove to honor the legacy of such a historically important craft by building it as close as possible to the original while still meeting modern UEE safety standards.

JP: Tell us about the Prowler's role in the 'verse. What does it do for players and why would they choose it over another ship?

SH: The Prowler is first and foremost a dropship. It was built to transport troops from one location to another while staying under the radar of the enemy. If you do get into a fight, the size-five mounts under the wings and the remote-controlled turret on its back will make quick work of whatever crosses your path.

JP: What kind of work went into the overall Tevarin ship aesthetic? Any special references?

WW: One thing that we liked about the branching structures used inside the ship is that they are a bit reminiscent of the internal structure of bird bones, which ties nicely into Tevarin physiology. That way, anatomical references can be seen not only in the external feathered appearance but in the structure of the ship itself.

EB: A big part of the influence began with discussions around how defensively minded the species was; they weren't the apex species on their planet and so always had to think about protection. One of the things we wanted to do with their ships was to really communicate that the ship isn't just a way to get from A to B, it's the barrier between survival and the threats that surround them. We wanted to create a real contrast between the exterior and interior, with a drab armor-plated exterior and bright saturated reds on the inside that represent life and safety. When you look into a Tevarin ship, it should feel like you are staring into the fleshy vulnerable innards of some alien creature. Some of our main references were Dragon Blood Trees, La Sagrada Familia cathedral in Spain, the Super Tree City in Singapore, and the Voronoi pattern, with the goal of establishing a look and feel like no other in the game. Tevarin ships should feel as though they have a network of branching structures that hold the entire ship together.

JP: Did the Prowler require any special mechanics to be developed?

SH: The Prowler has special air shield technology on all of its doors that prevent the ship from leaking atmosphere. The "feathers" on the wings, used to protect troops deploying from the side doors, needed a little tech support to stop them being destroyed when the player comes in for a heavier landing.

EB: There are several new approaches we had the opportunity to experiment with, especially once we decided to move in a much more radical direction with the style of their interior. Along with the nature-inspired innards, we wanted to push the feel of it being more unwieldy to fly - more like riding a living creature with a single set of reins giving more player feedback than we have done before. What we decided to do was see if we could get all axis of movement mapped to a single control point with a joystick system that could do it all. The result, I think, is one of the coolest parts of flying this ship. As you fly it, you get constant feedback when you roll the ship, with the entire dashboard in the cockpit twisting and turning to reflect the direction the ship is moving in. Another element that's entirely in line with the Tevarin wanting

maximum protection from their ships is the fact that they refused to use identifiable canopies as they're too much of a vulnerability. Instead, they opted to plaster the inside of their canopies with screens that project the outside world into their cockpits. They can see out but the enemies can never see in.

JP: *Prowler, Valkyrie, and Redeemer - how do they stack up?*

SH: The Valkyrie beats the Prowler in carrying capacity, but it is bulkier as a result. The sleek frame of the Prowler will reduce the ship's signature significantly and help it get the drop on unsuspecting foes. On the other hand, the Redeemer is more of a gunship and won't have the capacity of the other ships, but it will out gun them.

JP: *Does the Prowler use any alien technology internally? Did you get to prototype different kinds of components?*

SH: Internally the Prowler features Tevarin shield technology. These shields are similar to those found on the Banu Defender, as the Banu are known to take technology from other cultures. It should be noted that the current functionality of these shields is not their final implementation.

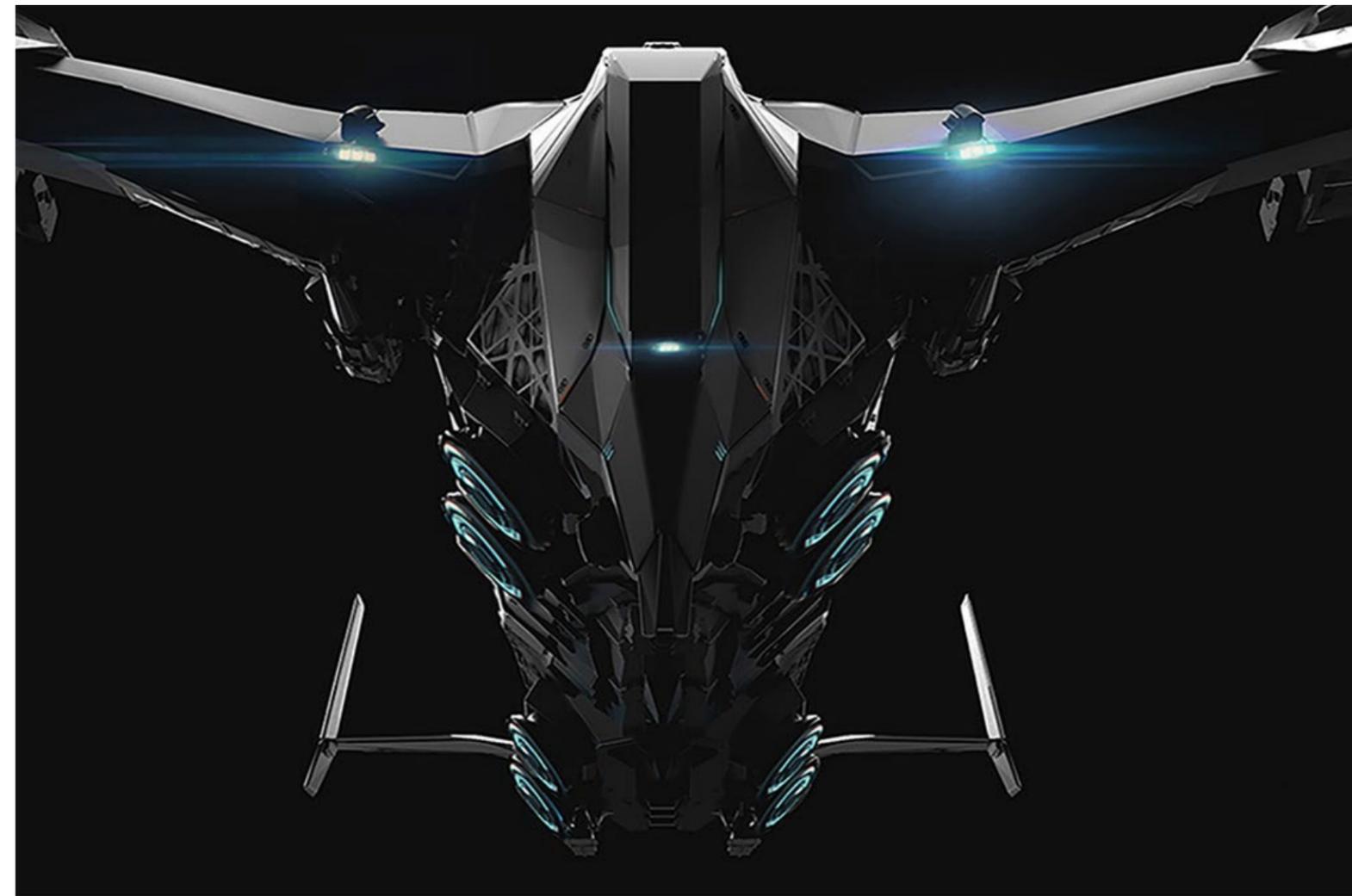
WW: I really thought that extending the idea of the Tevarin being concerned with defense above all else to their armored canopy worked very well. The "kelsun composite" one-way cockpit shielding turned out great.

JP: *These specific Prowlers have been updated for humans. What does that entail?*

SH: This means that the Prowler was built to fit the Human body. The seats, harnesses, and controls were all modified to allow a human to operate the ship without issue. That said, Tevarins do use a unique control scheme which only utilizes a single control stick.

JP: *This is the first ship in the game originally designed for use by the Tevarin race. How did that factor into the design? Did you use Tevarin metrics the same way Human ships are designed with Human character models in mind?*

EB: This was a bit of a challenge on the Ship Art side, because the Tevarin are much shorter on average than humans. What this translated to was a ship that is a little tight on the inside for the number of players



that it's designed to hold. We originally designed the jump seats to be smaller and lower to the ground, which had to change once we brought a standard human character into the space.

SH: While we did place our current Tevarin character models into the ship to get an idea of how they would fit, this version of the Prowler was designed to fit Human character models. As we flesh out the Tevarin race, their metrics could change. Therefore, we may need to go back in future iterations and make changes as needed.

WW: As you can read in the story Instrument of Surrender, Tevarin pilots often operated in teams - one navigating while the other focused entirely on operating the Phalanx shield. While the Human-converted Prowler isn't that specialized, it does feature the co-pilot seat in honor of that.

JP: *Did any special animations need to be created for the Prowler?*

SH: New animations for the standing harnesses needed to be created for the players. There was special attention paid to the idle animations to ensure that each player didn't look like a copy of one another while standing in them.

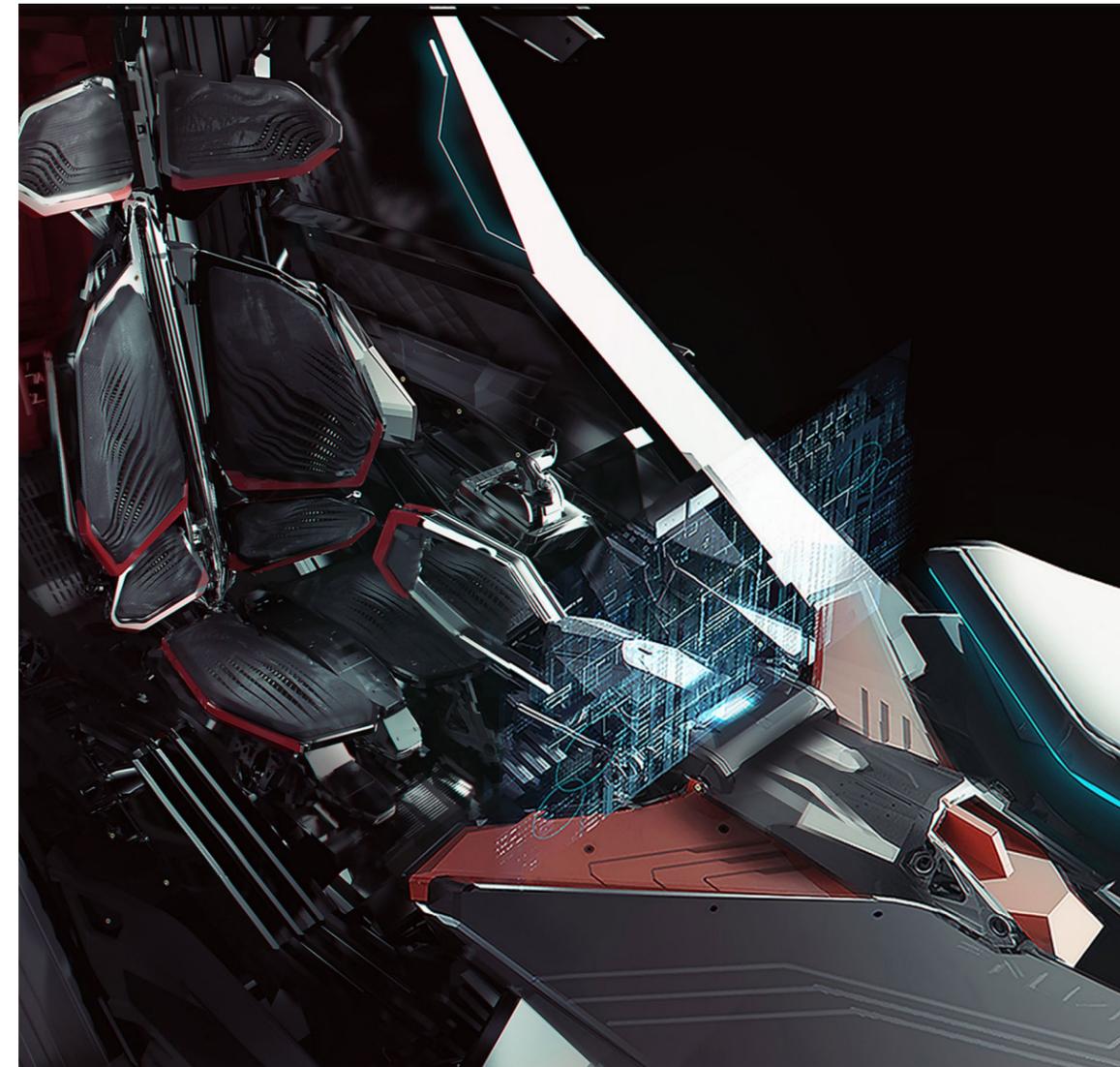
EB: Believe it or not, even though we have released dropships in the past, this ship was the first to do the drop seats in a standing configuration, meaning that we went all out and got some special animations made for it.

JP: *The Prowler's lack of a clear canopy is one of the first things that stands out. Why was that decision made and how does it work in the game? Were there any technical challenges that went into the cockpit?*

SH: We originally wanted to give the Tevarin some unique technology that would go along with the stealth feel of the ship. The canopy accomplished both of these things. The current implementation uses a skinned asset that allows a large amount of bones to be animated without causing a huge slowdown. However, this isn't the most efficient implementation, so we're looking to improve it in the future.

JP: *With that in mind, tell us about the new startup animation. Why is it so special and what kind of work made it possible?*

SH: When the player first enters the Prowler's pilot seat, the canopy will be dark and they will not be able to see beyond it. When the ship is



powered on, the canopy will play an animation causing it to disappear from view, revealing the screens that will give them a view of the outside. This took work from several departments and the animation involved so many pieces that it had to be rendered overnight!

JP: *Where is the Prowler today? What is the testing process like for a new and different ship like this?*

SH: The Prowler is in its final polishing stages at the moment. When testing a ship such as the Prowler, the ship needs to be tested with multiple players. This is to ensure that the space that we've designed doesn't become too clogged up when several players are running around the ship at the same time.

JP: *What's next for the Tevarin? Can we expect more background on their culture? Will you move on to build additional ships working from what you've done with the Prowler?*

SH: I'd love to build more Tevarin ships in the future. Their aesthetic is unique and being able to explore the technology they employ in more depth would be interesting.

WW: I would say it is a safe bet that you will be hearing more about their culture. They are very unique in that they almost have two separate cultures – their original culture as it was before the war, and then later on after the "Purge" when they rejected the Rijora and lived as a conquered species within the UEE. We have a lot more in store for them narratively, and I would not be surprised if we saw more vehicles down the road.

JP: *Here's your chance to give me your best used ship salesman! Sell me a Prowler in one pitch.*

SH: The Prowler is designed to avoid detection and pounce on your foes before they have a chance to react. If you want a dropship with a unique alien aesthetic and a focus on stealth, then the Prowler is for you.

EB: Do you need to infiltrate behind enemy lines? Do you need to make sure your troops can get in quietly and quickly? Do you need to provide ground cover in what is effectively a flying tank with massively powerful shields when the shit inevitably hits the fan!? Then you need a Prowler. Get in alive, get out alive, and wreck fools in the process.

WW: For me this ship is all about that synchronized exit out the

deployment airlocks. Imagine it – you drift slowly above where an outlaw Caterpillar is hard at work pillaging the aftermath of its latest raid. Making sure to keep your EM low, your commander gives the order and as one you all EVA silently into the black towards your prey.

JP: *Any funny stories or paths not taken on the Prowler?*

WW: One idea that we had discussed early on in a wild narrative brainstorm (that was rightly quickly dismissed as not feasible) was the possibility that Tevarin ships could rely only on a single massive thruster, and navigate by rotating and redirecting that force, spinning the entire ship around. Almost like a nautilus swimming in the ocean.

EB: Personally, I wanted to throw every new idea I had at this ship, I didn't even want to have a ladder inside to get to the second floor. Instead, I wanted to have a handrail that a player would hook onto that would whisk them up and they would simply drop when they needed to get down. However, it would have introduced yet another unknown to a ship that already had new cockpit, control, and landing systems.

JP: *Finally, please let us know who else worked on the Prowler (credits and*

shout outs welcome).

EB: Concept: Gavin Rothery and Furio Tedeschi. Ship Artists: Byungjin Hyun, Daniel Kamensky, Arthur Guillot, and Elwin Bachiller Jr. Tech Artists: Matthew Intriери, Patrick Salerno, and Brian Chen. Engineering: Mark Abent. System Design: Calix Reneau and Stephen Hosmer.

SH: I'd like to thank Calix Reneau, who was the initial designer for the ship and helped out on the implementation. I'd also like to thank the Tech Art Team, specifically Matthew Intriери, Brian Chen, and Mark Abent, for their help in implementing the clear canopy animation.

WW: Thanks to the rest of the Narrative Team, Dave Haddock, Adam Wieser, Cherie Heiberg, and Mike Kinshella, who have all contributed to developing the lore of the ship and the Tevarin race.

END TRANSMISSION ←

VISUAL GUIDE FPS WEAPONS

Here's your ticket to the gun show! This Visual Guide is dedicated to introducing you to the different types of handheld weapons that run the gamut from knives and energy pistols for close personal combat to massive ballistic railguns capable of shooting down spacecraft. This selection was chosen by our QA Team, who provided these

specific examples of the various weapon types that they consider to be the most fun to play with. For each weapon, we've included the current statistics, their locations in the 'verse, and their original design description. Note that, just like ship specifications, some of this is subject to change as balancing continues and the universe expands.

PISTOLS

The pistol is the standard projectile weapon carried around the 'verse for self-defense. *Star Citizen's* ballistic pistols are the 30th century evolution of the modern handgun and are very similar in overall design and essential functionality: pulling the trigger activates a primer which ignites gunpowder. This creates pressure which pushes the projectile out the barrel and (hopefully) sends

it hurtling towards a target. Energy pistols that use disposable batteries instead of traditional bullets are also a common sidearm. The frag pistol, a variant of the ordinary ballistic pistol, adds the option to spray fragments that cause damage to a larger but less specific target area. Other notable pistol types include the Arclight energy pistol and the Gemini LH86 ballistic pistol.



CODA

MANUFACTURER: Kastak Arms
TYPE: Ballistic, Pistol
LOCATION: Conscientious Objects (Levski)
RANGE: 100 meters
RATE OF FIRE: 180 rounds/minute
MAGAZINE SIZE: 6 rounds

DESIGN DESCRIPTION: A no frills, raw, heavy ballistic pistol that packs a heavy punch if it connects. What it lacks in fire rate and magazine size, it more than makes up for in range and power.



SALVO

MANUFACTURER: Hedeby Gunworks
TYPE: Ballistic, Frag Pistol
LOCATION: Live Fire Weapons (Port Olisar), Skutters (Grim HEX)
RANGE: 80 meters
RATE OF FIRE: 140 rounds/minute
MAGAZINE SIZE: 8 rounds

DESIGN DESCRIPTION: While the Salvo can be used as a normal pistol, Hedeby didn't stop there. With a longer trigger pull, a freezing primer is injected into the chamber and when released, the heavy firing pin hits with enough force to pulverize the supercooled casing. Accidentally developed as an attempt to mitigate overheating, this charged fire option discharges a deadly spray of high-velocity fragments followed by an ear-shattering boom.



S-38

MANUFACTURER: Behring
TYPE: Ballistic, Pistol
LOCATION: Conscientious Objects (Levski), Live Fire Weapons (Port Olisar), Skutters (Grim HEX)
RANGE: 25 meters
RATE OF FIRE: 450 rounds/minute
MAGAZINE SIZE: 15 rounds

DESIGN DESCRIPTION: This reliable Behring sidearm features a streamlined design and a lightweight polymer frame that helps to minimize recoil. And with the quick fire semi-automatic fire mode, it's easy to see why the versatile and dependable S-38 has become a standard sidearm across the Empire for both citizens and law enforcement officers.

MACHINE GUNS

A machine gun is a belt or magazine-fed automatic weapon that fires ammunition much more rapidly than a pistol or shotgun in exchange for less accuracy. They are typically used for larger engagements where point accuracy takes a backseat to the need to deny the enemy a larger area. Organizationally, machine guns are divided into different types depending on the caliber of the ammunition they fire, ranging from light machine guns (LMGs) to heavy machine guns (HMGs). Light machine guns are capable of

being used solely by an individual, while heavier types are often of fixed positions and can sometimes need a crew of operators. A common spinoff weapon found in the 'verse is the submachine gun, or SMG, which aims to narrow the divide by firing handgun-style cartridges in an automatic magazine. Unlike standard machine guns, SMGs are used for close-quarter fighting because they are easier to control.



P8 SC

MANUFACTURER: Behring
TYPE: Ballistic, Submachine Gun
LOCATION: Live Fire Weapons (Port Olisar)
RANGE: 30 meters
RATE OF FIRE: 800 rounds/minute
MAGAZINE SIZE: 45 rounds

DESIGN DESCRIPTION: Built to be the standard issue submachine gun of the UEE Marines; the "MP7" of the year 2950. The P8-SC is a middle of the road close quarter combat weapon which is solid and durable.



CUSTODIAN

MANUFACTURER: Kastak Arms
TYPE: Energy, Submachine Gun
LOCATION: Skutters (Grim HEX), Conscientious Objects (Levski), Live Fire Weapons (Port Olisar), Cubby Blast (Area 18)
RANGE: 30 meters
RATE OF FIRE: 800 rounds/minute
MAGAZINE SIZE: 60 rounds

DESIGN DESCRIPTION: The Custodian SMG prioritizes a high rate of fire over damage and accuracy. The alternate charge fire can be readied to deliver an even faster burst of plasma bolts. Designed to be used in close quarters and tight environments. Features a rough and ready design, lots of moving parts, and bare metal.



F55

MANUFACTURER: Gemini
TYPE: Ballistic, Light Machine Gun
LOCATION: Skutters (Grim HEX)
RANGE: 30 meters
RATE OF FIRE: 1,000 rounds/minute
MAGAZINE SIZE: 150 rounds

DESIGN DESCRIPTION: Featuring an explosive rate of fire that tops off at a 1000 rpm and Gemini's sleek and professional styling, the F55 is a light machine gun for discerning clientele who want to the 'verse to know that they are not to be trifled with.

SHOTGUNS

First person shooters and shotguns have gone hand in hand since the former's birth, so it's no surprise that *Star Citizen* features a number of these powerful weapons. A shotgun is a shoulder-fired rifle that fires either a spray of small rounds (called shot) or a single heavy slug. They are admired for their overall power, with

the tradeoff being that they are less accurate in targeting than a pistol, sniper rifle, or SMG. One of *Star Citizen*'s most impressive shotguns is the Ravager-212 from Kastak Arms, which features two barrels instead of one... a functionality that is itself something of a nod to the history of the shotgun in gaming!



R97

MANUFACTURER: Gemini
TYPE: Ballistic, Shotgun
LOCATION: Skutters (Grim HEX), Cubby Blast (Area 18)
RANGE: 15 meters
RATE OF FIRE: 120 rounds/minute
MAGAZINE SIZE: 10 rounds

DESIGN DESCRIPTION: The Gemini Shotgun isn't just well designed aesthetically, it's popular because of its variable fire modes, making it useful at different distances. It is a weapon favored by wealthy professionals and bodyguards rather than pirates or military and is used for close-quarters combat. The weapon is very sleek and smooth with a lot of thought put into styling and ergonomics. All details, like attachments, are very well integrated and it packs a punch at close range and is able to score minor hits further afield.

RAVAGER-212

MANUFACTURER: Kastak Arms
TYPE: Ballistic, Twin Shotgun
LOCATION: Live Fire Weapons (Port Olisar)
RANGE: 15 meters
RATE OF FIRE: 105 rounds/minute
MAGAZINE SIZE: 16 rounds

DESIGN DESCRIPTION: The Ravager is a dual barrel advanced ballistic combat shotgun. It is a magazine-fed semi-automatic shotgun that features side-by-side barrels that fire two rounds simultaneously.



SNIPER RIFLES

Sniper rifles are designed for high-precision targeting. They generally feature long barrels, powerful individual rounds, magnified sights, and some stealth considerations to allow their users to reach distant targets with a high degree of accuracy. The major tradeoff is that they aren't particularly useful in a running

firefight; snipers take up a position and take time to make a single shot, a very different skill set from machine gunners who fill a battlefield with many rounds at once. *Star Citizen* features both traditional ballistic sniper rifles and energy-based weapons. Other sniper rifles include the VOLT Zenith and the Gemini A03.



P6-LR

MANUFACTURER: Behring
TYPE: Ballistic, Sniper Rifle
LOCATION: Conscientious Objects (Levski), Live Fire Weapons (Port Olisar), Skutters (GrimH EX)
RANGE: 120 meters
RATE OF FIRE: 20 rounds/minute
MAGAZINE SIZE: 8 rounds

DESIGN DESCRIPTION: The Behring P6-LR ballistic sniper rifle more than makes up for its slow rate of fire with a high powered 8mm round that's effective from long range. Featuring a scope with variable zoom modes and a barrel composed of a proprietary high-strength alloy, the P6-LR was designed to deliver when needed most.

ARROWHEAD

MANUFACTURER: Klaus and Werner
TYPE: Energy, Sniper Rifle
LOCATION: Live Fire Weapons (Port Olisar)
RANGE: 100 meters
RATE OF FIRE: 50 rounds/minute
MAGAZINE SIZE: 40 rounds

DESIGN DESCRIPTION: Klaus & Werner's Arrowhead Model VI long-range energy rifle features a fiberglass composite body capable of withstanding any number of rigorous environments, both in atmosphere and out. Built with a precision stock and compound scope, the Arrowhead offers a stable and devastating weapon for operators who want to keep their distance but stay in the fight.



OTHERS

Beyond the traditional weapon types, *Star Citizen* also offers an ever-increasing number of specialty weapons for use under more specific circumstances. These range from melee weapons like knives (see the January 2020 issue of Jump Point for more on melee weapons) to powerful projectile throwers like grenade launchers and railguns. The Scourge railgun, seen here, is one of

the most powerful personal weapons in the game, using charged electromagnets to accelerate ballistic slugs to such high speeds that they can damage or destroy spacecraft in flight. Let that be a warning to pilots thinking they can operate in atmosphere or near a spaceborne installation with impunity!



SAWTOOTH

MANUFACTURER: Kastak Arms
TYPE: Knife
LOCATION: Skutters (Grim HEX)
RANGE: 0 meters
RATE OF FIRE: n/a
MAGAZINE SIZE: n/a

DESIGN DESCRIPTION: Combat tool for self defence. The Sawtooth is the pirate/criminal equivalent of the military knife. It is functionally similar but looks cruder and more threatening.

SCOURGE

MANUFACTURER: Apocalypse Arms
TYPE: Ballistic, Railgun
LOCATION: Skutters (Grim HEX), Conscientious Objects (Levski)
RANGE: 200 meters
RATE OF FIRE: 60 rounds/minute
MAGAZINE SIZE: 10 rounds

DESIGN DESCRIPTION: The Scourge railgun is a personal FPS weapon aimed at taking down ships. It acts as a space sniper rifle with the ability to damage ships and features a rail system instead of a barrel. Magnets along the rail propel the rounds giving them high distance and velocity. An armor-piercing anti-vehicle charge weapon.



GALACTAPEDIA

EMPIRE'S LIGHT CONVERSION CENTERS

The Empire's Light Conversion Centers of the Charon system were a large network of prisons constructed on Charon III by the Messers, starting with Emperor Livia Messer III. These maximum-security facilities were reputed to be the most secure in the United Empire of Earth (UEE) and were used to house political dissidents opposed to the Messer regime. Following the fall of the Messers in 2792, the Governors' Council of Charon III ordered that the prisons be torn down and published evidence of previously unproven atrocities committed against the prisoners by the former government. In the subsequent public uproar, Charon III voted to renounce its UEE recognition.

FOUNDATION

Shortly after Livia Messer ascended to Emperor in 2628, she presented a proposal to the Senate to build a special maximum-security prison under the sole jurisdiction of the Emperor in the sparsely populated state of Dellin on Charon III. The project would kickstart the struggling economy with new jobs and an influx of government funds. The Senate granted near-unanimous approval.

The first prison, completed in 2630, injected enough money into the economy that the population of Charon III sharply rose. By the time Emperor Corsen Messer V ascended in 2643, the once-rural colony in Dellin had become an urbanized center of commerce based around Livia's prison. Corsen ordered the construction of more facilities in Dellin and its neighboring state Acheron after a meeting with the Governors' Council of Charon III in 2644. The largest of these, Orville, became the central processing center for all new prisoners. The collective of facilities was named the Empire's Light Conversion Centers (ELCC). During this time, Charon III's economy boomed. In 2670, Corsen sent a decree to the Senate ordering the recognition of Charon III. A former Representative of Dellin, Gwen Czukay, was sworn in as the planet's first Senator and the world was officially recognized under its new name, Haros.

LIFE IN THE PRISONS

The largest group of prisoners were political dissidents. These included deserters from the military, Xi'an sympathizers, former members of the press, protestors, social organizers, violent agitators, and even politicians. Anyone who acted or spoke against the edicts of the Messer government was in danger of being imprisoned on Haros. Convictions weren't necessary; being arrested for a political crime was enough to put someone in Orville, ostensibly to await a fair trial. Many died there, waiting for hearings that were never granted. Contact was not allowed with the outside world.

Prisoners were put to work producing components for the UEE military or low-cost goods to be used by public welfare programs. Their meals were bland but nutritionally complete, and medical care was available to those who took ill so that they could continue to work until they died of old age or exhaustion. When Astrid Messer VII ascended to Emperor in 2697, standards of living in the ELCCs, already poor, plummeted. Funds meant for prisoner welfare were redirected to military resources. Malnutrition, dehydration, exhaustion, and disease became the leading causes of death.

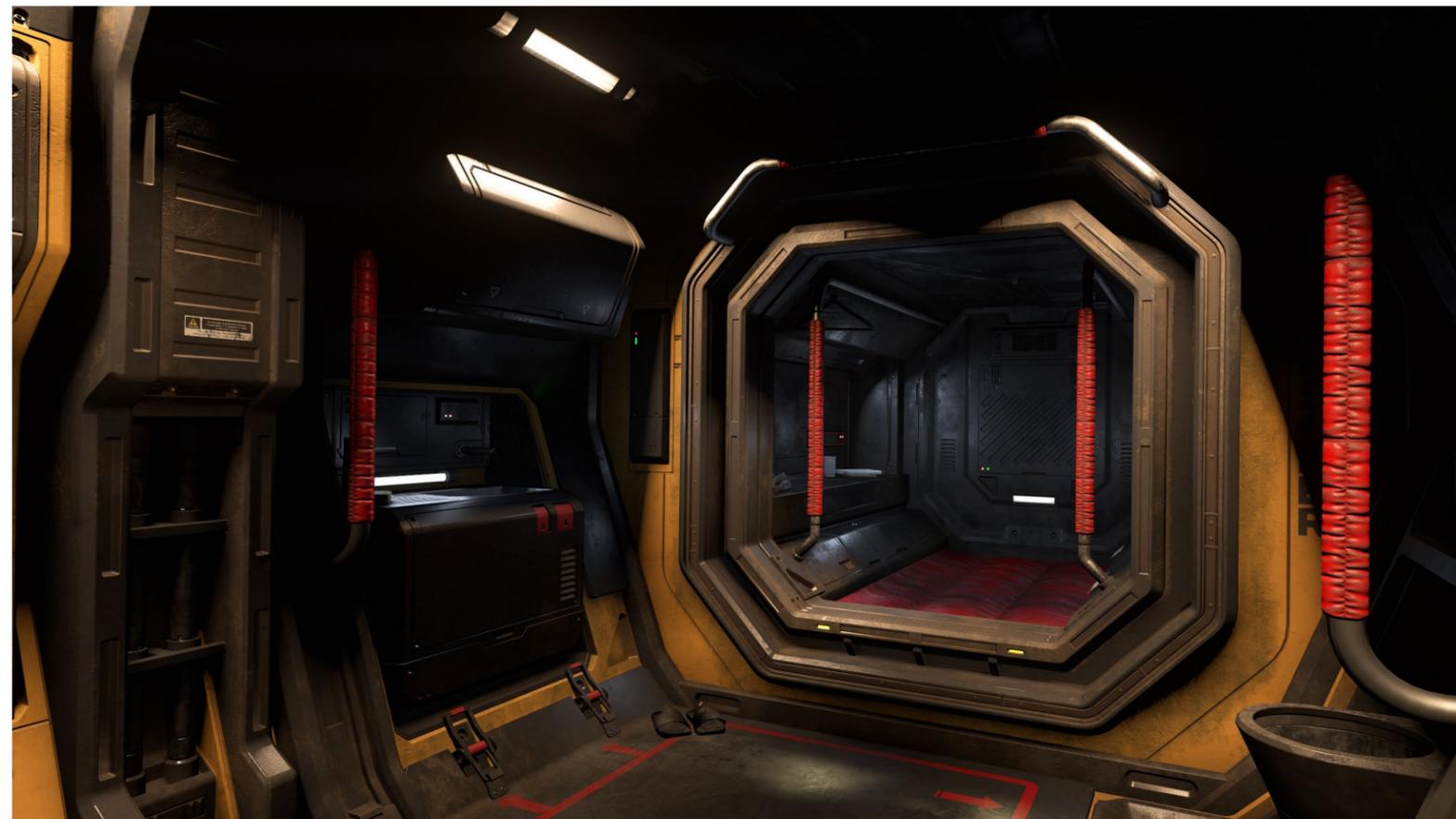
Under Samuel VIII, who ousted Astrid from power in 2701, a new decree set interment limits so that old-age prisoners would be killed to make room for new ones. The dead were interred in mass graves in the Dellin desert.

Rumors about the deplorable conditions in the ELCCs began to spread among the people of Haros, though no hard evidence could be found. Any workers suspected of leaking information were themselves at risk of imprisonment and all civilian protesters were incarcerated or killed, eventually quelling any kind of organized protest against the prisons. In 2751, the military began testing bioweapons on segments of Orville's populace. Bodies buried in the desert leached chemicals and radiation into the already poor soil, fueling a new collective action among the populace of Haros. Though any dissent was brutally suppressed, protests increased in frequency for the following few decades.

LIBERATION

When news of Emperor Linton XI's death in 2792 reached the populace of Haros, they stormed the prisons, liberating those inside. They arrested or killed any guards who hadn't fled and broke into offices previously sealed off to the public, recovering centuries of documentation on acts of torture, murder, and other atrocities conducted by those who ran and guarded the prisons. First-hand accounts from the formerly incarcerated were compiled and sent to media organizations across the UEE. Senator Constance Whittlefield of Haros was arrested on charges of fraud. In 2795, the planet voted to renounce their recognition of the UEE and revert to their former designation of Charon III.

Even after the Messers were permanently ousted from power and a new, progressive government reformed under Emperor Erin Toi, Charon III refused to rejoin the UEE, citing their forced participation in crimes against Humanity as reason enough to permanently remain independent. The government then razed the prisons to the ground. Anti-UEE sentiment, common on Charon III, continues to be especially strong in Dellin.





2950 IMPERATOR VOTER GUIDE (Pt. 2)

IMPERATOR ELECTION OVERVIEW

- Only Citizens can vote for Emperor.
- Each Citizen can cast one (1) vote for a Secondary Candidate at polling centers between April 10th & April 24th, 2950.
- The five (5) candidates with the most votes will advance to the Final Vote occurring between October 10th & October 24th, 2950.
- Candidates listed alphabetically by last name.

IMPERATOR CANDIDATE STATEMENTS

Antwan Lillard - Political Activist, Lawyer

Endorsements: Institute for Local Government, Sovereign System Foundation

Civil War in Charon. Famine in Fora. Water shortages on Yar. Rampant criminality plaguing systems across the Empire. As the Empire crumbles, what has the government done besides idly standing by?

Let's be blunt. This Empire doesn't care about you. The UEE is only concerned with its survival and is afraid to admit that it's become too big to govern competently. It's time to tear down a system that only serves itself and return the power to the people.

If you elect me Emperor, I will focus on accomplishing two tasks. I will work to eliminate the position to which I was elected, and I will transfer all

authority from the central government to individual systems. No longer will the central government restrict a system's rights; each system will have the autonomy to govern itself and live by the laws the people deem legitimate. A system's successes and failures will be entirely dependent on its habitants, not politicians who barely seem to visit it.

It's time to let each system determine its own fate and enter a new era of responsible self-governance.

First Act: My mission to transfer all governing power and authority to individual systems begins with an order to the Advocacy stipulating that all local laws will take precedence over those set by the central government.

Radana Naidu - Politician, Free Market Thinker & Advocate

Endorsements: Center for Sensible Drug Policy, Erasmus Institute, Tax Reform Foundation

"To build a better future for you."

Those were my mother's words when, as a child, I asked why she was always working. My parents built their business from the ground up through dedication, ingenuity, and an entrepreneurial spirit. Yet, when they attempted to expand operations across Saisei, a series of restrictive regulations kept them from realizing their dream. These oppressive laws grounded their ambition, keeping them from employing hundreds and sank any chance of them expanding their business across the Empire.

I have dedicated my life and career to protecting individual freedoms from an overzealous government. In Castra, I led the fight to lower taxes and

slash senseless business regulations. I wrote and championed legislation that would have decriminalized all drugs and diverted resources from enforcement to programs that treat addiction and address the underlying societal issues. I have repeatedly and vocally supported the rights of individuals above all, and I promise as Emperor to continue that fight at the highest level.

We don't need more government. What we need is the freedom to pursue our dreams without the government getting in the way.

First Act: My first action would be to slash business taxes so companies can spend their credits as they best see fit. When I championed similar legislation in Castra, the system's economy boomed as businesses spent those saved credits on hiring new employees, expanding operations, and upgrading equipment. The UEE economy would benefit greatly from a similar alteration of the tax code.



Mira Ngo - UEE Senator representing Terra

Endorsements: Transitionalist Party, Future Frontier Foundation, Diplomats for Lasting Peace

On April 30, 2793, my grandmother stepped onto the UEE Senate floor and cast a historic vote for the Governance Modernization Act (GMA), which fell three votes short of moving the Empire's capital from Earth to Terra. That hope of reshaping our government to harness the full breadth of our potential has never died. Almost 150 years later, I am running to be Emperor so that this dream of a reimagined Empire with Terra at its center will become a reality.

I have dedicated my life to public service, becoming the youngest person ever elected to the UEE Senate. This immense honor was only possible because, as Senators, my grandmother and father were beloved and trusted advocates for a more open and progressive Empire. Today, I proudly carry that mantle and have a vast voting record to back up my beliefs.

I believe this Empire desperately needs new ideas and new perspectives to create a better future for all. We need to show that Humanity has truly taken a step forward and is making an effort to own our own future. Making Terra the Empire's new capital will signal such a shift and inspire innovative solutions to problems continually plaguing us. Together, let us create a government that respects our past, but remains firmly focused on the future.

Now is your chance to make a historic vote to realize the ultimate dream of bringing the UEE capital to Terra. Support me in the next great social revolution and usher in a new era of growth and innovation for our Empire.

Let's build a better future for us all, and bring progress to the people!

First Act: My first action would be to declare Terra the new capital of the UEE and began the process of moving governmental institutions into the system.



Illyana Sharrad - Current High-Secretary

Endorsements: Universal Party, United Public Servants, Civic Engagement Society

High-Secretary Illyana Sharrad has devoted her life to improving the Empire. For the past five years, she's had the honor of serving Emperor Costigan as High-Secretary and has overseen trillions of credits in infrastructure improvements across the UEE. Before her transition into public service, Illyana protected taxpayers in the private sector by exposing a massive corruption scheme centered around bids for public works projects.

Illyana is running to be the next Emperor because not only is she the best bridge between the current administration and an exciting

new future, she has the experience and skills to manage the Empire's complex bureaucracy and lead it in bold new directions. She'll let the generals continue their successful campaign against the Vanduul, rebuild crumbling infrastructure across the Empire, and create new programs that incentivize civic engagement.

Illyana wants to build bridges, not tear them down - because hands-on experience has taught her that the UEE's major problems can only be solved when the people of the Empire come together.

First Act: Illyana will fast track one infrastructure project in each system. This will provide long overdue public works improvements, create employment opportunities, and increased economic activity across the UEE.



Emma Thorne - Deputy Assistant Director of the Advocacy

Endorsements: Centralist Party, ALEA, Union of Advocacy Agents

Current Deputy Assistant Director of the Advocacy Emma Thorne believes the Empire is at a critical junction in its history. War with Vanduul, skyrocketing government spending, and rising crime rates are only a few of the important issues that make the stakes of this Emperor election the most important in a generation.

Born into a military family, Emma blazed her own path and joined the Advocacy. She rose through the ranks thanks to her dedication, attention to detail, and honesty with those in authority. A born straight-shooter, Emma is never afraid to stand up for what's right, even in the face of political pressure or public criticism.

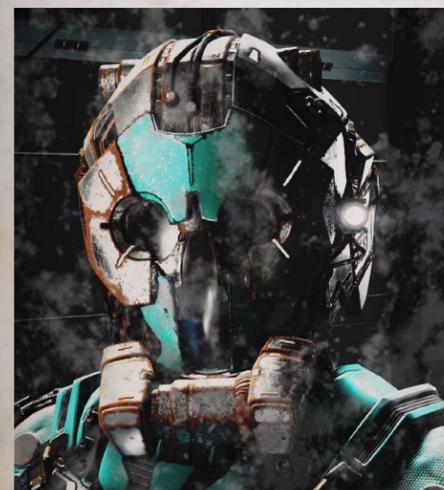
Emma firmly believes that the central government's primary purpose is to provide safety and security to its people, and will focus her tenure as Emperor on establishing policies that do just that. This includes a line-by-line review of the government's budget to identify wasteful spending to redirect towards the military and Advocacy for improving operations and updating equipment. Only when the Empire provides its people safety and security will we all truly flourish.

Join Emma Thorne to secure a safer future for us all.

First Act: Emma believes that protection should be left to the professionals. She would start by convening a conference with lawmakers, Advocacy officials, and militia leaders to debate and revise the Militia Mobilization Initiative to ensure that accountable government agencies are the Empire's primary enforcer of the rule of law.

KILL ON SIGHT

Free People of Pyro Beware!



Helmeted vigilantes are targeting established operations across the system. They're killing and capturing anyone they encounter. Even the sanctuaries aren't safe anymore! They are here to end our way of life and deserve no mercy. It doesn't matter who's behind those helmets, destroy them before they destroy you!