

JUMP POINT

ISSUE: 08 07

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FROM THE COCKPIT

GREETINGS, CITIZENS!

I may sound like a broken record opening the issue this way again, but it has to be said: I hope that you are all doing well, staying healthy, and finding at least a little needed escape in the *Star Citizen* universe. Times are strange and I feel very lucky to have such an excellent community to connect with.

Now, we have two interesting features for you this month! The first is an in-depth look at the design and other work behind *Star Citizen's* different damage types. This is in honor of the launch of electron damage, which adds yet another variable into the game's expansive combat system. The need for different types of damage caused by different weapons was made clear by Chris Roberts early on, with the initial idea being that kinetic weapons (those that fire bullets) would impact things differently than energy weapons. As *Star Citizen* has grown, that system has been expanded quite a lot as more types of weapons have been developed and, as you'll find, there's more to look forward to!

Next up is a look at *Star Citizen's* ever-growing pantheon of ground vehicles, ranging from the original and iconic PTV all the way to the brand-new ROC (there are some non-Greycat vehicles in there, too!). If you have been with us since the early days, you probably remember what an incredible surprise the PTV buggy was when it launched with the Hangar Module back in 2013 – a little surprise for our supporters that also hinted at much more to come, something we're now realizing with tanks, anti-

aircraft platforms, rovers, mining vehicles, and more!

To those of us on the inside, the PTV was also a simple answer to a question that had perplexed us early on: how do we support the unexpectedly large fleets that some backers had begun putting together? We started work expecting to need to display four or five ships at most, but ended up needing to work out situations where a player might already have two dozen! I fondly remember a couple of early design meetings in the first Austin office's tiny conference room, where we debated how to solve the problem and looked at everything from aircraft carrier hangars to Japanese car elevators for reference.

On the lore front, we have two great articles coming to you direct from *Star Citizen's* worldbuilders. The first is an extended Galactapedia feature on the kamposi magnus, a famed deep-sea predator from Ellis IV (many Subscribers may have one of their skulls on display!). The second is called Law and Disorder, a chapter from an in-lore book that tells the story of how the Advocacy armed an outlaw planet, which ties right into something you'll be seeing in the game in the future...

That's it, pilots! Stay safe, watch your six, and I'll see you... in the 'verse.

Ben

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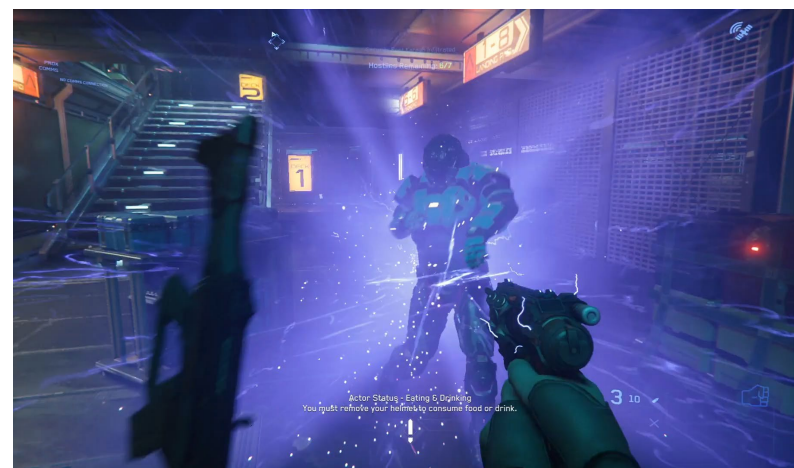
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WHAT'S YOUR DAMAGE: NEW DAMAGE TYPES IN STAR CITIZEN

Bang, zorp, pow! Alpha 3.10 introduces a new type of damage to *Star Citizen* - electron. This adds to the already complex approach to weapons players have come to appreciate, and one that allows those who understand it to have a unique advantage over those who simply choose to fire-and-forget from the existing selection of guns and missiles. Weapon damage is something that Chris Roberts has been improving on with each space sim. From *Wing Commander's* simple damage value for shields and armor to *Star Citizen's* system of kinetic-versus-energy, damage has become more realistic and more challenging to learn. We spoke to a designer, effects artist, and sound engineer responsible for electron damage to find out how the overall design works, what's changing near-term, and what's yet to come...

Terminology clarification: The current damage types that can be impacted are radiant, kinetic, chemical, electrical, and thermal. Distortion, stun, and radiation are sub-types. These differ somewhat from the types of ammunition that can be used to cause damage, which are plasma, ballistic, and laser. Each type of ammunition can cause one or more types of damage depending on the overall situation, such as what's being attacked or what weapon is being fired.

[BEGIN TRANSMISSION →](#)



THE IDEA

JUMP POINT: Please give us a little background on what you've worked on for Star Citizen before damage effects.

JONNY JACEVICIUS: I'm the Lead FPS Systems Designer at the Wilmslow studio. I used to work on the Ship System Design Team and had a hand in designing the Vanguard, Prospector, Reclaimer, and Defender to name just a few! But for the last few years I've been working away on FPS mechanics, core gameplay systems, and all of our weapons.

JP: What is the purpose of having different types of damage?

JJ: While it fleshes out the universe from a narrative point of view, it's also an extremely important factor to consider as a player in many ways due to the interaction between weapons and armor.

Right now, all of our armor mitigation values are flat across the board, but eventually we'll be differentiating between each; some might be great against kinetic hits, while others might be good versus radiant. This gives our players a lot to consider depending on what they're planning to do and will reward smart decision-making and preparation prior to combat even starting.

Interaction aside, some of our damage types don't just directly damage people or ships, they have alternative behaviors to consider moment-to-moment as well. Just been hit by an electron weapon? Your suit may not be operating properly due to the distortion in the system, so you'd best get to cover to let the electron charge wear off.

JP: What's the difference between ammunition and damage types?

JJ: Ammunition types are what the players see and use: electron, plasma, laser, ballistic, etc. Each of these is comprised of one or multiple damage types, like kinetic, electrical, or radiant. For example, our ballistic weapons do 100% kinetic damage, but plasma does a mix of thermal and chemical. It leaves us open to being creative with weapon effects and behaviors but bases it all within a single system used across the game.

JP: How does the game track what type of damage is being caused?

JJ: Currently, each ammunition has the damage types and values set. Each time an impact happens on an entity with health, the calculation is made factoring in mitigation.

JP: Do different atmospheres impact the type or amount of damage a hit causes?



JJ: Right now, the only atmospheric effect on projectiles is bullet drop, but we're actively working on a much more systemic physical damage system that will potentially take more into account.

The atmosphere will also affect what happens after a hit, as we have plenty of ammunition types planned that will leave hazards behind. Plasma and incendiary are examples of this. So, if you start a fire in a highly oxygenated environment, it will factor that in and start to burn and spread more quickly.

JP: What clues do the player have that a particular type of ammunition is being impacted? Or, in advance, what kind of damage a given weapon might cause?

JJ: The first opportunity gets in a combat scenario is physically seeing or scanning the weapon being used. After that, the audiovisual feedback when the weapon is fired should make it obvious, as all of our

firing effects, projectiles, and impacts look and sound unique.

If you're unlucky enough to be hit, there should also be subtle reads you can pick up on. On a damage level, being stunned will start to impair your hearing and vision, while distortion would start to impair your ship or suit systems. On an ammunition side, something like plasma would burn you for damage over time, while electron would leave you with a temporary charge that can be detonated.

JP: Are more ammunition types in the works or is this the last one planned?

JJ: We have many more planned going forward. We also plan to further push the functionality on some of our existing types to ensure they feel as unique as they were originally intended. For example, pushing plasma functionality to include burning on impact or spawning small environmental hazards.

JP: Are there weapons that cause multiple types of damage at once?

JJ: Yes, there are. We have several ammunition types that are comprised of multiples, like plasma for example, which consists of both thermal and chemical. Electron is another slightly more complex example that consists of electrical but also delivers stun and distortion sub-damage too.

JP: What other systems are impacted by this damage work? How much effort goes into balancing the different weapons in terms of what damage they cause?

JJ: As the damage system is used across both ship, vehicle, and FPS gameplay, it's no exaggeration to say that it affects or interlinks with a large majority of systems in the game. The impacts affect anything with health or structural integrity, can spawn hazards (therefore

interlink with systems like the room system), and can even affect systems like power in suits, ships, and vehicles to name just a few. It's pretty all-encompassing, which is why we've taken a systemic approach to the ammunition and damage design.

JP: Do you have a message to share with the community as they start experiencing electron damage?

JJ: If you've taken a hit, go and hide until the charge has worn off. You really (no seriously, really) don't want to risk that detonation from the Atzkav!

JP: Who else was involved with this design work?

JJ: Richard Tyrer and Rick Porter (who is currently working on the new physical damage system).



THE LOOK

JUMP POINT: Please share a little background on what you've worked on for *Star Citizen* before damage effects.

MIKE SNOWDON: Things I've worked on: anything that goes boom!

JP: What kind of reference do you look to when planning something like electron damage?

MS: With electron being one of our more 'exotic' damage types, I had our VFX concept artist create a detailed set of concepts. We also looked to various real-world electrical/plasma references.

JP: There's a general understanding of how a 3D ship is created among players, but there's still a lot of mystery around effects. Could you walk us through the process of going from a design brief to a final visual for something like electron damage?

MS: One of the most important things for a VFX artist is to understand the thing that they are making. As obvious as it sounds, it is a surprisingly easy rule to overlook. So, we focus much of our energy on pre-production, which typically involves syncing with Design to make sure we understand the key gameplay requirements, and then create concepts and/or gather good reference footage (often a mix of real world, movies, and games). Next, we do extensive in-engine R&D, working with the particle system to see if we are able to deliver the intended visuals with the existing toolset. If this is not the case, we work closely with the VFX and weapons programmers to work out new code requirements. When we have everything we need, we then work on the effects properly. In the case of a brand-new type of effect like electron, there is a detailed feedback process with myself, my lead, and the artist working on the effect. We regularly sync with other departments too, making sure we don't stray from the design brief and keep Audio in the loop.

JP: What kind of effects are involved in any single damage type? Do you create a single visual associated with a hit or are there different states to consider?

MS: For a single damage type, often the effect is a one-shot. The emphasis is on snappy timing, emphasizing the “oomph!” as I call it. However, for electron damage, there is a little more going on because the impact can leave the target charged, as well as other targets within close-enough proximity. So, we need to reflect this visually so the player understands the situation. Because that charged target, if hit again, will cause a small explosion along with any of those nearby charged targets. For electron damage, it can also cause electrical interference, so the player’s visor UI, mobiGlas, etc. will temporarily distort if close enough to the impact.

JP: Do you continue to update damage effects as new types are rolled out? Did this update require any changes to the existing damage types?

MS: We are constantly assessing the visual quality of our existing effects, especially when we get new tech (as required for something like electron damage). While the creation of the electron damage effects was ongoing, I decided to make some minor improvements to other weapon impact effects too.

JP: Do you have a message to share with the community as they start experiencing electron damage?

MS: The team are really happy with the electron weapons in general, and we are excited to see them in the hands of the community. I personally am looking forward to seeing the creative ways in which the backers will put them to use, and I’m sure we will see some incredible videos and images!

JP: Who else was involved with this design work?

MS: Rob Lujan created the excellent VFX concept art. Aran Anderson worked on the effects as you see them in-game. Michal Piatek helped with the detailed feedback loop. Thorsten Knuck provided the code hooks needed to implement the effects.

THE SOUND

JUMP POINT: Please give us a little background on what you’ve worked on for *Star Citizen* before damage effects.

JOSH BELL: I’m a sound designer at Cloud Imperium Games in the UK. I work on lots of the ship audio and look after most of the ambient audio for our planets and moons. Working on the Atzkav sniper audio and the associated electron damage effects is the first FPS weapon I’ve taken on for *Star Citizen*.

JP: So the big question: what the heck does electron damage sound like, anyway?

JB: For the electron weapons and their damage effects, we tried to capture the feeling of the air around them being damaged; not by being excited acoustically, but rather the electron energy coming from the





weapons and their impacts stimulating the air in a way more tied into that technology. Less like a ballistic explosion and more like a feeling of lots of static electricity in the air causing it to screech and moan.

JP: *What kind of references do you use when you're creating a new audio effect like this?*

JB: We do look at what other games have done and even look at film references. But, we wanted to approach these ones to feel much less stereotypically "electricity" and more like a piece of technology that is outputting a lot of energy into the air. For this, I looked into sci-fi sound design, where the focus is much more on what the sound of the technology does to the environment around it rather than focus on the sound of the weapons themselves.

JP: *Could you walk us through the process of creating sounds like this.*

JB: We start by having a creative audio kick-off meeting where we go through references we like and feel could be applied. We also spend a lot of time looking over the concept art, VFX, and lore behind the weaponry to find key beats to hook into in our sound design approach. From a more technically creative perspective, I started gathering a lot of electrical sounds whilst also finding ways to morph and convolve these with sounds that are more grounded in the mechanics of the weaponry.

JP: *Were there any 'paths not taken' during the process of coming up with the final sounds?*

JB: In the case of the Atzkav sniper, I initially took a much more bombastic approach to the actual shot of the weapon. However, after letting this sit for a few days, we decided this wasn't working to its full potential and re-approached it with a much more kinetic feel in mind. I went back and focused on making the sound extremely tight to the firing animation, which gave the weapon a much more solid feel.

JP: *Is there anything special you'd like the community to listen for when the new damage type goes online?*

JB: The reload sound on the Atzkav when the player pulls back the bolt to pop the little flaps out! I love working on cool little detailed animations like that. I was really happy when I got the tonal elements on the flaps working properly. Also, get down on a planet with a thick atmosphere and check out the weapon tails!

JP: *For our credits: who else was involved with this audio work?*

JB: As always, the whole Audio Team gives great feedback on each other's work, but in particular this time, our audio director Darren Lambourne for his great direction, and Francesco Del Pia for his excellent work on the Yubarev pistol.

END TRANSMISSION



VISUAL GUIDE

GROUND VEHICLES

Ground vehicles: the final frontier? There's something funny about the fact that even though *Star Citizen* has entire fleets of amazing spacecraft capable of fulfilling any number of science-fiction fantasies, the addition of comparatively realistic ground vehicles was still so very engaging. There are endless adventures to be had

aboard Constellations and Carracks, for sure, but there's something to be said about jumping through flaming hoops in a Greycat PTV or a future where you can flatten your opponents with a huge tank. For this month's visual guide, we take a walk through the growing number of ground vehicles that have already been revealed.

ORIGIN X1

When *Star Citizen's* concept artists set out to develop the sequel to the Drake Dragonfly, they wanted a vehicle with a similar role that was simultaneously unlike the genre's originator. As a result, Origin's X1 bike is all high-concept future with subtle colors and smooth, alien angles. Where the Dragonfly is rough-hewn and utilitarian, the X1 is almost impossibly aerodynamic - an artifact that stands out in any scene for its extreme, hovering perfection.

The X1 was designed initially for racing and focuses on speed over armament or cargo capacity. In-lore, the X1 was developed by an Origin partner company called Infinity Customs, which focuses on the most prestigious spacecraft designs. Two variants have been released, the X1 Force that adds an additional shield generator for improved protection, and the X1 Velocity that focuses on extreme speed by cutting out all of the base model's armament.



PERFORMANCE

LOCOMOTION:	Hover
LENGTH:	5.5 meters
MASS:	1,610 kg
SEATS:	1
CARGO CAPACITY:	0 SCU

Dealer description: Welcome to the next level with the X1, Origin Jumpwork's new high-performance open-canopy vehicle. Built from lightweight polymers, the X1 takes speed and agility to the next level thanks to seamlessly integrated engine technology and joint vector thruster placement. Innovative design and high-quality engineering weave together to create a flight experience like no other.

DRAKE DRAGONFLY

The first of the so-called ultralight snub bikes, the Dragonfly's surprising popularity launched an entire new subgenre of *Star Citizen* vehicles that eventually led to the Origin X1, Aopoa Nox, and Tumbri Ranger. The Dragonfly is a ready-to-rumble portable space bike that can be used as both a terrestrial vehicle or flown in space when launched by some type of mothership. The Dragonfly was modeled after modern-day, outlaw-style bikes

(with plenty of Drake trimmings), packs a lot of punch into a small frame, and remains the only bike currently available that can carry a passenger. It has appeared as the star vehicle of several high-profile *Star Citizen* presentations and is now available for everyone in the 'verse to enjoy. Two cosmetic variants have been released: the limited-edition launch Dragonfly Yellowjacket and referral-only pink Star Kitten version.



PERFORMANCE

LOCOMOTION:	Hover
LENGTH:	6 meters
SPEED:	155 m/s
MASS:	2,169 kg
SEATS:	2
CARGO CAPACITY:	0 SCU

Dealer description: The Drake Dragonfly is the perfect snub ship for anyone looking to live on the edge. With nothing separating the pilot from the dangers of space, the Dragonfly is as much an adventure as a ship! Dual-mode conversion allows the Dragonfly to operate on the ground or in space, and a rear-facing second seat means you can even take a passenger! This black model is Drake's standard production version.

AOPOA NOX

An important question for ship designers to keep in their minds is always ‘how do our alien species fill this role?’ The Aopoa Nox was the team’s answer to exactly that question when applied to the Dragonfly space bike concept. Do the Xi’an have a similar spacecraft and, if so, how does it work? The answer was yes, and quite well! A massive-yet-sleek front-mounted engine makes the Nox look like nothing Human pilots typically field, but a single look

and you want to find out what it’s like to zoom through a landscape with so much power sitting in front of you! The Nox was revealed to the galaxy in 2017 with a special interactive reveal that saw players chasing after the first shipment of bikes to be delivered to Human space. A limited-edition model called the Nox Kue was also made available during the original release. The Nox Kue, from the Xi’an word for thrust, has a unique brushed-silver finish.



2x Behring M3A Laser Cannon



PERFORMANCE

LOCOMOTION: Hover
LENGTH: 5.5 meters
SPEED: 220 m/s
MASS: 1,394 kg
SEATS: 1
CARGO CAPACITY: 0 SCU

Dealer description: Hit the skids with the 2947 Nox. This speedy and maneuverable open-canopy racer from Aopoa is capable of zipping along planet surfaces or deep space. Available for the first time in Human space, the Nox has been specifically redesigned for Human pilots, so grab your ship and head to the racetrack today.

TUMBRIL RANGER

The Tumbril Ranger stands apart in *Star Citizen's* team of bikes in that it's... well, a bike! That is to say, a traditional wheeled bike designed only for planetary travel instead of a dual-mode ultralight that can fly in space. The Ranger is an adaptation of a classic military scout bike used by UEE armed forces for many years. The design features densely textured, futuristic wheels and a military-equipment-styled frame that would look perfectly at home alongside

a heavy tank... another product produced by Tumbril! First revealed in 2019, the Ranger is still in the concept stage of development. Three variants exist: the Ranger RC is intended for racing and has additional streamlining, the Ranger TR is the combat model with additional weapons mount, and the Ranger CV focuses on range and endurance for courier missions.



PERFORMANCE

LOCOMOTION: Tires
LENGTH: 3.7 meters
SEATS: 1
CARGO CAPACITY: 0.375 SCU

Dealer description: With a powerful frame, proprietary X-TEC adaptive tread tires, and Reactive Response precision steering and braking, the Tumbril Ranger lets you embrace the renegade spirit of the open road while staying thoroughly grounded. Born to tame the wild frontier, the Ranger CV takes adventure touring to the next level and delivers the goods with an auxiliary fuel tank and custom 0.375 SCU pannier.

GREYCAT PERSONAL TRANSPORT VEHICLE (PTV)

The Greycat PTV, often called simply the Greycat, is the little buggy that launched a revolution by moving *Star Citizen* beyond just spaceships. Originally designed in 2013 to move players quickly around their hangars, the 30th-century golf cart has become a favorite with players around the galaxy. For many, the Greycat was the first *Star Citizen* vehicle they ever drove, with dedicated players devising their own obstacle courses and other unique

tricks to put the little car through its paces. Others will remember the Greycat's status as the 'buggy that's a little buggy' after an early patch caused all PTVs to become temporarily very explosive! The PTV even launched an entire company with its appealing name and design, with the game's developers continuing to add to the Greycat Industrial catalog to this day.



PERFORMANCE

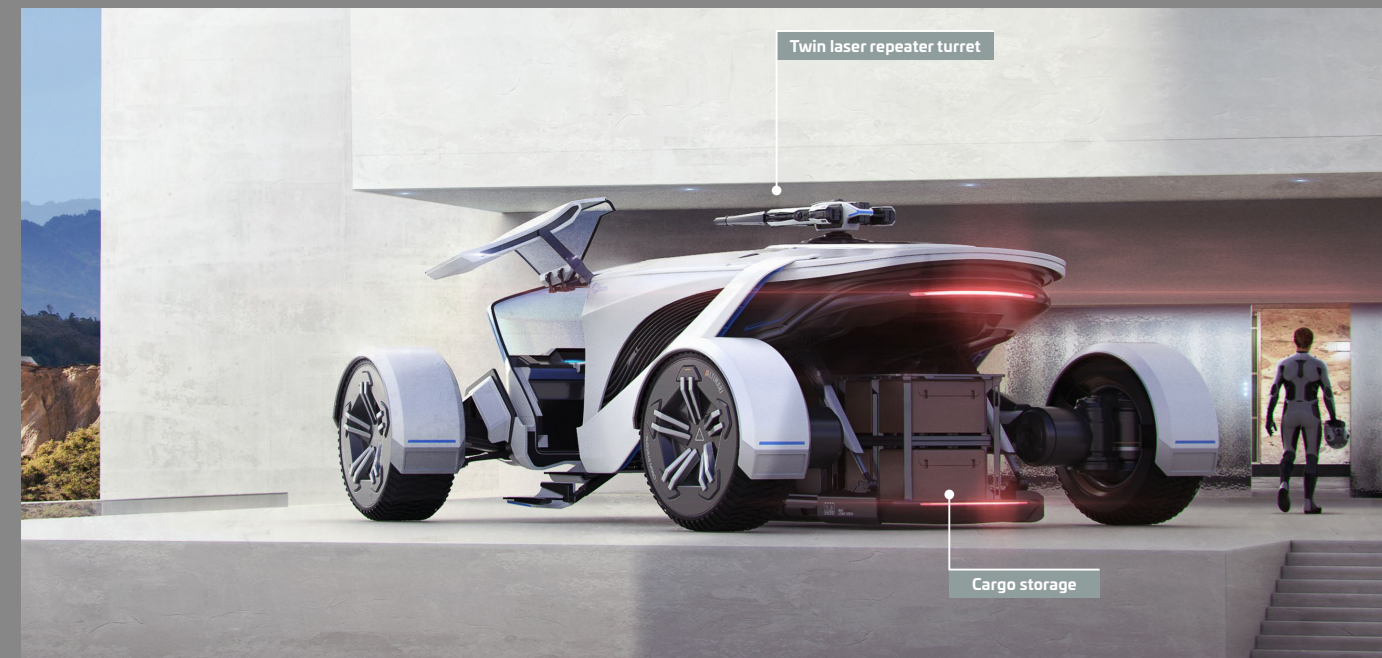
LOCOMOTION: Tires
LENGTH: 3 m
SPEED: 15 m/s
MASS: 2,440 kg
SEATS: 2

Dealer description: Got a massive hangar? The Greycat PTV allows you to get from one end to the other without needing to stop for lunch on the way.

ORIGIN G12

Strange new worlds just got a little bit easier to explore with the 2020 launch of the Origin G12 rover. The G12 is an exploratory vehicle designed to travel across a variety of environments while keeping in style with Origin's traditional fluid, luxurious lines. A true test of the literality of the rover moniker, the G12 features a distinct four-wheel suspension system that will allow it to cross rocky

and other obfuscated terrain with ease - exactly the thing future explorers will want stored in the cargo bays of their spacecraft! Two variants of the G12 have been designed: the G12a is a combat-focused version with additional protective armor, and the G12r is a stripped-down racing version.



PERFORMANCE

LOCOMOTION: Tires
LENGTH: 7.25 m
SPEED: 50 m/s
SEATS: 2
CARGO CAPACITY: 2 SCU

Dealer description: Trek to the edge of the galaxy with confidence thanks to Origin's trademark build quality and design. Built with the most extreme environments in mind, the G12 suits all types of planetary travel, from traversing tundras to sightseeing.

TUMBRIL CYCLONE

Life is like a... you know. Tumbri's freshman *Star Citizen* design is the Cyclone, an all-terrain vehicle that is part buggy, part pickup truck, and part Humvee. Adapted from a classic UEE design, the Cyclone features a distinct metal frame that refers back to present-day military hardware. Much as *Star Citizen's* early ship variants

tested the waters for a number of different roles, the Cyclone has a similar range of variations. In addition to the standard flatbed, Tumbri produces the more heavily armed TR, the faster RC racing model, the endurance-focused RN model, and the special AA for shooting down attacking spacecraft.



PERFORMANCE

LOCOMOTION:	Tires
LENGTH:	6 m
MASS:	3,050 kg
SEATS:	2
CARGO CAPACITY:	1 SCU

Dealer description: With a potent combination of speed, maneuverability, and rugged durability, the Cyclone is a perfect choice for local deliveries and transport between planetside homesteads and outposts.

RSI URSA

The RSI Ursa was perhaps the first ground vehicle ever considered by *Star Citizen's* designers. Its general concept was included with the original Constellation Mk.III reveal back in 2013, with the promise that the exploratory variant, the Aquila, would include a dedicated rover for traversing alien planets. Work on actually building the Ursa spent time on hold while the technology behind those planets

was developed, but like all of *Star Citizen's* vehicles inevitably do, it eventually earned its drive-ready status in 2017! The current form of the Ursa features an imposing six-wheel design that climbs easily across the game's current set of moons and planetoids. The Ursa also has a cousin still shrouded in mystery, the luxury focused Lynx that was included with the Constellation Phoenix.



PERFORMANCE

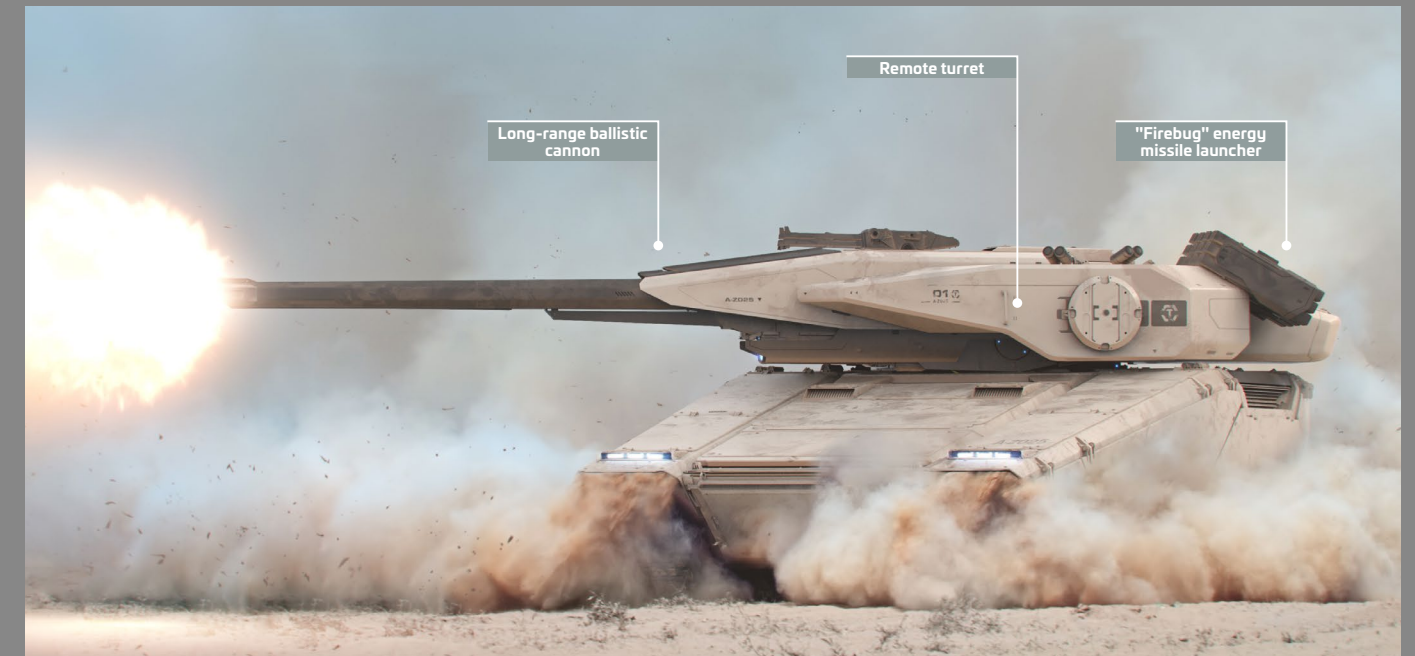
LOCOMOTION: Tires
LENGTH: 8 m
SPEED: 40 m/s
MASS: 11,732 kg
SEATS: 2
CARGO CAPACITY: 2 SCU

Dealer description: Built by RSI specifically for the planetside explorer, the Ursa Rover offers civilians military-grade all-terrain capabilities and stands as the rugged standard in ground-based scouting, mapping and discovery applications

TUMBRIL NOVA

The vehicle so very large and so in-demand that it caused the team to develop the Starlifter! The Tumbiril Nova is *Star Citizen's* first piece of heavy ground weaponry, a main battle tank pulled straight from the pages of history. The Nova features a giant, powerful central weapon, a defensive turret, and a cramped multi-crew compartment that will be the command center for countless

future ground battles. The Nova is still in concept, but it has already had a giant impact on the evolving design for ground warfare, with everything from military cargo spacecraft to protective anti-aircraft support vehicles being developed to populate the battlefield that will come into play around it.



PERFORMANCE

LOCOMOTION: Treads
LENGTH: 16 m
SPEED: 20 m/s
SEATS: 2

Dealer description: Tumbiril's new Nova is a classic battlefield warrior, reimagined for the modern age. This heavy tank offers a devastating combination of weaponry to eliminate threats on the ground and in the air.

ANVIL BALLISTA

As *Star Citizen's* ground vehicles developed, a very real issue came into focus: the possibility that heavily armed spacecraft might be able to easily swoop down and pick off helpless vehicles on the ground. While something like a Nova tank might be the king of the battlefield on a level surface, the worry was that heavy fighters might make short work of them without some sort of balance. Enter the Anvil Ballista, a dedicated anti-aircraft (or

should we say spacecraft?) platform that was designed from the start to protect other ground vehicles by leveling the playing field. The eight-wheeled, two-segment Ballista was designed to the same size specifications as the Nova, allowing it to make use of the same facilities and transports. Two variants of the Ballista were developed at launch: the winter-themed Snowblind and the desert-operation Dunestalker.



PERFORMANCE

LOCOMOTION: Tires
LENGTH: 16 m
SPEED: 33 m/s
SEATS: 2

Dealer description: Accommodating ten guided missiles, the Ballista self-propelled air defense system is capable of destruction on a massive scale. Chew through shields, incapacitate or obliterate airborne threats of almost any class foolhardy enough to come within 2000 meters. Whether it's pummeling enemies on the frontlines or watching over a strategic post, the Ballista won't just level the playing field, it'll level the competition.

GREYCAT REMOTE ORE COLLECTOR (ROC)

[REDACTED]
 [REDACTED]
 [REDACTED]
 [REDACTED]
 [REDACTED]
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The Greycat ROC is *Star Citizen's* next great ground vehicle and one which aims to expand ground vehicles' repertoire beyond combat assignments by introducing mining gameplay to planetary surfaces. The ROC was first announced in broad terms at CitizenCon 2049 and the new was revealed in June 2020. Further details are still scarce but we expect you'll be learning more soon!
 [REDACTED]



PERFORMANCE

LOCOMOTION: Tires
LENGTH: Classified
SPEED: Classified
MASS: Classified
SEATS: 1



GALACTAPEDIA

KAMPOSI MAGNUS

The kamposi magnus was a tusked aquatic animal that inhabited Kampos (Ellis IV) until roughly 500,000 SEY ago. Kamposi was an omnivorous apex predator with a dense, solid, compact skeleton adapted for the high-gravity, high-pressure environment of Kampos' deep oceans. Though the exact cause of its extinction is unknown, it is hypothesized from fossil records that an underwater volcanic eruption may have triggered an extinction event that disrupted the kamposi's food chain. The Governors' Council of Ellis IV chose to name its planet Kampos after the kamposi magnus upon receiving recognition from the UEE Senate in 2562.

DISCOVERY

In 2488, colonist Gary Yahontov of Ellis IV in the United Empire of Earth (UEE) discovered a large fossilized skull while dredging along the shore of his settlement. Yahontov used it as a piece of decoration in his yard for six years. Vira Kamposi, an academic passing through to study gravitational effects on local planetlife, stole the fossil in 2493 and transported it via spacecraft to her former teachers at the University of Rhetor. Members of the paleontology department identified it as an undiscovered species and dispatched a research team to Ellis IV. A complete fossilized skeleton was discovered in 2496, 57 kilometers from Yahontov's home. Already nicknamed kamposi by the team, the researchers appended magnus to the name after the skeleton measured 11 meters long. The first herd of kamposi was discovered in 2543, challenging early conjecture that the kamposi was solitary.

When she returned to Ellis IV in 2494, Kamposi was arrested and convicted of theft, after which she served six months in prison. Yahontov successfully sued the University of Rhetor in 2501 for repatriation of the skull. It sat in his yard until his death in 2536, upon which it was confiscated by the government of Ellis IV.

DESCRIPTION

Reconstructions of the kamposi reveal that it could grow up to 12 meters in length and typically weighed about 40 tonnes. It had four eyes, two pairs of jointed mandibles around its mouth, and a pair of broad tusks on either side of its head. The teeth along the inside of its jaw and analysis of its bones indicate that it consumed both meat and vegetable matter. The mandibles likely facilitated quick consumption of prey, and the tusks probably aided in dredging up bottom-dwellers and uprooting plants from the ocean bed.

EXTINCTION

About 500,000 years ago, a supervolcano located near Kampos' equator erupted underwater, causing planet-wide tsunamis, substantial seismic shifts, and mass extinctions. The kamposi vanished from the fossil record shortly after the eruption took place. Analysis of kamposi tusks from several thousand years prior to this event indicate that there were no long-term stressors that might have contributed to its demise.

CULTURAL SIGNIFICANCE

The kamposi is considered a symbol of Kampos. Mostly covered in ocean, Kampos is home to a wide spectrum of aquatic life. The kamposi was one of the first major discoveries to come out of Kampos in its colony days. Possibly because it received a moderate amount of fame in the popular media after the first academic publication on it nicknamed the kamposi "lords of the deep," early inhabitants of Ellis IV embraced it as an emblem of their planet's oceans and unique biodiversity.

In 2945, a scale replica of the kampos skull first discovered by Gary Yahontov debuted in the Puglisi Collection. It remains the bestselling Puglisi item on Kampos.



LAW AND DISORDER: THE CONSTANT FIGHT FOR A PEACEFUL EMPIRE

By: Yvette Baze

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CHAPTER 7: CALMING THE CROSSROADS OF CRIME

The events surrounding Kellar's Run shocked the Empire and embarrassed the Advocacy. The inability of the UEE's top law enforcement agency to stop one criminal from wreaking havoc across five systems transformed them into a punchline overnight. Vids of the dramatic chase flooded spectrum. Each portrayed the Advocacy as disorganized and unable to contain the chaos caused by a single, skilled pilot fleeing from enraged outlaws, opportunistic bounty hunters, angry civilians, and local law enforcement. The following day, Advocacy director Renzo Berlanga met with Emperor Mikkel Sheriden and offered his resignation. Emperor Sheriden wasted no time in asking, "Do you want to be remembered as the director who let this happen, or the one who fixed it?"

Bolstered by the Emperor's call to action, Director Berlanga instituted sweeping reforms that would affect the agency and the empire. He restructured existing operation teams by isolating and removing agents that weren't effective in the field, raised the Advocacy's enrollment standards, increased annual training requirements for all agents, established inter-system exercises, and more. Berlanga also had an extensive discussion with the Emperor about Nexus, the figurative and literal center of Kellar's Run. Following this discussion and others

within the government, the UEE officially reclaimed Nexus in 2931 in an attempt to break up the cluster of unclaimed systems. Experts would ultimately credit these initiatives with positively reforming the Advocacy, but many of the practical effects would take time to manifest. Meanwhile, crime rates continued to rise through 2932 and 2933, with Nexus seeing one of the most significant spikes in illegal activity.

By 2934, Director Berlanga realized that systemic reforms could only go so far and a more focused approach would be needed to address specific issues in each system. First on his list was Nexus. Without any fanfare, he visited the system, met with Section Chief Alesia Mowry, and requested a tour. SC Mowry quickly assembled a small team for protection and took Director Berlanga on a 'safe' tour of the system.

"Ten minutes into it he told me to cut the shit and show him what's really going on," recalled SC Mowry, "so I took him to Nexus III. Once he saw how entrenched gangs were in old mining sites and underground facilities, he understood that more agents and better equipment weren't going to fix this."

Thus began an open and honest conversation between Director Berlanga and SC Mowry about how to bring law and order to the system. While the rise in crime rate statistics could be attributed in part



to additional Advocacy field agents logging more arrests and incident reports, SC Mowry believed that these low-level arrests were actually serving to increase syndicate activity. With the majority of arrests being unaffiliated or low-level operators, small and medium-sized outlaw packs either consolidated or integrated themselves into bigger syndicates that could promise protection in numbers. One Advocacy source even claimed the Supreme, one of Nexus III's most notorious gangs, had almost doubled in size since 2932.

"I told the Director that we should enforce UEE laws, but do so strategically by targeting and focusing attention on prominent syndicates one-by-one. I figured that concentrating resources would be more effective and hopefully spread the word that the Advocacy meant business once it set its sights on you," recalled SC Mowry.

Director Berlanga agreed with the approach and extended his stay in Nexus to strategize. He considered several plans before deciding the Supreme's expanding influence made their headquarters on Nexus III a prime target for such a statement strike. Resources and agents from other systems made their way to Nexus and, in the early hours of July 24, 2934, launched with a search warrant listing a litany of crimes allegedly carried out by members of the syndicate. No one expected the Supreme to surrender quietly.

With Director Berlanga back at Advocacy headquarters, SC Mowry oversaw the operation from a command ship in orbit above Nexus III. Advocacy Tactical Team Leader Terrance Kemp snuck an advance team into the Supreme base to disable the facility's anti-aircraft turrets. After achieving their objective, they were discovered and engaged in a fierce firefight. Their success allowed Advocacy dropships to deploy more agents, as the Supreme rallied forces and mounted a vigorous defense. Meanwhile, Advocacy ships quickly abandoned their plan to attack the radar tower after the rapid arrival of Supreme ships and the deployment of an unexpected and extremely deadly weapon -- an old orbital mining laser modified to defend the base.

Inside the facility, Advocacy agents slowly made their way through the darkened halls, running into resistance around every corner. The still active radar tower allowed Supreme forces to skillfully coordinate their response and control the weaponized mining laser. Tactical Team Leader Kemp believed the Supreme were orchestrating their operations from a command center inside the facility, and finding it became his primary objective.

"There was no time to strategize. We were under constant harassment from a force defending their home turf," recalled Kemp. "Eventually, we reached an open, common area with several hallways branching off it.



I was about to send agents down each one when I spotted something, a strange marking on the wall that looked like the Banu word for ‘war.’”

Next to this glyph was an arrow pointing down one of the hallways. Similar strange symbols were near each hallway entrance, but none reused that same shape language. Only after the attack did the Advocacy learn that the Supreme had created a unique set of symbols so those that couldn’t read or speak standard could still navigate around the facility.

Kemp’s familiarity with Banu paid off, as the hallway led to the war room where Supreme commanders were coordinating operations. Breaching the room proved to be a harrowing and costly endeavor for Advocacy forces, but following a fierce fight, they gained control of it, tipping the battle in their favor. Once the radar tower was destroyed and the mining laser taken offline, the surviving Supreme fighters fled. Kemp’s team slowly and carefully cleared the facility, eliminating any remaining pockets of resistance. With their headquarters in Advocacy hands, the Supreme were effectively crushed. Surviving syndicate members would try to reconstitute the group over the years, but they were never again major players in the Nexus underworld.

Although Director Berlanga was happy with the outcome, he was concerned about the high number of casualties. Still, he instructed SC Mowry to capitalize on this momentum and continue to clear out outlaws entrenched on Nexus III. Under SC Mowry’s guidance, the Advocacy spent the next few years slowly reclaiming the planet. To ensure outlaws wouldn’t flee only to return later, the Advocacy worked with the UEE military to bring in troops to hold the facility and

establish their own base. Yet, not everything went smoothly. In 2935, outlaws displaced by the UEE’s retaking of Nexus III perpetrated the horrific Walzer Massacre at OP Station Demien. The event shocked the Empire and hardened the Advocacy’s resolve to bring law and order to the system.

SC Mowry stewardship of the initiative earned her a promotion to Deputy Assistant Director and paved the way for her replacement, Section Chief Consuelo Ivery, to reclaim Nexus IV. Then politics intervened when scrutiny from a Senate subcommittee revealed how many credits were spent and Advocacy officers lost in reclaiming Nexus III. Senators questioned what was gained besides aging bases on an abandoned and resourceless planet and threatened to cut the Advocacy’s budget if a similar brute force approach was taken on Nexus IV. Already under fire for the Skycap scandal where twenty of the agency’s Avenger Titan Renegades disappeared only to end up in outlaw hands, Director Berlanga acquiesced to political pressure and stopped the plan to retake Nexus IV.

The failure to be able to fully secure Nexus IV has resulted in the system’s strange security situation. Nexus III is accessible to military personnel only, while Nexus IV still has a strong outlaw presence and remains one of the more dangerous planets in the UEE. For some, the UEE’s attempt to calm the crossroads of crime exemplifies its struggle to bring law and order to the Empire. Once one hotspot is stamped out, another immediately flares up.

END EXCERPT

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