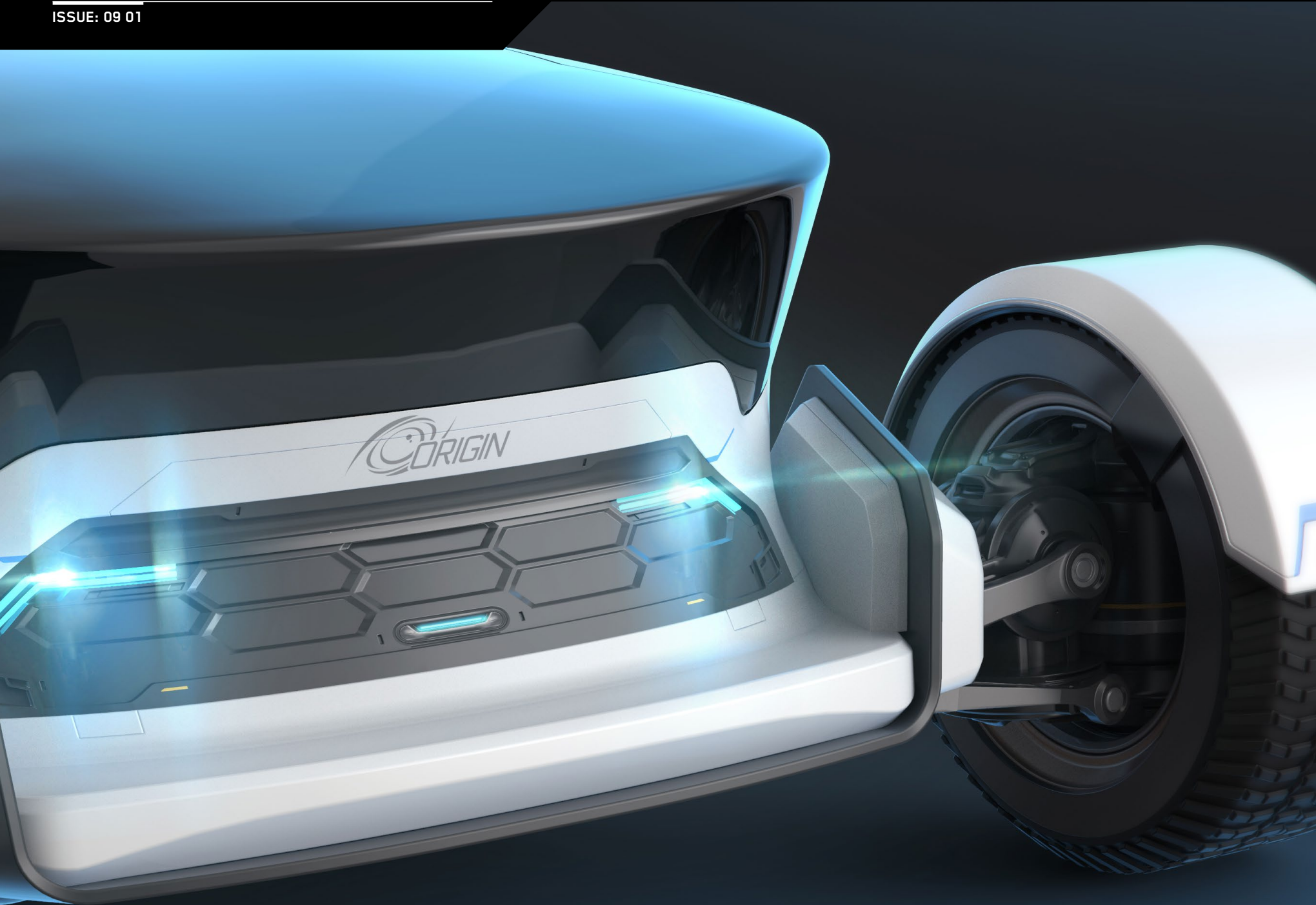


# JUMP POINT

ISSUE: 09 01



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## FROM THE COCKPIT

### GREETINGS, CITIZENS!

Welcome to January 2951! Januarys always feel so exciting and full of potential for the new year... a new year where I know we'll be seeing more groundbreaking work on *Star Citizen*. I urge everyone to go out there, load up the current version, and imprint everything in your memory... because when we look back in December, it should be a very different experience! Looking forward, **Jump Point** will endeavor to cover all of the great work the *Star Citizen* team is doing to make that possible.

And with that said, let's spend this issue taking a look backward at some exciting *Star Citizen* history! Our first feature is a little bit of an experiment and you'll have to let me know whether or not it's the kind of thing you enjoy: an index/finding aid of all of the ship brochures we've released to date. One of my favorite things about working on *Star Citizen* is our brochures, going all the way back to the original Constellation booklet in 2012. I can still remember the whole team's excitement to see Ryan Church's concept artwork for our very first multi-crew ship come in... and then Chris Roberts wanting to share it with the community not as a bunch of images on a website but as part of an immersive in-universe lore booklet like the ones he used to include with *Wing Commander* games. That tradition has continued to dozens of ever-more elaborate brochure releases over the years. Frankly, it's a little daunting seeing them all together!

Next in the launch tube is the story of the Origin G12's development. We usually try to have the ship articles

match a ship that's just been released or one that has just been announced, but we're making an exception for the G12 because one of the concept artists behind the rover was so excited to have some of his process work shared with the world! That's another great thing about *Star Citizen* - the team itself is so genuinely excited about the work they're doing. Of course, it doesn't hurt that the G12 is positively gorgeous and is going to really add to the variety of vehicles exploring our enormous planets. So, my apologies that it's not a vehicle you can drive today, but everyone will enjoy seeing how it has come together!

Of course, we DO have some new lore for everyone. This month's Portfolio takes a look at the Civilian Defense Force. I suspect many of you are already familiar with the group (or in fact may be members) and we've got some great information about its history this time around. Meanwhile, we kick off the Galactapedia deep dives for the year with, what else, an alien liqueur. Scroll forward to read all about the Trise Cordial, a strong Banu drink made safe for human tongues.

That's it for January. I hope you're all having a great new year and I look forward to seeing you... through the next **Jump Point!**

Ben

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# SPACECRAFT BROCHURE INDEX

Chris Roberts and immersive documentation go way, way back. Starting with the original *Wing Commander's* Claw Marks magazine, his philosophy has been to bring players into his worlds right 'out of the box.' While *Star Citizen* and the digital present have changed exactly what it means to open up the packaging to a new game, it didn't at all change Roberts' commitment to building out his universe's lore using in-world documentation that allows the players most interested in placing themselves into the game's

future to do exactly that. Starting with the original Constellation Mk. III brochure in 2012, the *Star Citizen* team has issued over fifty PDFs of varying types providing more information on the game's spacecraft. And just as the rest of the game has become more complicated and brought in increasing development talent, *Star Citizen's* brochures have grown increasingly complex and beautiful over the past eight years. This article catalogs all of the brochures released so far and, of course, there are always more in the works!

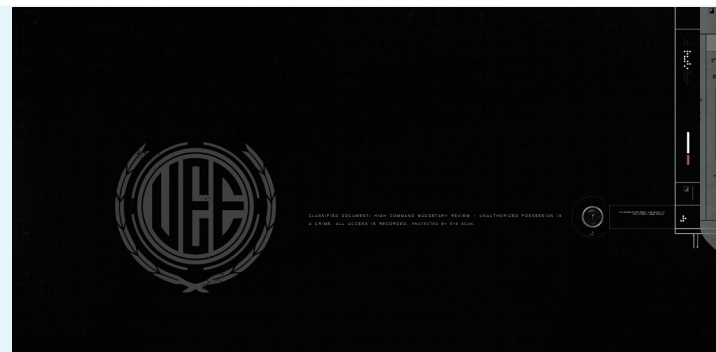
## AEGIS DYNAMICS

### PROJECT ECLIPSE

**Spacecraft:** Eclipse bomber

To reveal the mysterious flying wing, Aegis' top-secret Eclipse stealth bomber, the team developed a futuristic version of a declassification document. The Eclipse brochure is provided as a folder of smaller UEE military documents, including dog-eared photos and redacted military plans, with the developers attempting to answer the question 'what does a top-secret Manila folder look like in the 30th century?'

[https://robertsspaceindustries.com/media/croqet8dft3pxr/source/Brochure\\_Eclipse.pdf](https://robertsspaceindustries.com/media/croqet8dft3pxr/source/Brochure_Eclipse.pdf)

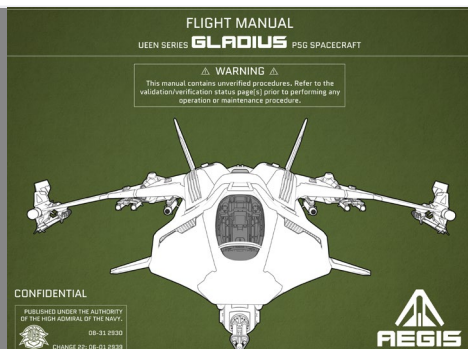


### FLIGHT MANUAL UEEEN SERIES GLADIUS P5G SPACECRAFT

**Spacecraft:** Gladius fighter

For the Gladius light fighter, the idea was to share what a common starting point it was for UEE pilots. To that end, the team developed a user manual that might be handed out to new recruits to study before they were able to first get behind the controls of a space fighter. World War II inspired line art shows everything from how to safely board the ship to how to identify all of the physical cockpit components.

<https://robertsspaceindustries.com/media/1wsqdbmlau8qrr/source/Gladius-Brochure-V7.pdf>



### WHITLEY'S GUIDE TO THE AEGIS DYNAMICS 'HAMMERHEAD' Spacecraft

**Spacecraft:** Hammerhead blockade runner

When the Hammerhead burst onto the scene, crews didn't just get their first look at a powerful gunship, they also got their first taste of an actual "Whitley's Guide" document providing a detailed history and background of the warship, even down to a listing of notable Hammerheads already in service. Patterned after modern aviation researchers' publications, Whitley's articles and booklets have since become a common sight in the 'verse.

<https://robertsspaceindustries.com/media/8srns703rujzbr/source/Hammerhead.pdf>



### AEGIS DYNAMICS NAUTILUS STRATEGIC MINELAYER - AEGIS 400TH ANNIVERSARY

**Spacecraft:** Nautilus minelayer

The Nautilus brochure takes the form of a piece of PR published by Aegis Dynamics themselves celebrating their previously established lengthy history building warships for the United Empire of Earth. A series of beautiful graphics demonstrate the inner workings of the spacecraft's minelaying systems and a huge, detailed cutaway-render brilliantly reveals the ship's interior.

<https://media.robertsspaceindustries.com/k23sqf6gnlqpb/source.pdf>



### AEGIS REDEEMER DEFINING THE FUTURE

**Spacecraft:** Redeemer gunship

The Redeemer gunship, winner of the Next Great Starship competition, received an Aegis-designed sales brochure showing off its specifications, interior imagery, and general functionality. As the Redeemer was only just concept-complete when the brochure was finished, the document takes the form of a work in progress update from Aegis to shareholders interested in their ongoing project.

<https://robertsspaceindustries.com/media/lqxc71d2glhvwr/source/Redeemer-Brochure-V8.pdf>



### AVENGING ANGELS THE RETALIATOR THROUGH HISTORY 2545 – 2945

**Spacecraft:** Retaliator bomber

To celebrate *Star Citizen's* long-serving Retaliator, the brochure takes the form of an exhibit pamphlet for an exhibition at the Mōhio Museum about the bomber. The booklet includes first-person stories about flying Retaliators in historical combat and a section on Messer-era propaganda featuring the fearsome ships!

<https://robertsspaceindustries.com/media/7jnt1hhl3za8cr/source/Retaliator-Brochure-V6.pdf>

### THE UNITED WAYFARERS CLUB

**Spacecraft:** Vulcan support ship

To introduce the Vulcan, a nimble support ship capable of repairing, rearming, and refueling other craft in flight, *Star Citizen's* Narrative Team imagined a civilian organization, the Wayfarers Club. The group is said to be dedicated to flying the support and mercy missions intended for the Vulcan and the brochure includes everything from club rules to a membership card!

[https://robertsspaceindustries.com/media/n195vqvz35bmir/source/UWC\\_Membership\\_Document.pdf](https://robertsspaceindustries.com/media/n195vqvz35bmir/source/UWC_Membership_Document.pdf)





**GLADIATOR - DOMINANT IN ANY ENVIRONMENT**

**Spacecraft:** Gladiator bomber

In one of the earliest brochures, we get a close look at the carrier-based bomber's military capabilities. And what better way to show off a bomber than high-resolution renders of all of its potential weapon loadouts? Anvil themselves published the Gladiator documentation and provided all of the standard specifications and diagrams.

<https://robertsspaceindustries.com/media/k9o0qbp9vuu1tr/source/Gladiator-Brochure-V4.pdf>

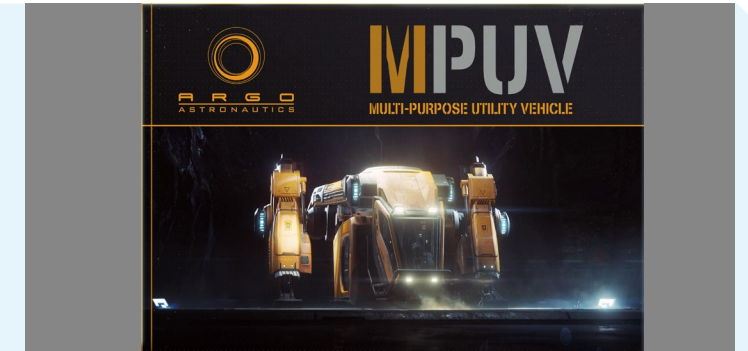


**ARGO ASTRONAUTICS MUPV MULTI-PURPOSE UTILITY VEHICLE**

**Spacecraft:** MUPV support ship

Both of Argo's brochures, to date, are direct appeals from the company itself to show the value of their support ships. The MUPV booklet features an array of stunning screenshots of the ship in-flight and an exciting graphical breakdown of its internal components. Selling the world on a small support ship is a lot tougher than a powerful bomber or a hot space fighter and so the team worked to establish an especially compelling visual standard for Argo's publications.

<https://robertsspaceindustries.com/media/bft7w5xieirwir/source/Argo-Manual.pdf>

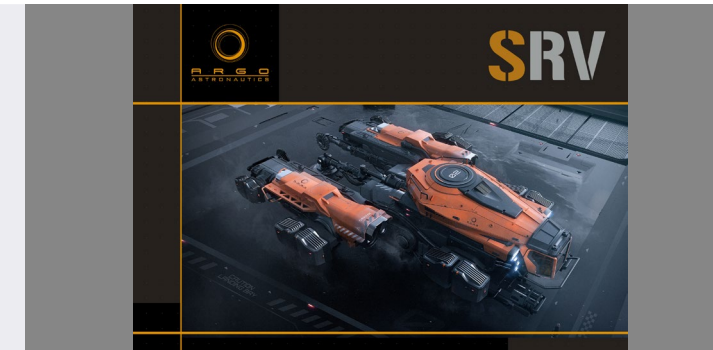


**WHITLEY'S GUIDE - THE ANVIL AEROSPACE 'HAWK'**

**Spacecraft:** Hawk fighter

The bounty-hunter-focused Anvil Hawk fighter followed in the footsteps of the Aegis Hammerhead with a full Whitley's Guide presentation. The ship-specific, brochure-versions of Whitley's Guides are significantly longer and more extensive than those included in Jump Point, with plenty of extra space to flesh out ship specifications and histories.

[https://robertsspaceindustries.com/media/bki2fzyirvv0pr/source/Hawk\\_brochure.pdf](https://robertsspaceindustries.com/media/bki2fzyirvv0pr/source/Hawk_brochure.pdf)



**ARGO ASTRONAUTICS SRV**

**Spacecraft:** SRV support ship

The SRV brochure is part of the same series as the MUPV and features a very similar set of images and corporate styling. The SRV provides special details though, including a two-page breakdown of the ship's tractor plate system and a whitebox cutaway of the craft's interior. There's even a nod to the United Wayfarer's Club that once promoted the Vulcan, noting it also operates the SRV!

<https://media.robertsspaceindustries.com/dqbj4szg1abp3/source.pdf>

**HORNET - F7C SERIES**

**Spacecraft:** Hornet fighter

The Hornet brochure, said to have been developed and published by Anvil, may seem dated given that the ship has been reworked several times since, but it was absolutely thrilling upon release in 2013 as it revealed to the world full-page spreads on each of the newly-designed variants that would soon be joining the *Arena Commander* lineup.

<https://robertsspaceindustries.com/media/qz9rg4pqc8xbgr/source/Brochure-Hornet-V8-1.pdf>



**CONSOLIDATED OUTLAND**



**FIELDBOOK: ANVIL HURRICANE**

**Spacecraft:** Hurricane fighter

The Hurricane, said to be a long-serving historical spacecraft, gets the sort of dedicated ship book you might find at an air museum or plastic model store. The Fieldbook, intended to be part of a series, equips amateur historians and starship spotters with the ship and includes a spectacular set of different liveries that establish the Hurricane's lengthy bonafides.

<https://robertsspaceindustries.com/media/86vuj7ajf1bavr/source/Hurricane-Brochure.pdf>



**MUSTANG CRAFTED AND TUNED TO PERFECTION**

**Spacecraft:** Mustang fighter

The Mustang brochure had a big job ahead of it: introduce not just one new ship but five variants, an entirely new company and style, and its unique CEO, Silas Koerner. Featuring a sparse layout focusing on the imagery and many colorful spacecraft liveries, Consolidated's first publication offers excitement on every page.

<https://robertsspaceindustries.com/media/p9th3sqcqvbd2r/source/Mustang-Brochure-V6.pdf>

**TERRAPIN U4A-3 ARMORED RECONNAISSANCE VEHICLE TEST PILOT MANUAL**

**Spacecraft:** Terrapin fighter

For the brand-new Anvil Terrapin, the team sought to bring players right into the fictional development process by sharing the UEE military's official test pilot kit for the ship, right down to the safety checklists and flight reviews of prototype models. It's the sort of thing Chuck Yeager would have had to thumb through before boarding the X-1, here applied to a durable, tough-as-nails scout ship from the distant future!

<https://robertsspaceindustries.com/media/ewj6lpen5ezf7r/source/Anvil-Terrapin.pdf>



**CITIZENCON CONFERENCE GUIDE - FRANKFURT, EARTH, SOL 2947.10.27**

**Spacecraft:** Pioneer colony ship

Beginning with the 2017 CitizenCon event, the team began developing a combination 30th-century brochure and guide to the event that could be enjoyed in printed form by those attending and as a part of the greater lore for those watching from home. The first of these brochures focused on sponsor Consolidated Outland's massive new colony-creator, the Pioneer (and managed to introduce the new Sabre Raven at the same time!).

[https://robertsspaceindustries.com/media/4ea3iytexqoicr/source/CitizenCon2017\\_Brochure\\_COMPLETE\\_NoCMYK.pdf](https://robertsspaceindustries.com/media/4ea3iytexqoicr/source/CitizenCon2017_Brochure_COMPLETE_NoCMYK.pdf)





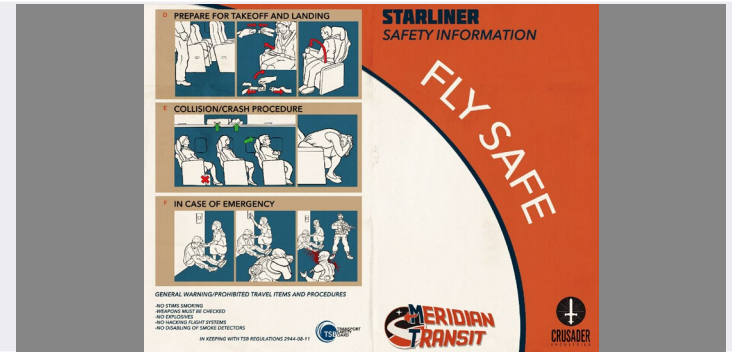
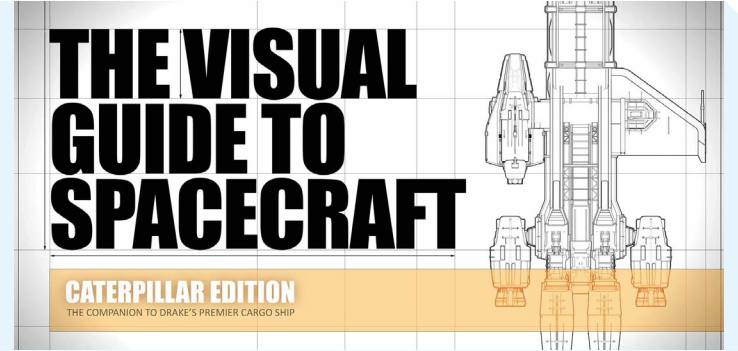
**ARES ION & INFERNO**

**Spacecraft:** Ares  
The brochure for Crusader's latest, covering two variants of the Ares heavy fighter, is presented as a clever change of pace from the brand's standard release: it's a brochure published by both Crusader AND their partner Behring, the company responsible for the ship's signature SF7B Ballistic Gatling Gun and SF7E Laser Cannon. Lore and design are tilted appropriately to expertly bring this across!  
<https://media.robertsspaceindustries.com/qswg0m9kx1ylc/source.pdf>



**THE VISUAL GUIDE TO SPACECRAFT: CATERPILLAR EDITION**

**Spacecraft:** Caterpillar transport  
Often cited as one of *Star Citizen's* most unusual brochures, the Caterpillar booklet takes the form of nothing less than a 30th century children's book. Based on modern 'how to' visual books, the Visual Guide to Spacecraft shows us Drake's pirate platform in the friendliest possible context, with simple cut-out graphics and prose to match.  
[https://robertsspaceindustries.com/media/v5ecpi8q1rvyur/source/Caterpillar\\_brochure.pdf](https://robertsspaceindustries.com/media/v5ecpi8q1rvyur/source/Caterpillar_brochure.pdf)



**STARLINER SAFETY INFORMATION**

**Spacecraft:** Genesis Starliner  
The Genesis Starliner presentation is perhaps the shortest brochure in *Star Citizen's* history... but it may also be the most atmospheric! This four-page download is an airline safety card just like the ones you find in the seat pocket in front of you on flights today, introducing the Starliner as the 2944 equivalent of a commercial jet. It's full of clever visual gags and 30th-century slice-of-life elements you can't help but appreciate.  
[https://robertsspaceindustries.com/media/f42uoewaaswplr/source/Starliner-Safety\\_v2.pdf](https://robertsspaceindustries.com/media/f42uoewaaswplr/source/Starliner-Safety_v2.pdf)



**CORSAIR - SAIL THE STARS**

**Spacecraft:** Corsair explorer  
The Corsair brochure is a Drake-produced booklet that offers the new Corsair exploration vessel in purely positive terms, telling potential future buyers that they must invest in their destinies to become the next Nick Croshaw. Like many Drake releases, the Corsair booklet walks the expert balance between how the company would advertise their ships in the future and the piracy the ships are often purchased for.  
<https://media.robertsspaceindustries.com/o3427rihcafof/source.pdf>

**HERCULES STARLIFTER**

**Spacecraft:** Hercules transport  
Offered as a sales brochure directly from Crusader Industries, the Hercules brochure's job was to explain to readers exactly how large the massive transporter truly is... something it accomplishes in an immediate two page spread, with an entire army of tanks and soldiers spread out in front of the mighty ship. Similarly, the variants are seen in action, with stunning panoramic views of gunships setting fire to the night.  
<https://robertsspaceindustries.com/media/rsmrf96ceweoir/source/Crusader-Hercules-Starlifter.pdf>



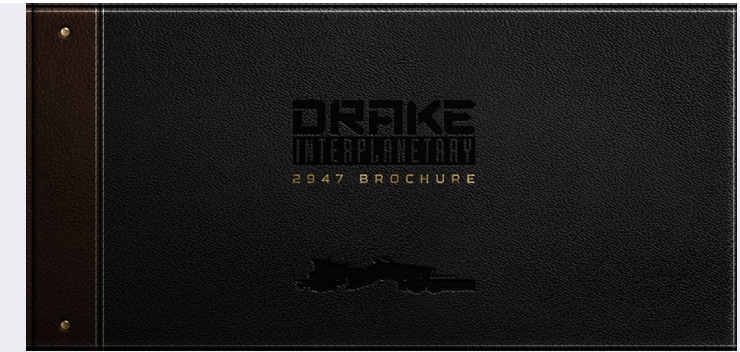
**PLAY BY DIFFERENT RULES - CUTLASS 2945**

**Spacecraft:** Cutlass fighter  
The Cutlass was the last of the original ships to receive a brochure introducing variants, here sharing the Cutlass Red and Cutlass Blue with the world for the very first time (the Black having been introduced without a brochure at the start of the project). The brochure takes the form of an aspirational sales document from Drake itself, focusing largely on comparing the new ship types.  
<https://robertsspaceindustries.com/media/ezl64bleauar2r/source/Cutlass-Brochure-V6.pdf>



**MERCURY STAR RUNNER**

**Spacecraft:** Mercury information runner  
Like the Hercules brochure before it, this also uses Crusader's standard trade dress to present the ship directly, this time offering up the many potential roles and jobs the speedy star runner is capable of handling. A beautiful whitebox of the interior fills the center of the booklet.  
<https://robertsspaceindustries.com/media/ojvejr73cmfp2r/source/Crusader-Mercury-Star-Runner.pdf>



**DRAKE INTERPLANETARY 2947 BROCHURE**

**Spacecraft:** Dragonfly bike  
To introduce *Star Citizen's* first ever space bike, the team knew they needed something special for the brochure... and that meant a gritty biker booklet bound in faux leather! From a page of paint options to one advertising a 2947 biker rally, the Dragonfly brochure goes to great lengths to explain just how cool a hovering space bike is going to be.  
[https://robertsspaceindustries.com/media/ww6nc2dfilsc2r/source/Dragonfly\\_Brochure.pdf](https://robertsspaceindustries.com/media/ww6nc2dfilsc2r/source/Dragonfly_Brochure.pdf)

**FTL COURIER SERVICE - INTRODUCING THE DRAKE HERALD**

**Spacecraft:** Herald information runner  
What does an information runner do? To answer that question, the team developed a booklet advertising a future courier service called FTL that just so happens to be very proud of its newest acquisition: a fleet of speedy Drake Herald ships that can move sensitive data safely around the Empire in no time at all.  
[https://robertsspaceindustries.com/media/yuhmsfwd85cssr/source/Herald\\_brochure.pdf](https://robertsspaceindustries.com/media/yuhmsfwd85cssr/source/Herald_brochure.pdf)





**CITIZENCON 2948 - DEFENDING FREEDOM**

**Spacecraft:** Kraken destroyer killer

Following in the footsteps of the Pioneer colony ship, the Kraken is the star of the 2948 (2018) CitizenCon brochure. Using the same style as the previous year's booklet, the Kraken offers all the details on the new ship AND the day's exciting event. Additional articles cover vehicles from TumbriL, RSI, and elsewhere, while a host of in-universe ads help further establish the realism... but admit it, you were sold the minute you saw the pocket carrier!

[https://robertsspaceindustries.com/media/dnjky932wyg9r/source/Kraken\\_Brochure.pdf](https://robertsspaceindustries.com/media/dnjky932wyg9r/source/Kraken_Brochure.pdf)



**STYLE MEETS SUBSTANCE - ORIGIN JUMPWORKS 100 SERIES**

**Spacecraft:** 100 series

Straight from the marketing department of Origin Jumpworks comes the 100 series brochure, which is beloved for its stunning image of a pair of paragliders preparing to land astride a shapely Origin 100 series ship. Aspirational marketing at its finest, the 100 series brochure also makes a special focus of the ship's Adaptive Intake Refinery (AIR) system. Not exactly a major part of gameplay but exactly what you'd expect to see highlighted in an automotive brochure!

<https://robertsspaceindustries.com/media/sb217acbbj976r/source/Origin-100-Series-Brochure-FINAL.pdf>



**VULTURE - YOUR SHIP, YOUR SKY**

**Spacecraft:** Vulture salvage ship

The Vulture brochure is another aspirational booklet straight from Drake Interplanetary, here explaining to players how their new salvage vehicle is an excellent option for making your own fortune in the galaxy.

<https://robertsspaceindustries.com/media/v9btjo8p89u1nr/source/Drake-Vulture.pdf>



**THE 300 SERIES - THE NEXT GENERATION IS NOW**

**Spacecraft:** 300 series

The 300 series brochure was another of the first booklets developed to present a range of new variants. As such, it has all of the standard components: traditional blueprints, aspirational sales copy, charts comparing designs and specifications... but it also has a clear attempt to establish a unique look for Origin's fictional documentation that fits with the company's luxury outlook.

[https://robertsspaceindustries.com/media/Oiplifsgmlb8r/source/300series\\_brochure-1.pdf](https://robertsspaceindustries.com/media/Oiplifsgmlb8r/source/300series_brochure-1.pdf)

**LUXURY REFINED - ORIGIN JUMPWORKS 600I**

**Spacecraft:** 600 series

As the saying goes, the 890 Jump walked so the 600 series could run. Origin's brochure to promote both versions of the 600 multicrew ship is an even-more-appealing celebration of luxury that varies from stunning clean-room interior shots to traditional *Star Citizen*-style details, like pages of material swatches to show how the interior is decorated.

<https://robertsspaceindustries.com/media/awfctcstfkykur/source/Origin600i-Brochure-Optimised.pdf>



**MISC**

**2944 FREELANCER**

**Spacecraft:** Freelancer transport

Another of *Star Citizen*'s very early brochures, the Freelancer booklet was released in 2014 as part of the ship's variant reveal. Like the Hornet brochure, the document is from the company manufacturing the ship and offers a special focus on blueprints and the differences between the new models. What's more, it's branded as part of MISC's "built for life" campaign, which included a clever video commercial that has since been enshrined in-lore as part of the reason for MISC's recent success.

<https://robertsspaceindustries.com/media/psa2rz0q320fer/source/Freelancer-Brochure.pdf>



**THE 890 JUMP EXPERIENCE - ACROSS THE GALAXY**

**Spacecraft:** 890 Jump yacht

The 890 Jump brochure was an enormous first for the *Star Citizen* team: the first ever brochure that was intended for print as well as release online. Initial buyers of the 890 Jump received a copy of the brochure in the mail, which was as much a beautiful cruise ship as it was traditional spacecraft analysis. With everything from deck plans to intergalactic tropical vistas, the 890 Jump brochure remains a favorite with many today... and a treasured collectible!

<https://robertsspaceindustries.com/media/dzh8rlhcm91ldr/source/890-Jump-Brochure-V8-Merged.pdf>



**MISC RAZOR**

**Spacecraft:** Razor racer

The Razor brochure is a corporate document promoting the company's internal racing team, set to blaze new trails with the addition of the dedicated Razor racer. The brochure follows the imagery of the racetrack, filled with fast motion shots of ships in action and many, many sponsorship logos that help establish the Razor's place in the 'verse.

[https://robertsspaceindustries.com/media/9rsfpt30sswxr/source/Razor\\_brochure\\_4.pdf](https://robertsspaceindustries.com/media/9rsfpt30sswxr/source/Razor_brochure_4.pdf)

**ORIGIN JUMPWORKS G12 SERIES**

**Vehicle:** G12 rover

Origin's well-established "car brochure" style of booklet meets... an actual car! The G12 rover introduced players to the luxury side of driving in the 'verse (see second feature in this issue - -ed) and as you would expect from the premiere luxury spacecraft manufacturing concern, it did so in style!

<https://media.robertsspaceindustries.com/nadrf8t73pw8e/source.pdf>





**M50 E-BROCHURE FALL 2944**

**Spacecraft:** M50 interceptor

One of *Star Citizen's* earliest brochures beyond the initial pack of six ships, it provided a mountain of beautiful concept shots of the new ship acting as both a racing vehicle and an interceptor. Featuring everything from a detailed breakout image to a letter to customs from the lead engineer on the project, you can feel the DNA of the modern *Star Citizen* brochure coming together right here.

<https://robertsspaceindustries.com/media/g2ckrimb7n0bkr/source/M50-Brochure-V7.pdf>



**AV INFINITY CUSTOMS**

**Spacecraft:** X1 bike

To introduce *Star Citizen's* SECOND space bike, there was a strong desire to make sure it stood apart from the massively successful Drake Dragonfly launch. To that end, the X1 forswore the usual Origin vehicle brochure and instead told the story of a famed custom bike company responsible for refining and developing the vehicle as part of a partnership with Origin.

<https://robertsspaceindustries.com/media/rvqcrdjr5vjlr/source/X1-Brochure.pdf>



**CONSTELLATION MK. III & VARIANTS**

**Spacecraft:** Constellation multicrew

The granddaddy of them all! The original Constellation Mk. III brochure, now offline, was the first PDF booklet put together for *Star Citizen*, resulting from Chris Roberts' desire to present the first Constellation concept artwork as something special inside the universe instead of as a simple website refresh. In the years that followed, the updated Constellation model was used to create four replacement brochures, one covering each new Connie variant!

<https://robertsspaceindustries.com/media/4qi8nixfhshwer/source/Constellation-Andromeda-V8.pdf>

<https://robertsspaceindustries.com/media/sw9rzlogr9rs9r/source/Constellation-Aquila-V7.pdf>

<https://robertsspaceindustries.com/media/deb6b9pc5fxccr/source/Constellation-Phoenix-V7.pdf>

<https://robertsspaceindustries.com/media/tpgdg9fw4ww33r/source/Constellation-Taurus-V7.pdf>



**ROBERTS SPACE INDUSTRIES**

**AURORA 2943 & 2944**

**Spacecraft:** Aurora civilian ship

The first Aurora brochure was *Star Citizen's* second ever brochure release, no longer available through RSI. That's because it has been succeeded by an updated 2944 brochure that covers both the base ship and all of the variants. Both versions are full of all sorts of interesting lore (did you know the Aurora bed has a hyperpillow?) and diagrams a future space captain would want to see.

<https://robertsspaceindustries.com/media/6bc4t3qcvibxor/source/Aurora-Brochure-2944-V8-2.pdf>



**ROBERT SPACE INDUSTRIES ADVANCED DESIGN & DEVELOPMENT DOCUMENTATION - PROJECT PERSEUS**

**Spacecraft:** Perseus gunship

As much story as it is an intricately designed document, the Perseus brochure is every space pilot's fantasy: enormous gunships battling it out against fleets of other capital ships. The document is offered as a look at a classified RSI project in development, but you will surely get lost in the beautiful shots of fleet engagements as soon as you start reading.

<https://robertsspaceindustries.com/comm-link/transmission/17881-RSI-Perseus>

**APOLLO CRITICAL MEDICAL RESPONSE**

**Spacecraft:** Apollo ambulance

Even in the pantheon of *Star Citizen's* varied and colorful collection of brochures, RSI's Apollo booklet stands out for its medical-inspired layout full of the kind of information no other ship would ever need to think about. White with red highlights, the design tells you exactly what the ship does before you even read a word of the lore!

[https://robertsspaceindustries.com/media/e1vqla2x18us8r/source/RSI\\_Apollo.pdf](https://robertsspaceindustries.com/media/e1vqla2x18us8r/source/RSI_Apollo.pdf)







### COMMISSIONING OF UEES POLARIS - OCTOBER 9, 2946

**Spacecraft:** Polaris corvette

Rather than offer a military-styled RSI booklet, the Polaris corvette reveal takes the form of the commissioning brochure handed out at the launch of the UEEN's first Polaris-class ship. It's complete with diagrams, internal pictures, background histories, and even a letter from the new ship's commander.

<https://robertsspaceindustries.com/media/77186mzjsuinrr/source/Polaris-2.pdf>

### UNIVERSAL DIGEST - MARCH 2947

**Spacecraft:** Banu Defender fighter

*Star Citizen's* very first alien brochure! To introduce the Banu Defender interceptor, the team decided to create a futuristic version of an explorer's magazine, sharing both the unusual ship and its world of incredible mysteries. The booklet doesn't just cover the ship either, it contains copious, never-before-released information about Banu culture and space.

<https://robertsspaceindustries.com/media/q47zalz81ml4r/source/Banu-Defender.pdf>



## TUMBRIL

### TUMBRIL CYCLONE

**Vehicle:** Cyclone buggy

*Star Citizen* introduced TumbriL, a terrestrial military vehicle builder, late in the game with the Cyclone brochure tapped to tell the story of the company and its role in UEE history. It also shows the difference between the five Cyclone variants and establishes a look and feel that would go on to establish the corporate style of the company long term.

[https://robertsspaceindustries.com/media/9ikcxvpunkp29r/source/TumbriL-Cyclone\\_FINAL\\_X.pdf](https://robertsspaceindustries.com/media/9ikcxvpunkp29r/source/TumbriL-Cyclone_FINAL_X.pdf)



### ESPERIA TALON

**Spacecraft:** Esperia Talon fighter

Ever see a brochure that glows? For Esperia's second recreated Tevarin ship, *Star Citizen's* brochure layout artists went an extra few million kilometers and created a design that genuinely feels like it's part of the Talon's glowing eggshell skin. With stunning cutouts of the ship itself used as transitions and pages that just seem to breathe in front of you, it's a highlight of a group of already special things!

<https://media.robertsspaceindustries.com/f6c2bflodt3jm/source.pdf>

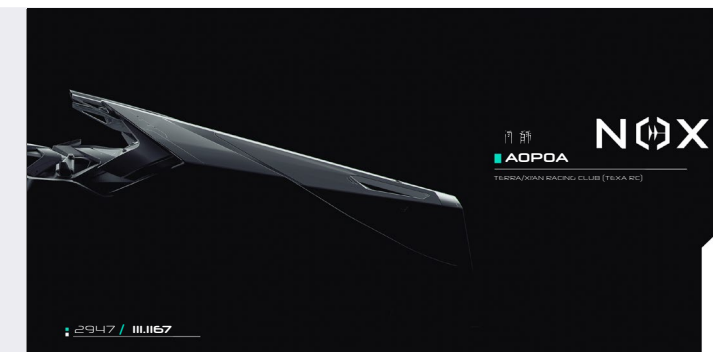


### TUMBRIL NOVA

**Vehicle:** Nova tank

Tanks for the memories! It's probably a safe assumption that a giant space tank with a huge gun turret essentially sells itself... but a TumbriL-designed brochure based on the look of the original Cyclone reveal certainly didn't hurt! The Nova booklet shows off the tank in war and peace and tells the story of how it was brought back to life for today's battlefield.

[https://robertsspaceindustries.com/media/5i88gwg499gdwr/source/Nova\\_Brochure\\_FINAL.pdf](https://robertsspaceindustries.com/media/5i88gwg499gdwr/source/Nova_Brochure_FINAL.pdf)



### AOPOA NOX - TERRAN/XI'AN RACING CLUB

**Spacecraft:** Xi'an Nox bike

The Nox brochure introduces *Star Citizen's* latest space bike with a large helping of Xi'an culture. It's patterned not after a brochure directly from Aopoa's sales room but instead as the introduction to an in-universe racing club that aims to better connect human and Xi'an cultures through a shared love of racing.

<https://robertsspaceindustries.com/media/thvaalg23d6rnr/source/Nox-Brochure-V12.pdf>

### TUMBRIL RANGER

**Vehicle:** Ranger bike

For the Ranger bike and its variants, the brochure designers went a different direction than the typical TumbriL military fare. Instead of large, solemn scenes of war vehicles at work, the Ranger is presented as part of a cyberpunk-style future with bright colors and neon backgrounds helping well establish the fantasy of military bike ownership in 2948.

<https://media.robertsspaceindustries.com/pxx0rwivvig87/source.pdf>



### AOPOA SAN'TOK.YÄI

**Spacecraft:** Xi'an San'tok.yäi fighter

And here's proof that *Star Citizen's* graphic designers have learned to create truly alien documentation. The San'tok.yäi brochure features all the same ship information found in any other brochure... plus a layout made of alien triangles and text! The result is something that looks like nothing else in the *Star Citizen* library.

<https://media.robertsspaceindustries.com/tcg6a7aoczvug/source.pdf>





# WORK IN PROGRESS... ORIGIN G12 SERIES

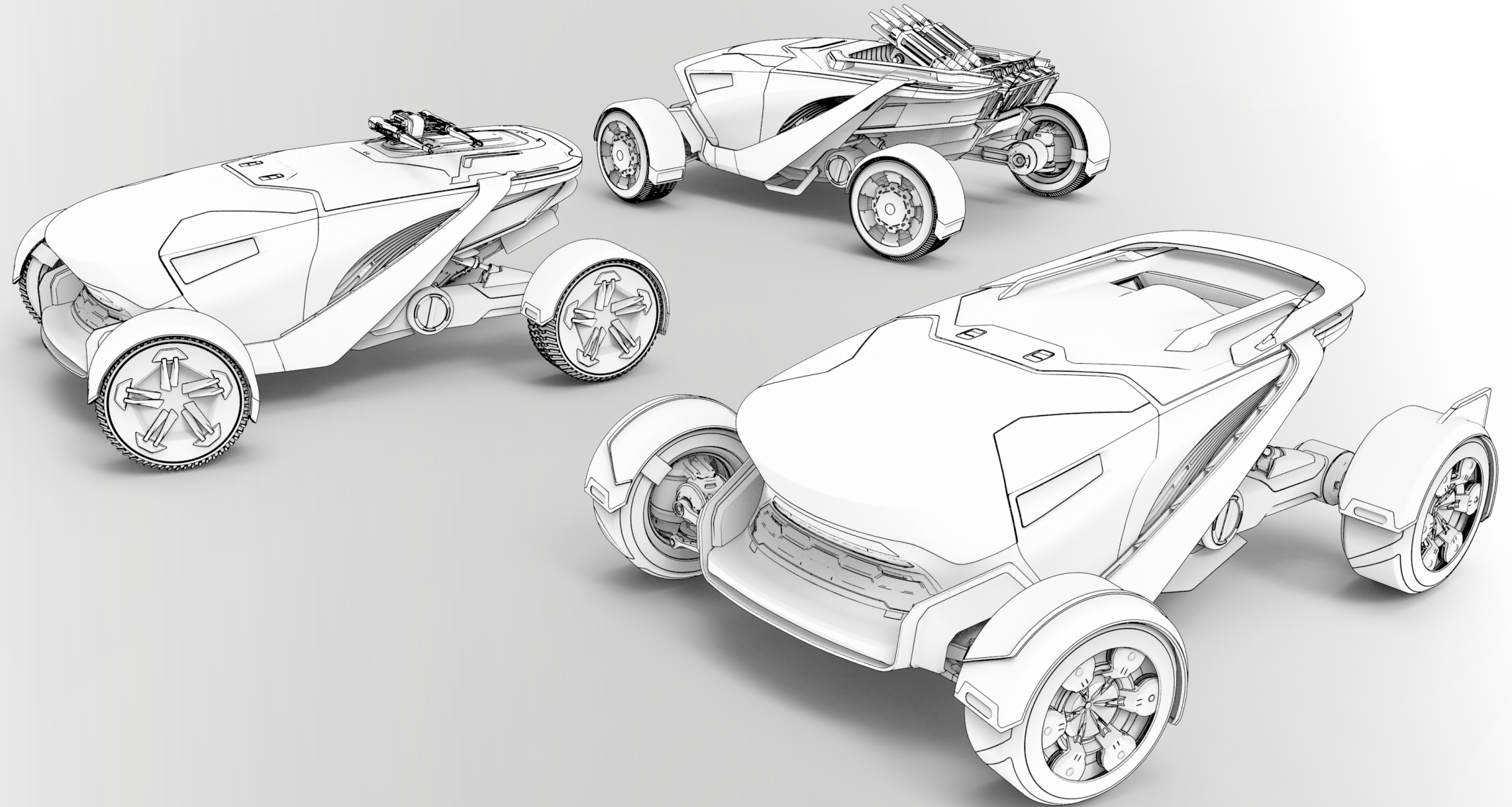


## AIMS

- A sleek Origin branded alternative to the Ursa Rover, with a more exploration-based focus for consumers and professional explorers.

## AESTHETIC

- More exploration based Rover alternative with seats for driver, remote gunner and scanner operator. Entrance options are side door, or large rear loading hatch (same as rover) Remote turret situated on top/rear with wide angle coverage.
- Must fit inside the Origin 600i exploration module, so it's imperative that it abides by the listed dimensions.
- VARIANTS: Combat (removes gun mount and cargo, adds armour and 8x S2 missiles) Racing (removes gun mount and cargo, adds boost and mini EMP device for protection)



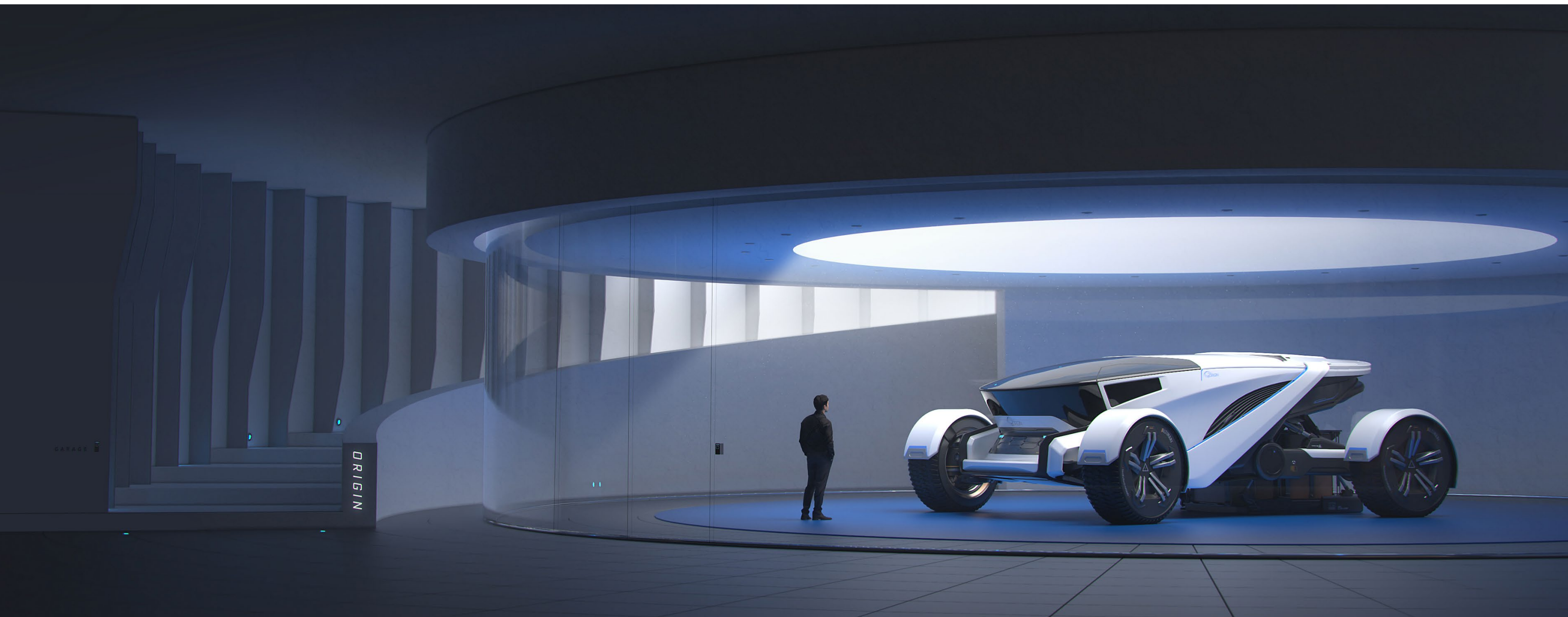
<b>Length</b>	7.25m
<b>Width</b>	5.8m
<b>Height</b>	2.75m (excluding weapons)
<b>Seats</b>	2
<b>Cargo Capacity</b>	G12 - 2 SCU G12a - NA G12r - NA
<b>Max Speed</b>	G12 - 50m/s G12a - 45m/s G12r - 55m/s
<b>Armor</b>	G12 - Light G12a - Medium G12r - NA
<b>Weapons</b>	G12 - 1x S1 Twin Link Remote Turret, 2x S1 Laser Repeaters G12a - 8x S2 Missiles G12r - 1x S1 EMP Device

Specifications and appearance are subject to revision during development.

**KEY CONTRIBUTORS :**

DESIGNERS - JOHN CREWE, ADAM PARKER  
CONCEPT ART - ANDRIAN LUCHIAN, GREGORY CHRYSAPHES  
ART DIRECTOR - PAUL JONES





## MAKING THE ROVER G12

Dateline, Luna. July 31, 1971. Astronaut Dave Scott, commander of Apollo 15, carefully manipulates a series of levers to begin deployment of something new in space exploration: the Boeing LRV, Lunar Roving Vehicle (LRV). The distinct LRV is a godsend for the astronauts charged with exploring the moon, as previous missions were limited to the small radius of terrain that the crew could physically walk with the necessary oxygen. With the addition of the LRV to the toolkit, the explorers could travel up to five miles from their home base, limited only by a need to be able to walk back in the case of an accident. The rovers proved to be tough, effective workhorses and they quickly captured the imagination of the public on Earth, with their flat, four-wheeled designs becoming iconic.

Then, 48 years later, Origin Jumpworks did it all again... this time with style!

## ROVER COME OVER

Some vehicles exist to introduce roles, some exist to expand them, and some exist as variants to build out *Star Citizen's* ever-expanding lore. The Origin rover, later named the G12, best fits the latter category. But, it also scratches another itch as a vehicle everyone involved in the process really, really wanted to see. After all, Origin Jumpworks is well established as *Star Citizen's* luxury vehicle designer and its roster of ships are as much pieces of art as they are functional designs. So, it stood to reason that the team wanted to know what the company behind the 300, 600, and 890

might come up with when asked to design a luxury equivalent to RSI's Ursa rover.

The initial placeholder for the G12 rover was put on the schedule in mid-2018 and slowly filled out as time allowed, with other essential ships taking precedence early on. Vehicle Director John Crewe proposed that the G12 be "a more exploration-based rover alternative with seats for a driver, remote gunner, and scanner operator." Designers went on to establish the necessary metrics and notes, imagining a rear turret on the top or front of the vehicle that would give it wide coverage and an exploration-focused scanning array. The Art Team was told that the G12 must fit inside the Origin 600i Explorer and variants for combat (with added armor and missiles) and racing (with a booster and an EMP device)

were suggested. But, in general, the major element of the rover, the distinct luxury style, would be developed by the concept art rather than the paper design.

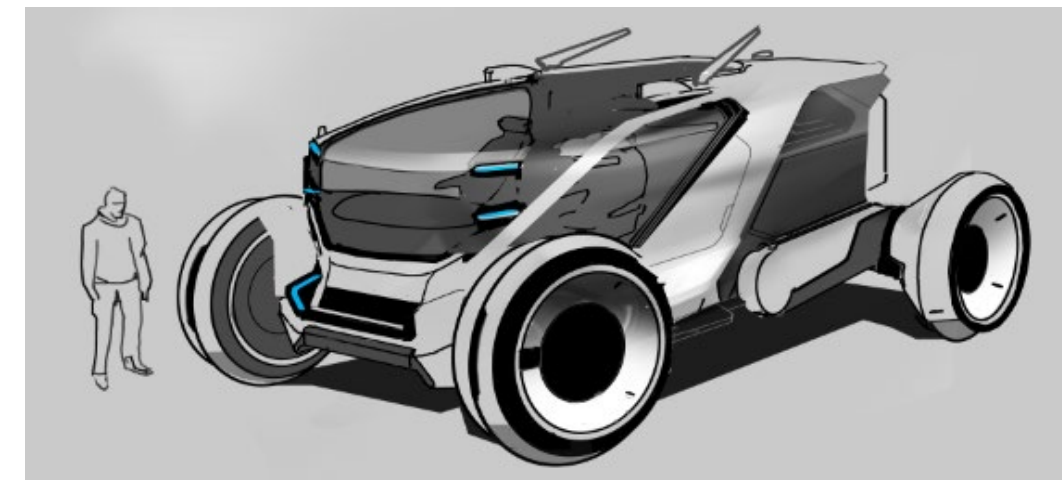
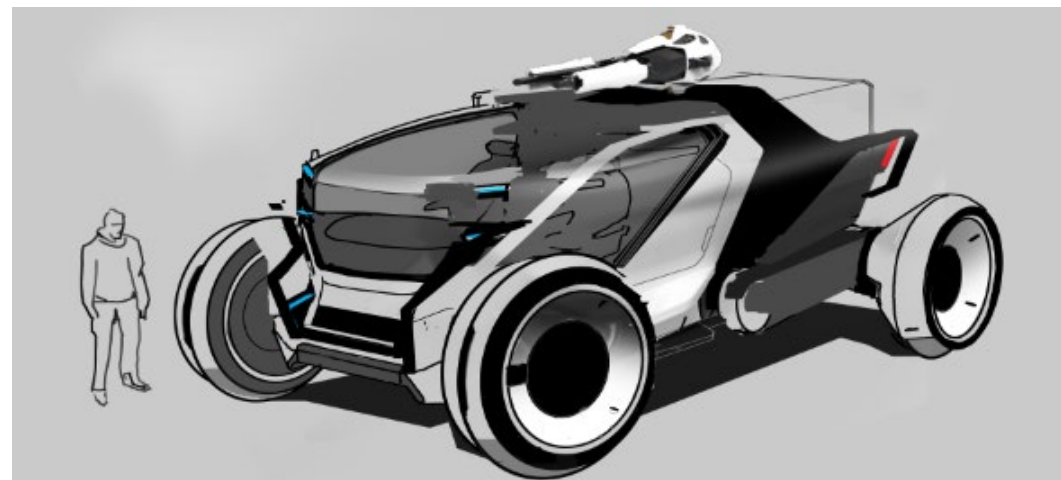
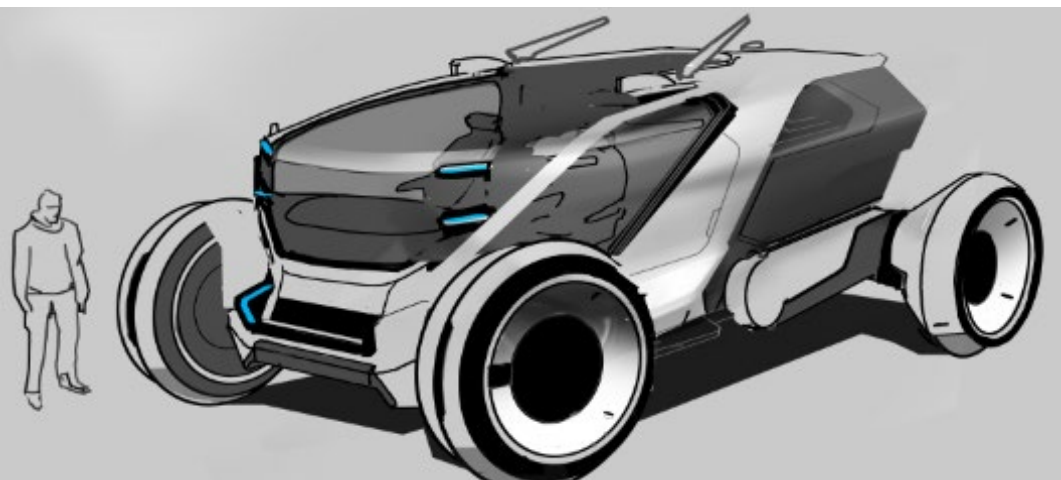
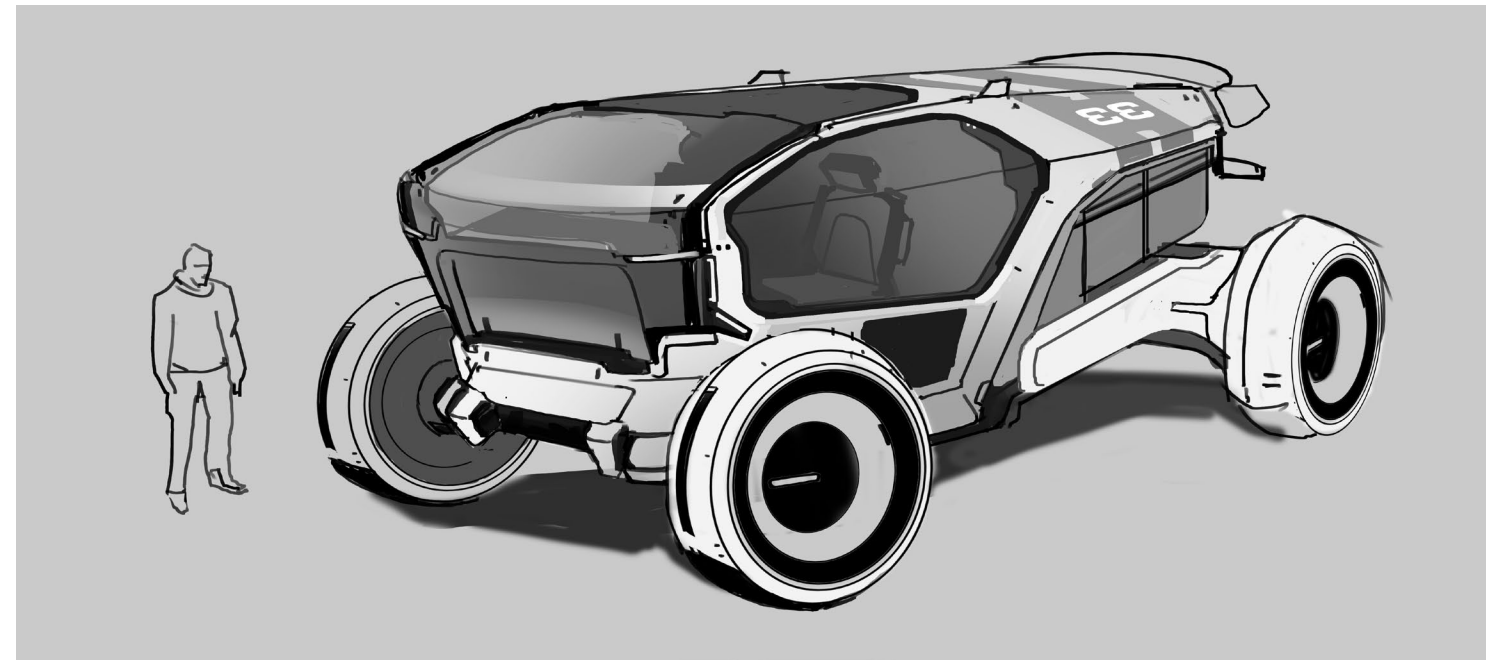
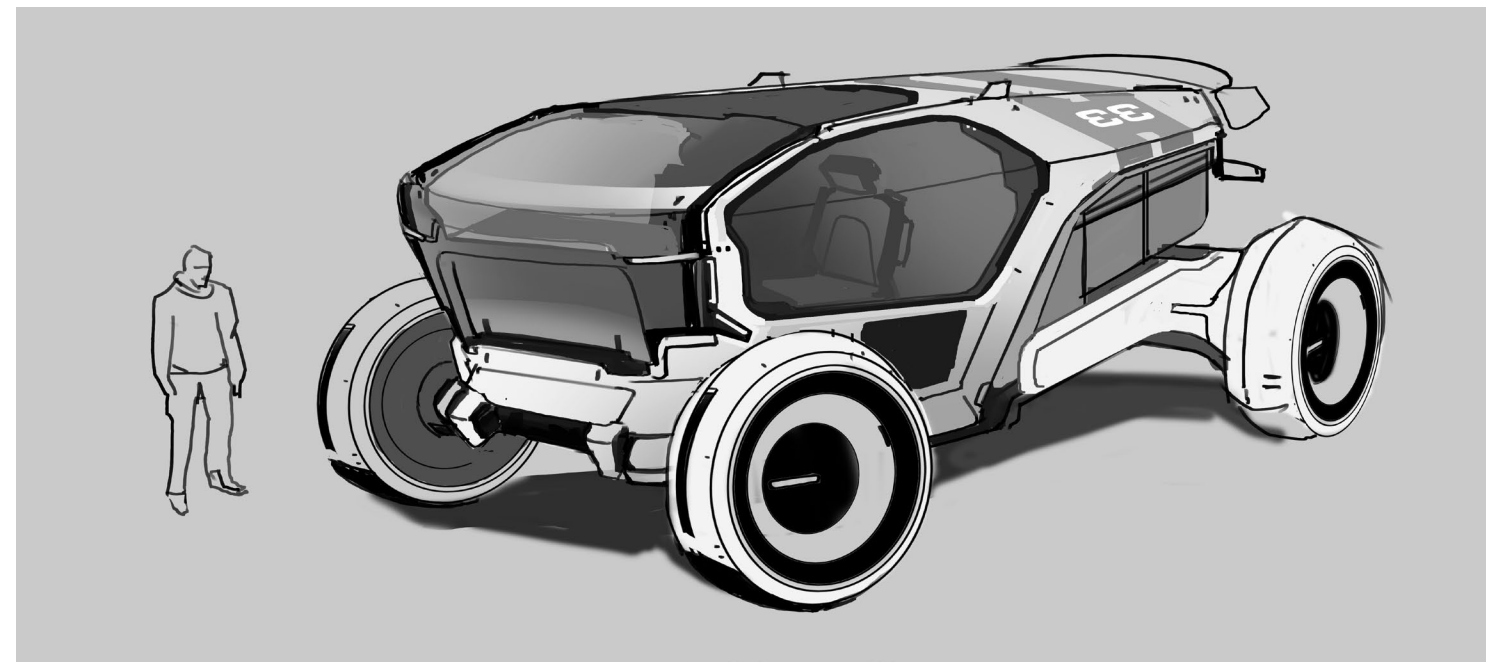
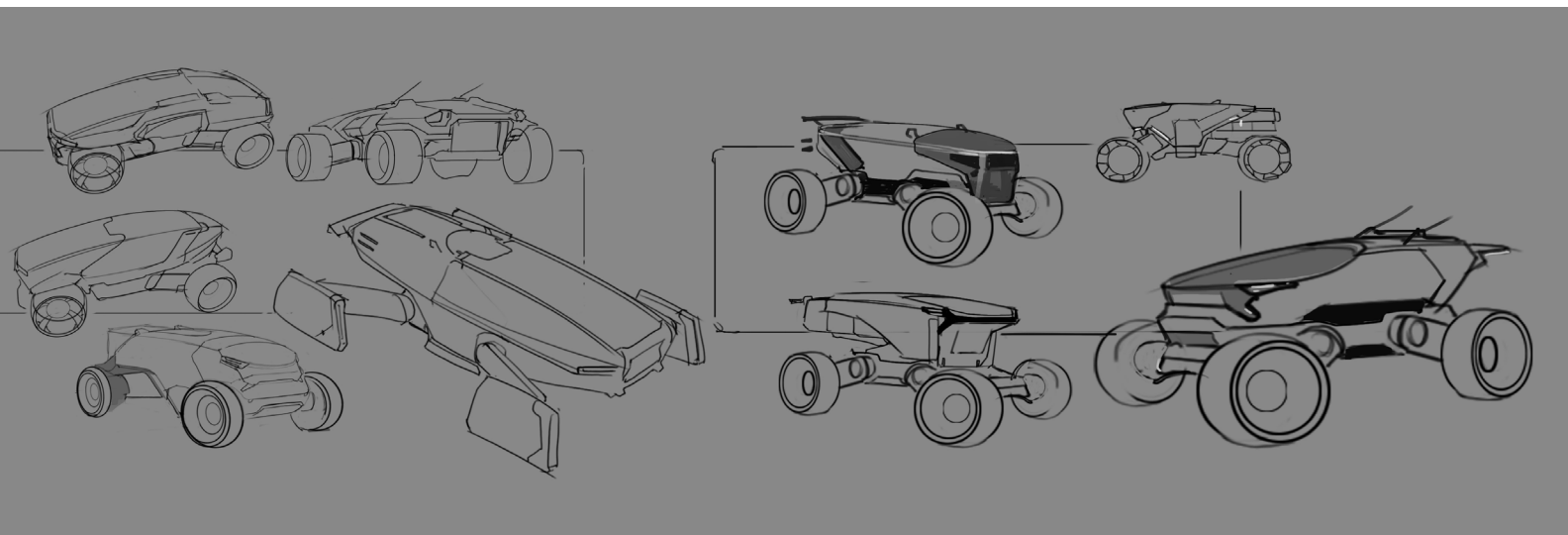
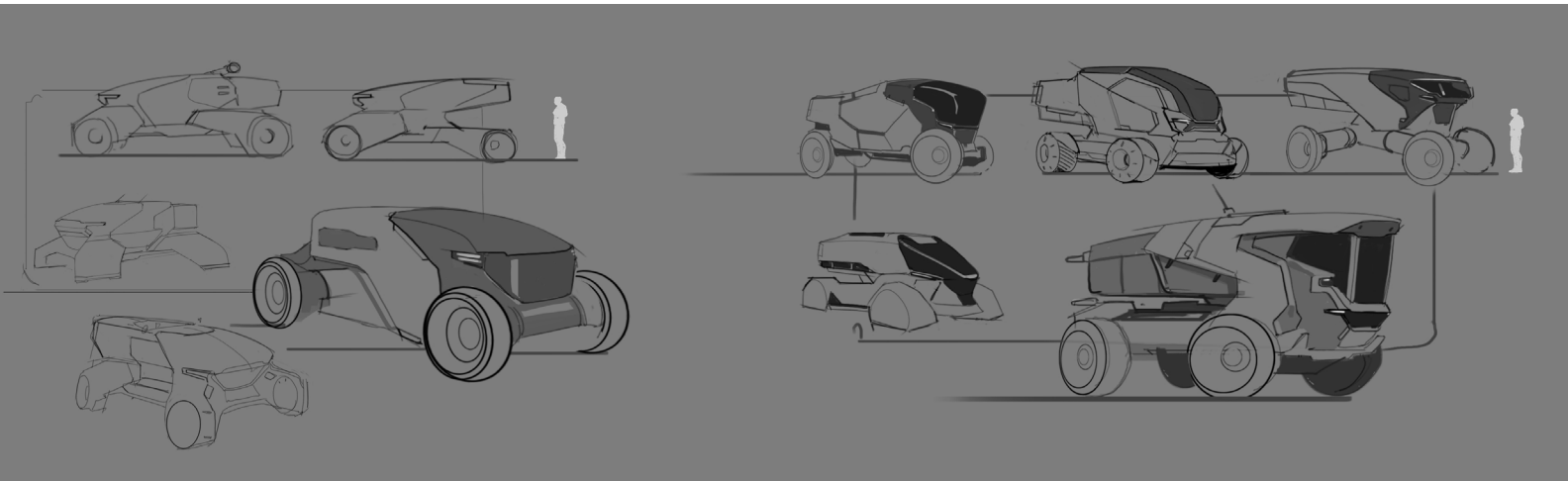
## TAKE ONE!

In March 2019, almost a full year after the first talk of a luxury rover began, the design moved to Paul Jones' Concept Art Team. Jones assigned the initial concepting task to outsource artist Andrian Luchian, the talent behind ships such as the Origin 100 series and the RSI Apollo medical spacecraft. Initial reference was simple: RSI's rover plus a variety of completed Origin spacecraft ranging from the tiny X1 bike to the 600i multicrew ship. What kind of rover would Luchian create?

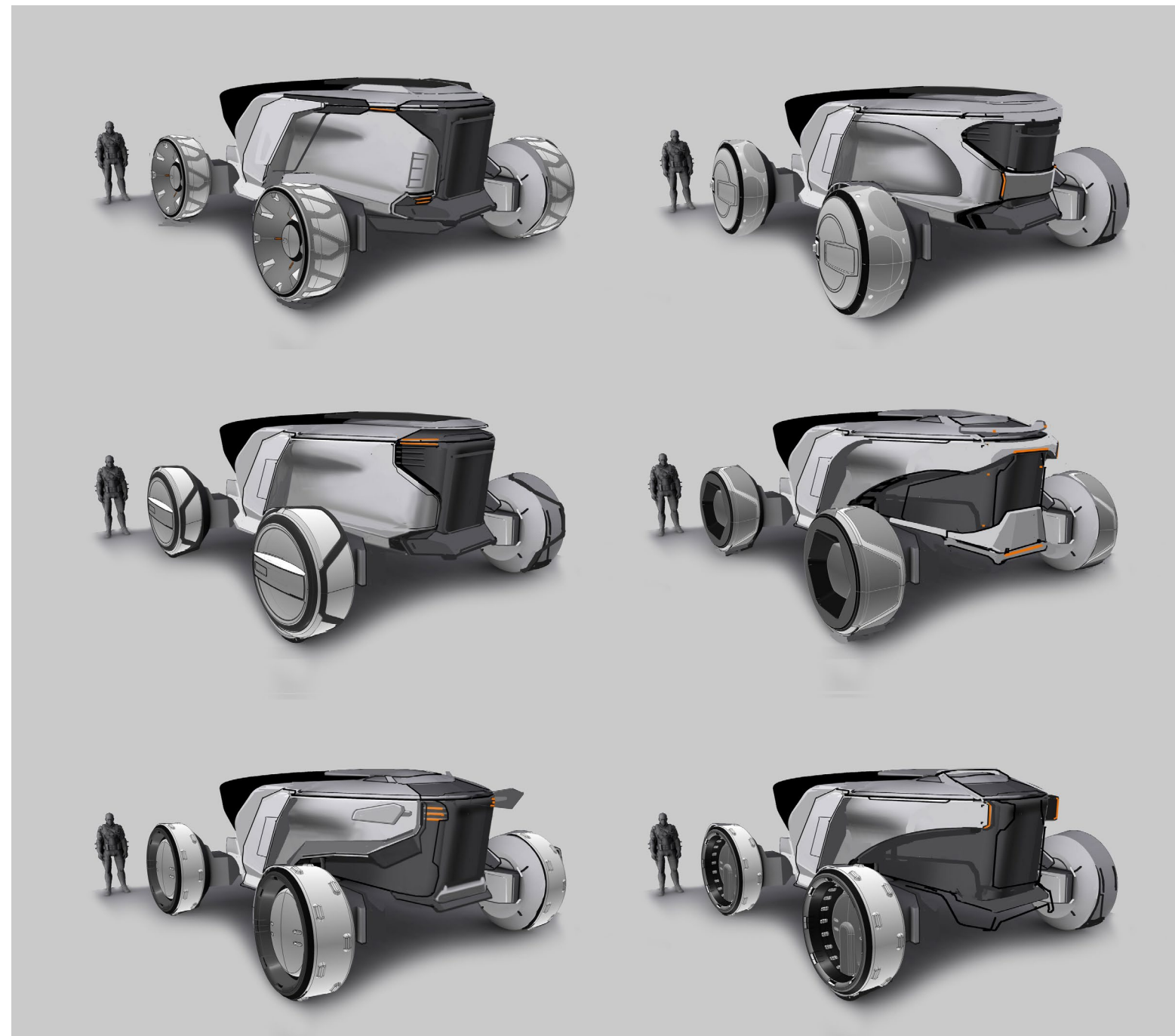
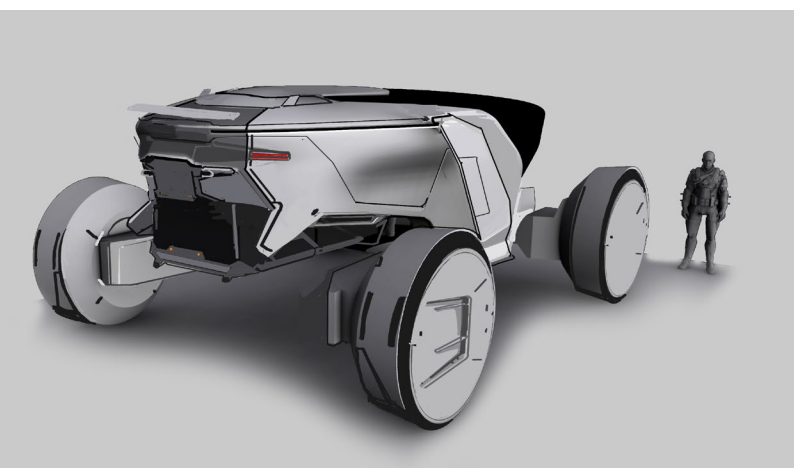
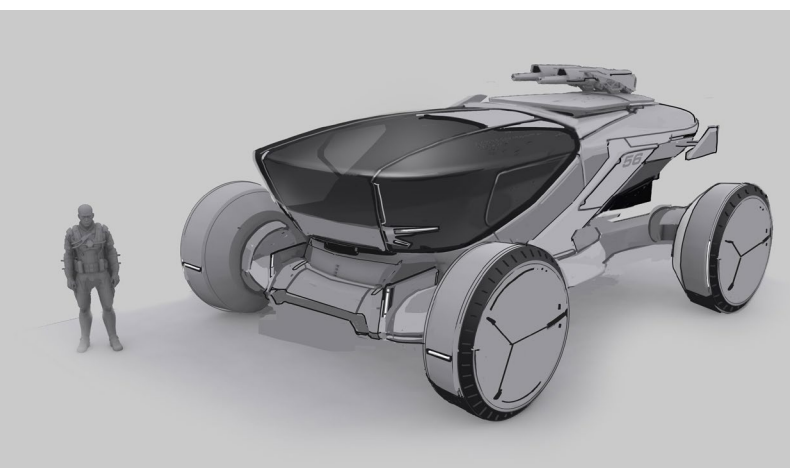
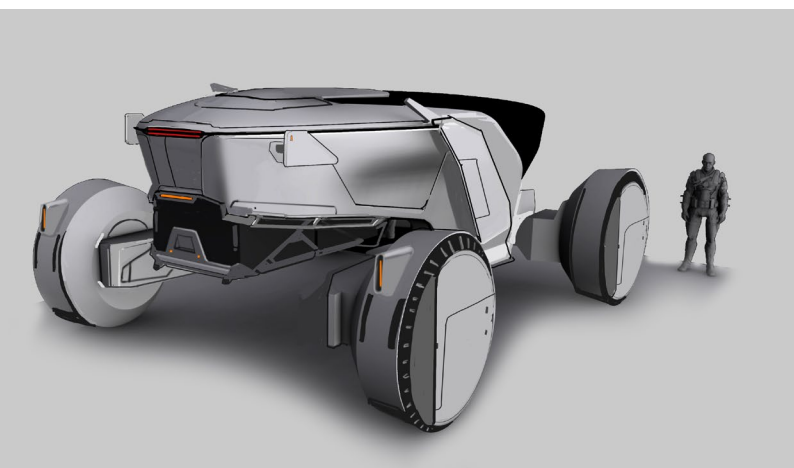
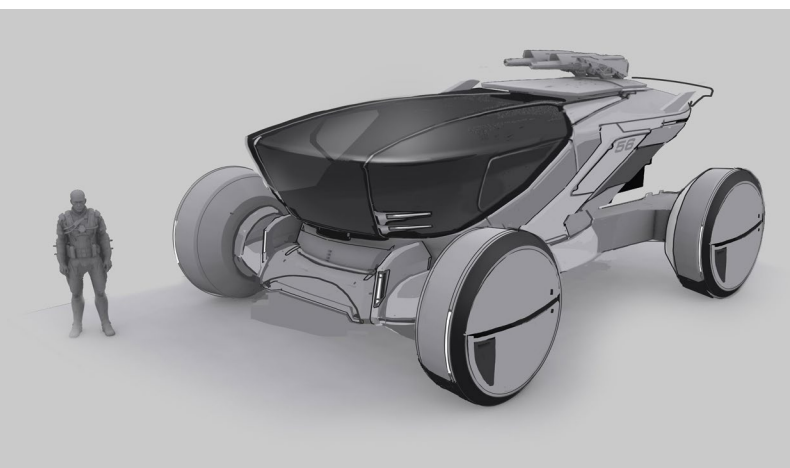
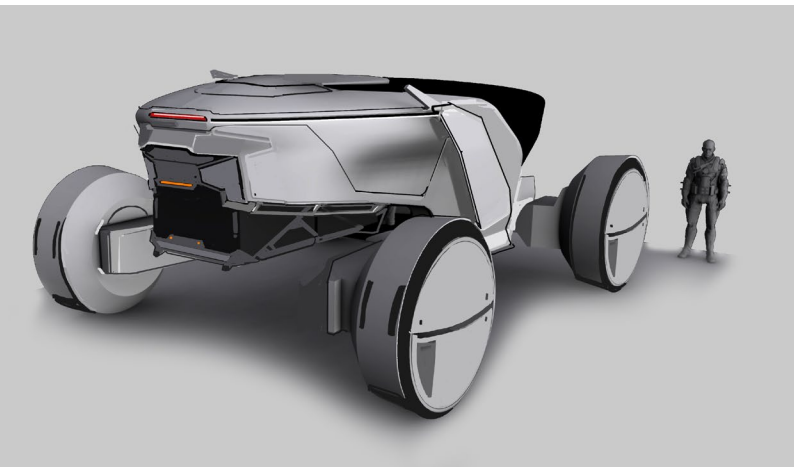
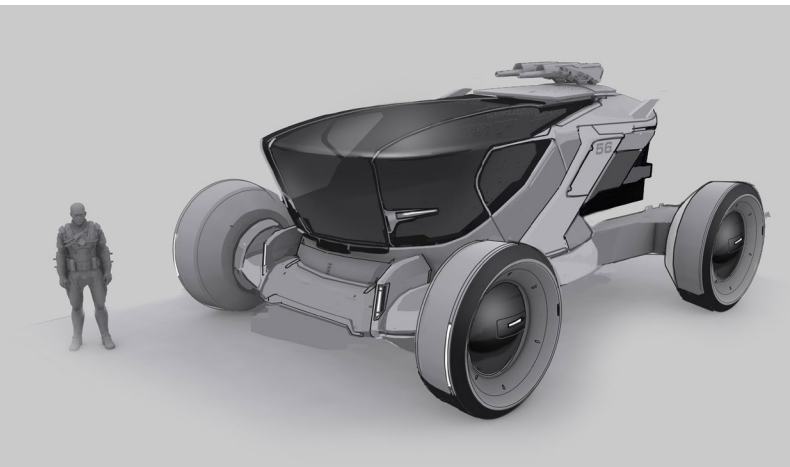
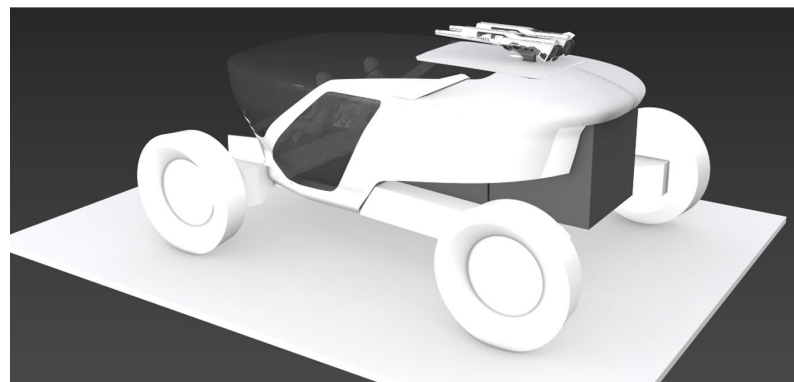
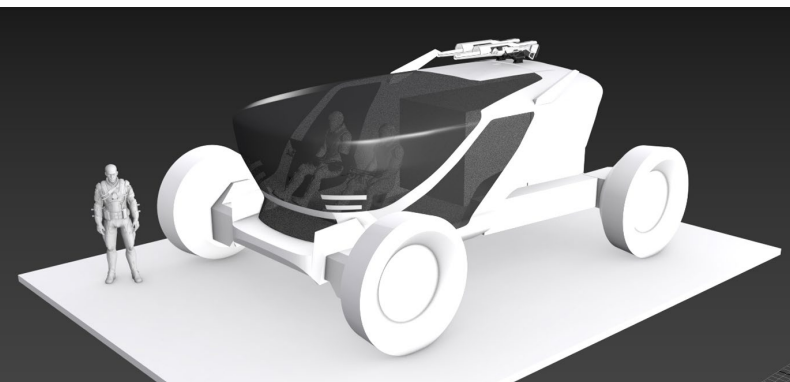


The initial discussion went to an obvious place: a sleek but equally functional version of the RSI vehicle to start. Jones started by working with Luchian to take shapes from the X1 and translate them into potential for a larger vehicle. The G12 wasn't the current team's first ground vehicle, that honor went to the Tumbriel Cyclone, but it was still a challenge to make unique. Jones notes that ground vehicles sometimes present themselves as being very simple as they do not need consideration for components or more elaborate space-vehicle

functionality like thrusters that reduce tolerances on an overall ship. As a result, artists can often start off with much cooler shapes as there's more room to play with. To that end, Luchian developed ten rough sketches of potential directions for the G12, many of which focused on a sort of overhanging window and a size disparity with larger front wheels. The initial vehicle was intended to carry 2 SCU of cargo, which reduced the options for sleek lines, resulting in more of a transit van than a sports car in the initial work.







Jones suggested more of a pillbox look to get back the Origin feel but the attempts still felt functional. This began a process of exploration to try and fit the functionality into the design that resulted in a rough 3D stage that Jones felt showed a great deal of potential. "Vehicles are always bigger than we prefer," he explains, "because of tolerance needed for the game that must be taken into account." By the beginning of April, the pair had a shape they liked and had moved the concept to a more elaborate 3D model. Separate side panels folded down to reference the X1 and other Origin ships

while a distinctive undertray harkened back to the 600i. This led to a great deal of additional experimentation as the artists asked "what if" in a variety of directions: "What if we change the wheel shape, what if we rework the rear, what if we change the canopy." Wheels quickly became a point of development, with a variety of different types being tried to lock down the overall look.

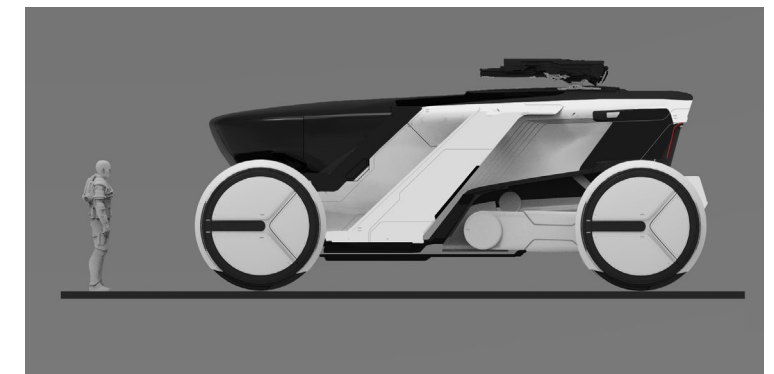
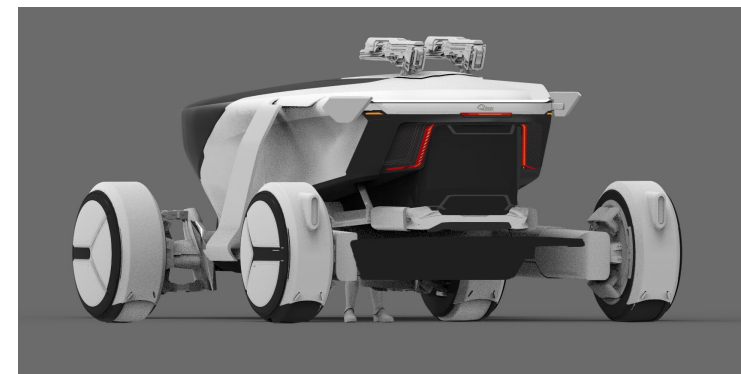
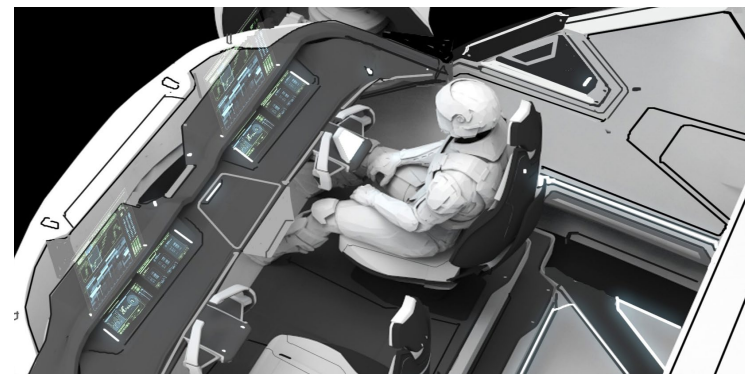
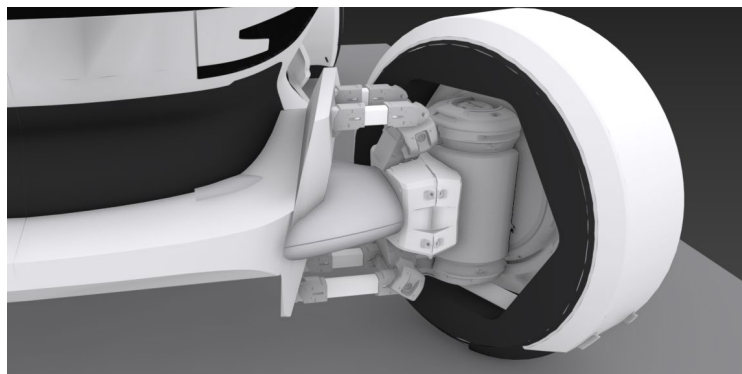
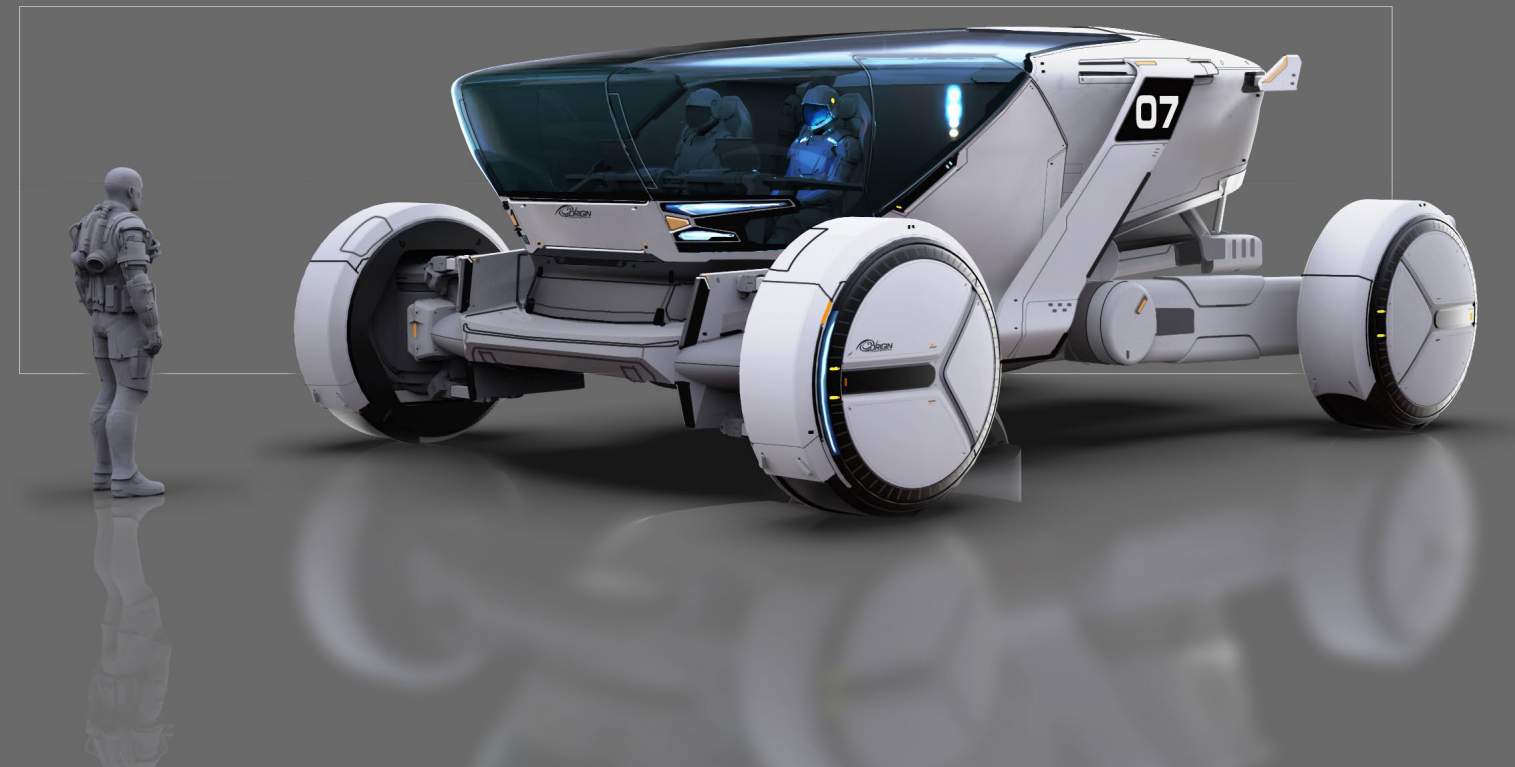
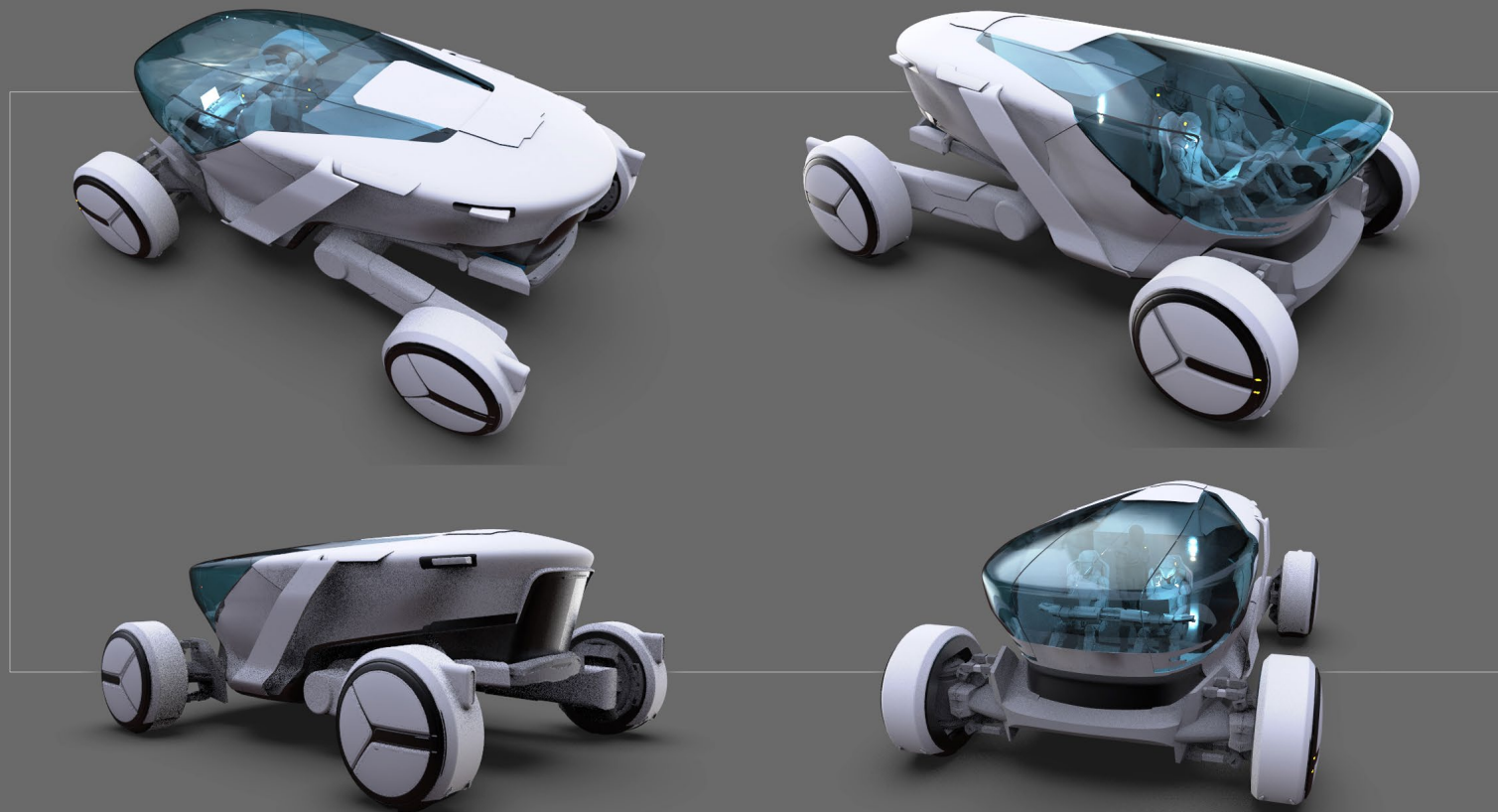
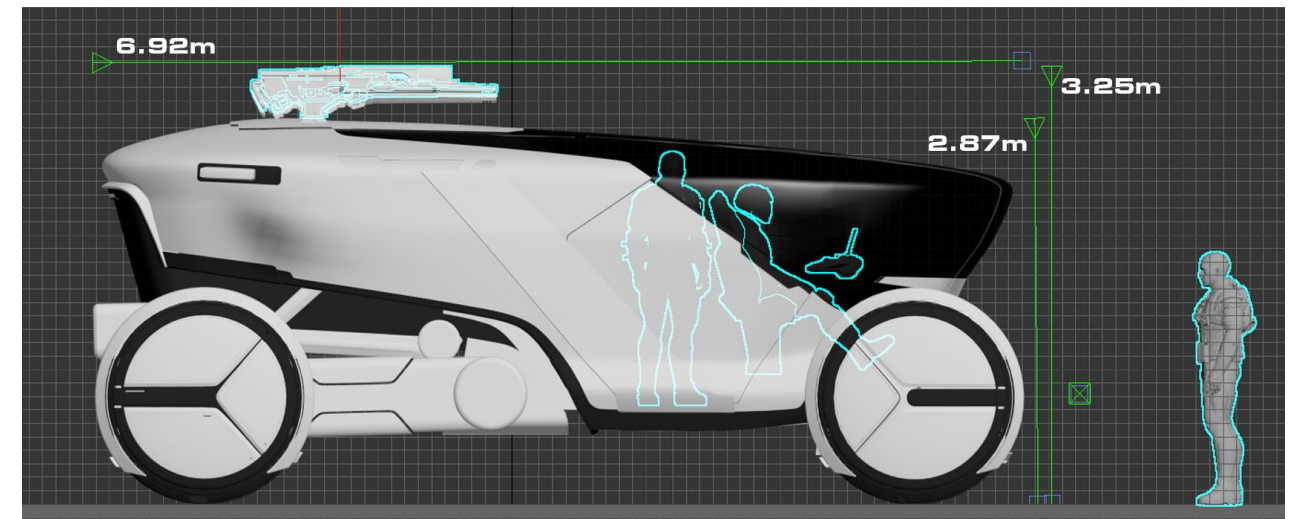
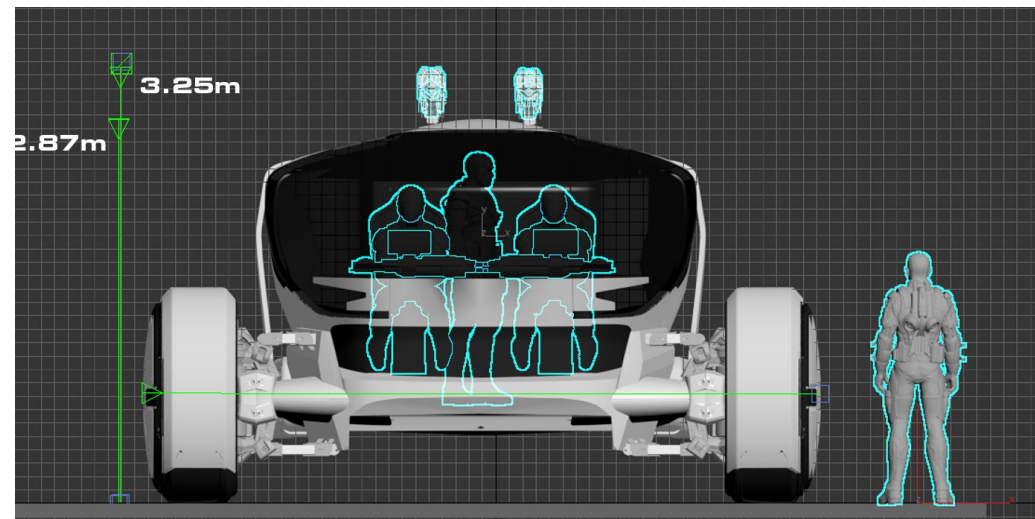
Next, Jones experimented with color breakup, which he notes can significantly change the look of a design by letting you split a single

shape into two in unique ways. He often leaves that step to the end for a nice payoff and to prevent himself from interfering with a concept artist early in development. But, for the G12, he saw the value in beginning to study what it would do early on. "It went from cool," he notes, "to really cool." The artists went on to look at the interior, placing components and blocking out internal access for the players. Again, that necessity largens an otherwise small vehicle more than is expected as it needs room for the player to move around and access components.

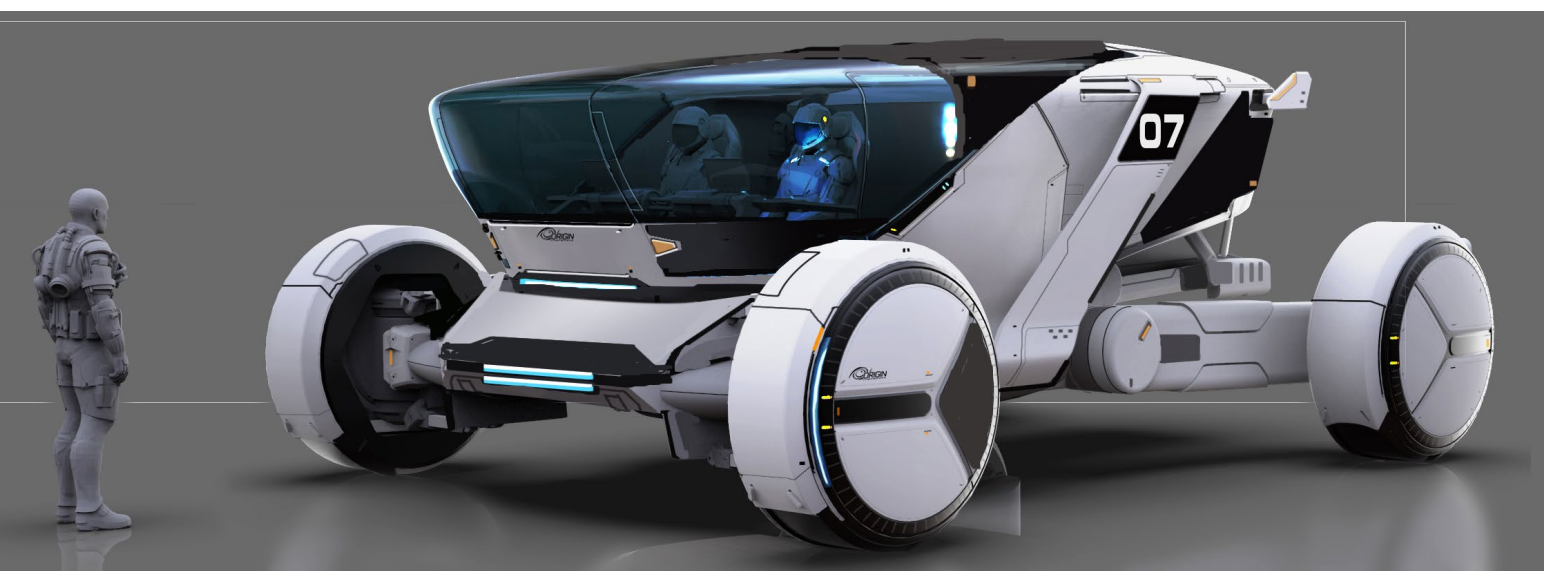
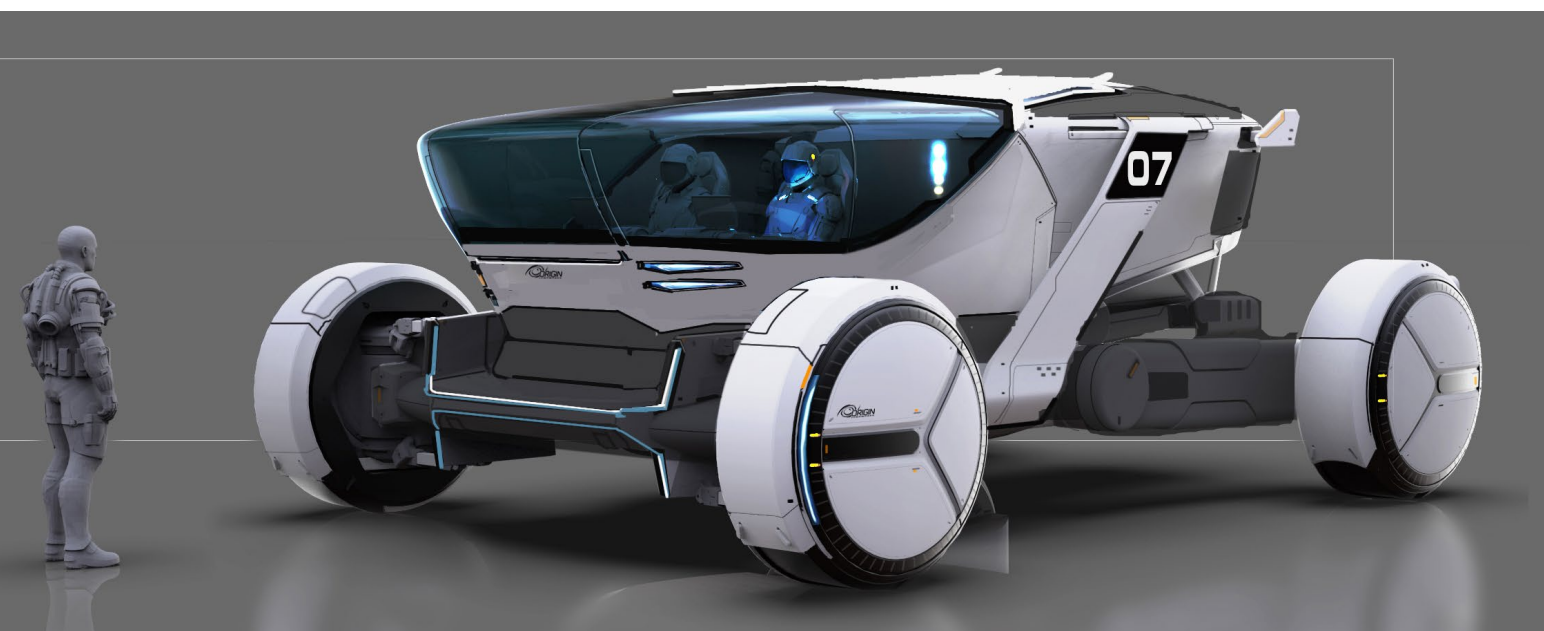
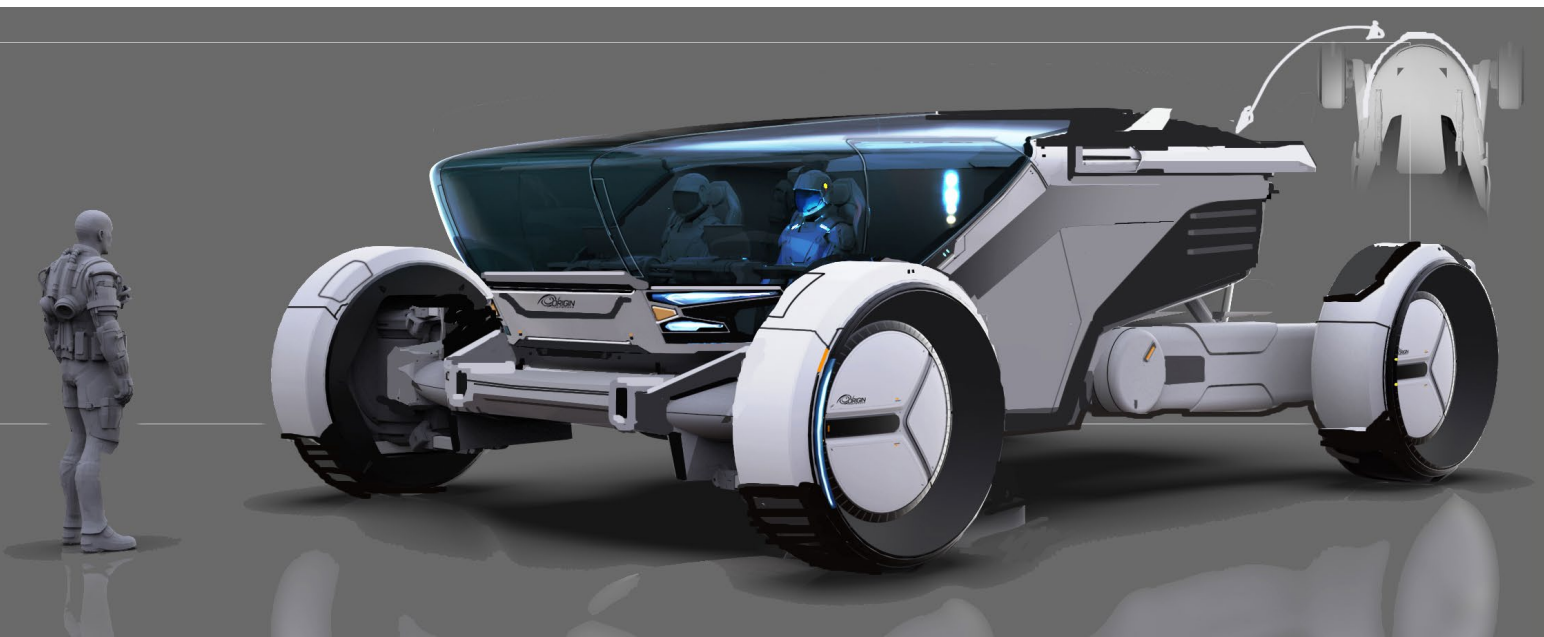


Another major point of early development was the G12's suspension. Jones wanted something non-traditional but needed to balance that with the relatively simple wheel mechanics currently functioning in-game. Instead, he focused on how to give it the feel of something elaborate while keeping the actual functionality very simple. The result was more complex visual and mechanical wheels and suspension that had the same general functionality as the earlier rover.

At this stage, the G12 moved to the first pass review where it was positively received by the Design Team. Developers from around the company provided a great deal of feedback but the general reaction to the look was positive. Except for one small problem: Chris Roberts wasn't in the review!







**TAKE TWO!**

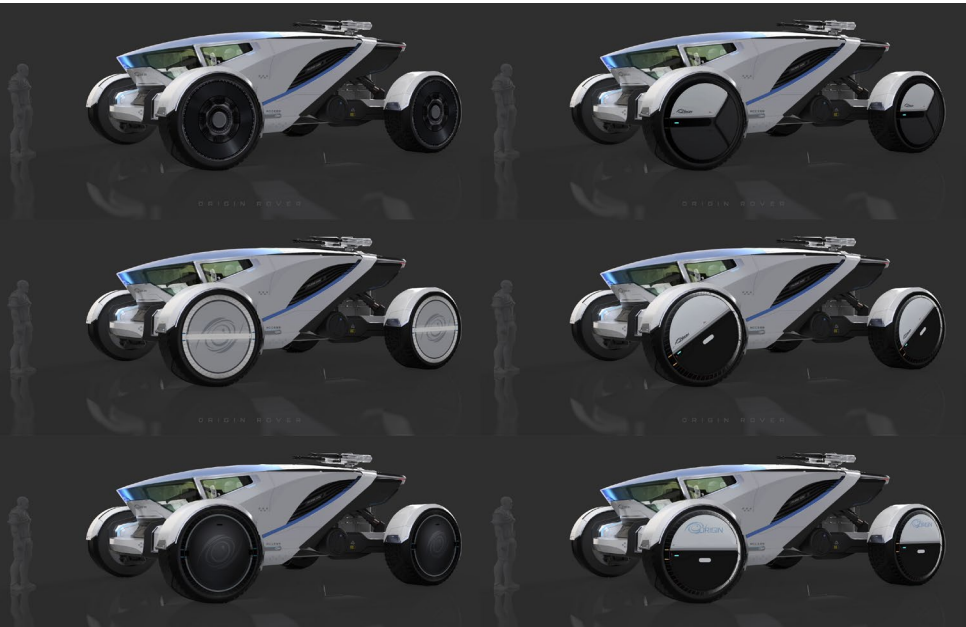
The next month, Jones visited Los Angeles for a general catch-up meeting and happened to share the current state of the G12 with Roberts. Roberts said that he wanted changes: the rover should be more of a premium luxury vehicle and less of a rover variant. He wanted less glass in the canopy and more of a streamlined look. With that feedback, Jones went back to work to figure out the G12's next form. He examined references of luxury cars that had influenced the 300i revision and then did a "sporty" sketchover. This version was more aggressive with added compound curves, a change in the overall suspension, and a cover that contrasts the overall perception of the vehicle.

In early June, Jones and the team moved his sketch to 3D and found that it lost something in the process, becoming too soft at the back and losing the aggressiveness of the initial paintover. Jones notes that this is a common issue with the jump to 3D and is something the talented concept artists are used to solving as a sort of natural part of the process

that will balance back and forth in iterative revisions.

The team then built versions displaying the G12 with and without cargo and began to tackle rough animations showing methods of loading and storage. The animation review brought up several questions that were quickly solved: "What happens to the side fin when you're boarding? How do you climb in? What exactly needs to animate in the finished vehicle?" Jones explains that it's easy to become bogged down with a cool object running into technical issues regarding animations, so it's good to figure them out as early and as quickly as possible. He also examined how the weaponry folds in and out and moved many of the internal components to the external access tray in the front. 'Refine' was the watchword here, as the artists slowly brought the G12 to its final form one touch at a time. Jones asked for more split lines and an update to the rendering style and then moved the rover to the back burner in favor of other more urgent concepts.

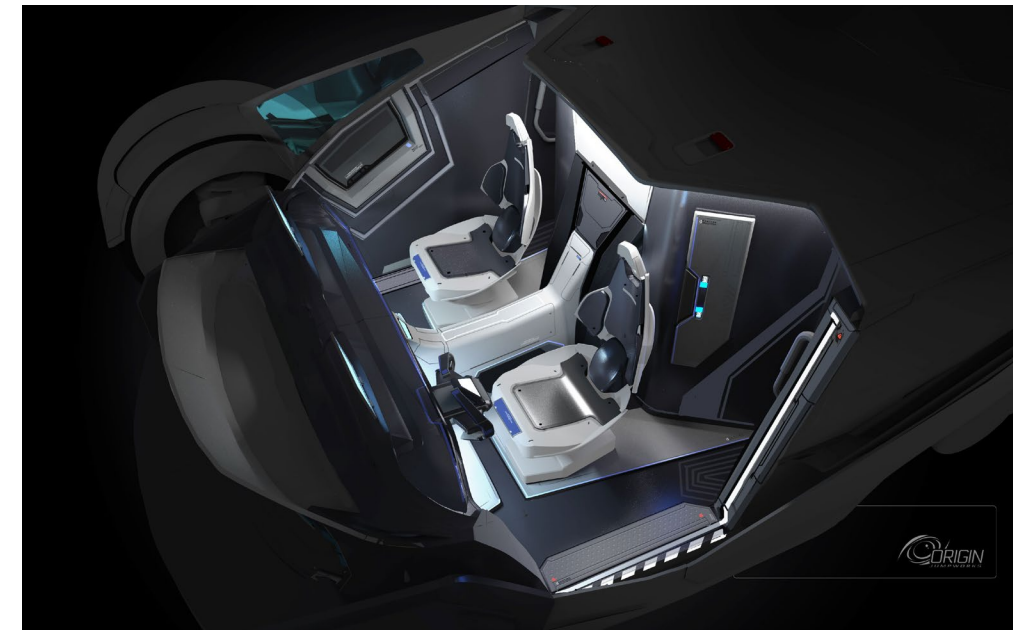
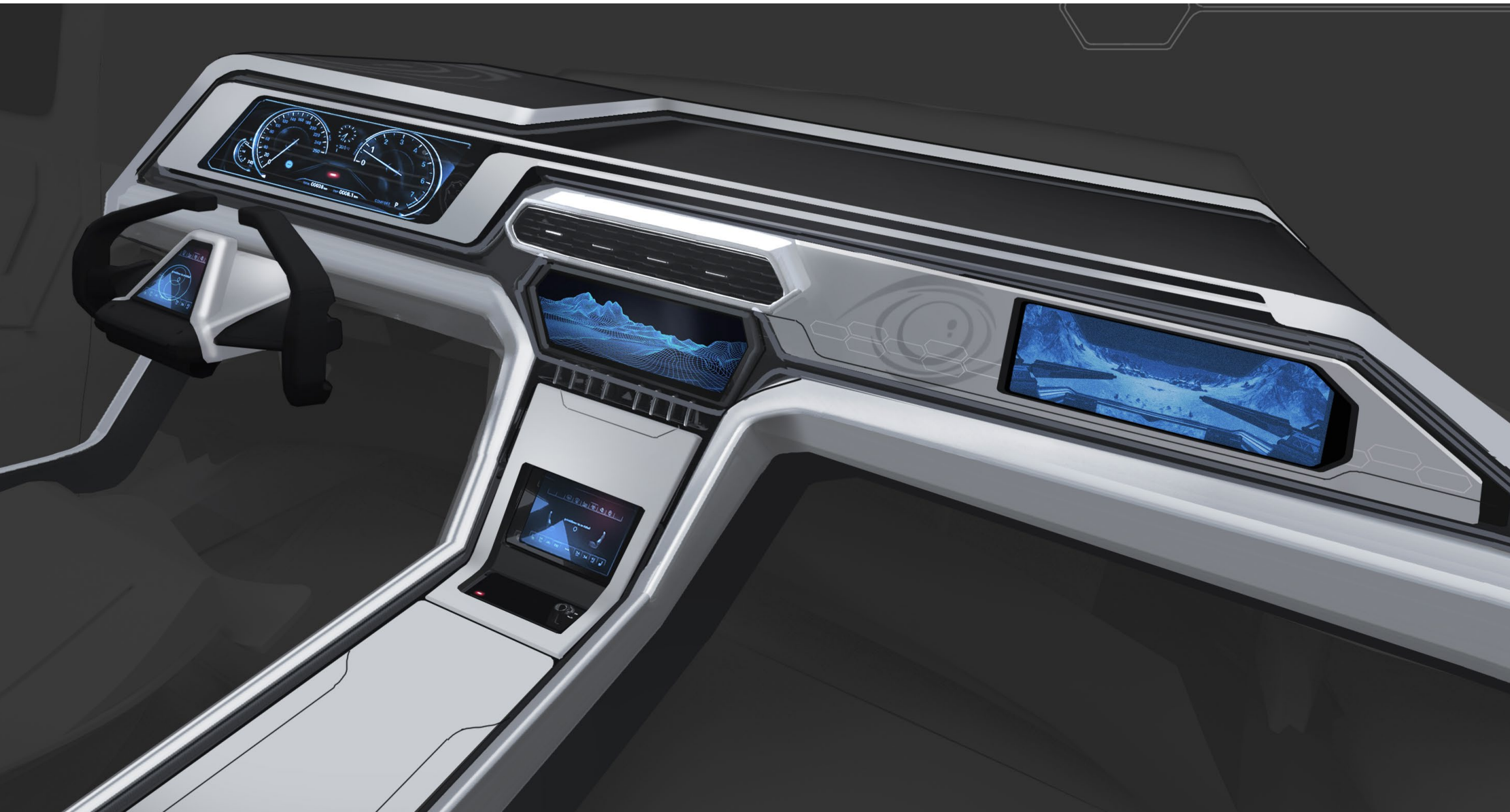




**TAKE A BREAK!**

Two months later, in August 2019, Jones returned to the G12 with new eyes. At this stage, he took over from Luchian and moved the remaining elements of the design internally with Junior Concept Artist Gregory Chryssaphes joining the effort. The goal now was to resolve various issues before the G12 could go into production and to produce some spectacular concept pieces for the community presentation.

For this next pass, Jones stuck closely to the original sketch but opted to introduce some new elements, especially the racecar-inspired sides which made it into the finished version. Remaining to be solved were the specifics of the front tray, the internal cockpit, the screens, and the gun coverage. Chryssaphes' experience with the Argo MOLE interiors made him the ideal choice for much of this work. The team worked up different wheels and dashboards as they moved onto the racer and military versions that would each include different components to the cargo carrier.







Jones wanted the variants to be modular like the Cyclone and put in a great deal of work to get that functionality correct. Each module first needed to work and then be reined in to the Origin luxury style. "What is the cool factor, what is the hook, and what makes each one look good?" Jones and Chryssaphes worked together to answer these questions, with Chryssaphes prototyping a necessary element and then Jones perfecting it as the junior artist moved onto the next item in the checklist. At

this stage, Jones says that easy wins are vital, looking for changes that have an overall visual impact. The pair rebuilt the 3D mesh from the ground up to make it cleaner for those working on the implementation and they began prototyping the animations to be sure they were being done to the proper metrics.

Finally, Jones found himself very happy with the state of the G12. He wrapped up the variants by introducing negative space to the

spoiler and worked in the EMP for the racer. It's a very complex vehicle, he explains, but not one that seems that way. Three unique liveries and another update to the wheels brought the G12 to the promo-art stage. The racer got one final pass to add tiny motors to the wheels and to give it additional space for sport branding. Jones also spent time at this stage working out color schemes, including a blue and orange sport version and an armored version with more aggressive tires, bolts, lights, and bars.





The team now had to put together internal and external packages. Internally, a collection of material sheets, clean renders, and animations were created to provide the eventual implementation team with as much data as possible. Externally, over a dozen pieces of artwork showing the G12 in action were developed to give players an idea of how it would play as the plan was to launch the vehicle as a concept rather than as part of a patch.



**ORIGIN G12 SERIES SHIP PAGE**

<https://robertspaceindustries.com/pledge/ships/origin-g12/Origin-G12>

**SHIP PRESENTATION**

<https://robertspaceindustries.com/comm-link/transmission/17604-Origin-G12>

**Q&A**

<https://robertspaceindustries.com/comm-link/engineering/17631-Q-A-Origin-G12-Rover>

**ORIGIN G12 SERIES BROCHURE**

<https://media.robertspaceindustries.com/nadrf8t73pw8e/source.pdf>



# GALACTAPEDIA

## TRISE CORDIAL

Trise Cordial is an herb liqueur 55% alcohol by volume (ABV) adapted from the Banu drink otisau falu for safe Human consumption. Introduced to the market in 2789, it has an herbal flavor profile with pungent notes of salammoniac. The original Banu version of the drink is distilled from both water and ammonia-based herbs grown on Trise I, and is poisonous to Humans.

## FLAVOR

Trise Cordial has a strong, characteristic taste: bitter and herbal with a sweet undercurrent as it makes contact with the palate, followed by salammoniac with a hint of pine upon swallowing. It is often served at room temperature in a cordial glass as an aperitif. Trise Cordial is used as an ingredient in place of bitters in some cocktails, such as the whiskey-based Trise Sling, a drink first made popular at the G-Loc Bar in Area18 on ArcCorp (Stanton III). Clair Rios of Cafe Musain in the Nyx system takes credit for the recipe, claiming that bartenders working for G-Loc stole it when they passed through Delamar in 2911.

## HISTORY

While the origin of otisau falu is not known, it has been consumed by Banu at least since Humans first made contact with them in the early 25th century. Although many safe Banu products entered the United Empire of Earth (UEE) around this time, otisau falu was banned in 2445 after three Humans were accidentally poisoned from a Sломaddon containing the drink. It wasn't until 2789 that it became available, when a distillery Souli on the Bacchus flotilla hit upon a Human-safe version of the cordial with little alteration to the flavor. It attracted a small but dedicated following among Humans who

would visit the flotilla and bring bottles back with them to the UEE. Eventually the drink became popular enough that the Souli was able to take its profits and move to Trise I, where it could have more immediate and inexpensive access to the herbs. In 2802, it caught the attention of the Terran Liquor Group (TLG), a distributor based on Terra (Terra III).

Sensing opportunity, the corporation sent representatives to the Souli that created the beverage to strike a distribution deal. Under the terms of the contract, TLG would handle marketing, bottling, and label design, and the Souli would handle distillation. To market the new drink, TLG embellished its origins with a story of ascetic Banu living spiritual lives on Trise I who produce the liqueur as a form of prayer. To further emphasize this connection, they named it Trise Cordial.

Sales went well for five years, until the Essosouli of the original Souli Divested and the Souli dissolved. New Soulis founded by former members of the old distillery Souli popped up, all making their own versions of Trise Cordial. After a long negotiation period, TLG extended its distribution deal to the newly founded Soulis; a practice that they continued until 2834, when inconsistencies among the various batches forced the company to distill the liqueur itself to maintain a consistent product.

Despite TLG employing Banu distillers and using ingredients grown on Trise I, many connoisseurs of otisau falu claim that the current Trise Cordial recipe is a poor imitation of the authentic version. A small market for artisanal Souli-distilled versions of the drink has arisen. However, TLG's Trise Cordial remains the best-selling and most well-known version of the liqueur in the UEE.







*"A system's best defense will always come from its residents."*

Bryce Balewa argued this point for years before becoming a leading proponent for the Civilian Defense Force (CDF), a volunteer militia called upon by the UEE military and Advocacy to provide support during times of crisis. Until the CDF's creation under the Military Mobilization Initiative (MMI), most local militias and concerned individuals found it so difficult to coordinate security or relief efforts with UEE forces that they didn't even bother. Instead, they organized their own efforts and frequently argued with Empire forces over jurisdiction and the extent of their rights. Thankfully, the CDF streamlined a way to coordinate support with local forces to provide a faster and more robust response to serious security issues within a system. Whether it's defending shipping lanes from raids by increasingly aggressive outlaw packs or running relief to those affected by natural disasters, the CDF has quickly proven to be a vital part of system security; and one that Balewa wishes was around when he was still an Advocacy agent in Ferron.

Special Agent-in-Charge (SAC) Bryce Balewa spent over a decade assigned to the Ferron System. He watched as criminal syndicates increased their influence and authority by taking advantage of the system's crumbling infrastructure, ineffectual local law enforcement, and underfunded Advocacy branch. Knowing that it would take more than just a few arrests to make a difference, he spent his time cultivating leads and earning the trust of well-placed sources able to supply him with valuable intelligence. In 2941, SAC Balewa penned an extensive report outlining the devastating economic and security impacts that would come from the criminal syndicates in Ferron continuing to operate. So, when he heard that the Voiders had plans to establish a base in Ferron to significantly grow their criminal empire, he knew exactly how dire that would be.

SAC Balewa confirmed the rumor with multiple sources and received further details about the Voiders' plan to overrun a decommissioned Gold Horizon space station. He hurriedly drafted a request for additional forces to protect the out-of-commission space station and sent it up the Advocacy's chain of

command, only for it to be denied as too costly and dangerous. SAC Balewa understood defending the station was vital to long-term system security and would be exceedingly difficult with his current forces based on the strength-of-numbers reports he'd received on the Voiders. He appealed to Ferron's Section Chief (SC) Jolena Hurley to allow him to coordinate with local militia forces to repel the attack. With Ferron's local law enforcement severely understaffed and underfunded, the system's local militias were often a bigger and better equipped option. SC Hurley agreed but noted that current policy required that anyone directly aiding or receiving intelligence from the Advocacy must be vetted and verified through headquarters on Earth. Instead of preparing for the attack and strategizing with his local contacts, SAC Balewa was forced to screen the locals, costing him a huge amount of time, only to receive word that the Voiders were already in-system and the overrun of the space station had begun.

A small Advocacy force led by SAC Balewa raced to the space station. With the attack officially underway, he contacted local law enforcement

asking for support but a strategic decoy action by a small Voiders force on the other side of the system had them engaged. Unable to officially organize a response with local militias, SAC Balewa led his small force to the station only to be met with heavy resistance. The Voiders had time to establish a perimeter and override control of the station's turrets to target the Advocacy. SAC Balewa's force suffered several casualties before being forced to retreat. Livid at the loss of life and lack of institutional support from the Advocacy on any level, SAC Balewa immediately submitted his letter of resignation and commed his local contacts to see how he could help.

#### **BETTER TOGETHER**

Balewa spent the next few months working with local Ferron forces on ways to curb the expanding influence of the Voiders, but it was to little avail. This experience combined with his extensive knowledge of the Advocacy convinced him that a strong and trusted partnership between not only local





security forces, the Advocacy, and the Navy, but also skilled individuals, would be the best security option for the system. In 2944, Balewa gave a speech at the Civilian Security Summit on this exact subject and was approached after by Amanda Xiang, a prominent lawyer and militia rights activist. Over drinks in a hotel lobby the two became fast friends. They realized their experience and approaches were different but their ultimate goal the same - keeping systems safe and secure for civilians and commerce. That night they decided to combine forces and the idea of the Civilian Defense Force was born.

Born and raised in Bremen, Amanda Xiang saw firsthand how a strong local militia, like the Bremen Defense Force (BDF), could benefit a system's security. She joined the BDF while attending university and after graduation dedicated herself to protecting and expanding the rights of militias in Bremen and across the UEE. Prior to meeting Balewa, Xiang's deep political connections and expertise on militia laws landed her a prominent spot as a security consultant on the Militia Mobilization Initiative (MMI), legislation intended to streamline the sale of military-spec ships to civilians. Yet Xiang believed the MMI could be so much more and pushed for the legislation to include a section formalizing a partnership between the Advocacy, Navy, and willing civilian forces. Her years as an active BDF member showed her the issue from the other side. The Advocacy often rebuked offers from the BDF to support their operations or argued over exactly how they could help without interfering in official Advocacy business. Now, with a former Advocacy agent in her corner, she could tap into Balewa's extensive institutional knowledge to craft such a plan that made sense for both sides.

Together Balewa and Xiang drafted a proposal creating a Civilian Defense Force (CDF) so locals, either independently or as part of a militia, could be quickly deputized as provisional law enforcement officials in times of an emergency. It would not be a standing force, only one called upon when needed the most. Xiang handled the legal hurdles while Balewa shaped it in a way that wouldn't compromise Advocacy sources or sovereignty. With Xiang solely focused on how militias and civilians could be called

upon to help defend their system, Balewa pushed for increasing the CDF's scope to include assistance for humanitarian causes to attract wider political support. While their proposal quickly found favor among several Senators, it had to pass the Senate Defense Committee before being added to the MMI. Balewa and Xiang were unsure if they had the votes when the committee met to debate the matter and were surprised to see Advocacy Director Thomas Carmody, not one of his deputies, appear to voice the Advocacy's position. While the transcripts from the closed-door session remained sealed, Director Carmody allegedly expressed several concerns. Sources close to Director Carmody claim he disliked the policy but, with crime rates soaring and the Advocacy budget frozen due to the expensive Vanduul war, he had no other options to help his agents in the field. When the committee agreed to adjust the policy based on his recommendations, the Advocacy officially endorsed it, paving the way for the Civilian Defense Force to be created in January of 2947.

#### SUPPORT FORCE

After months of intensive planning, the first official comm for help from the Civilian Defense Force came to evacuate people on Tangaroo (Helios II) from areas threatened by sudden and intense volcanic activity. To date, it's been invoked nearly 50 times to rally civilians to defend shipping lanes in Hadur from attack, deliver foodstuffs to those affected by the Fora famine, and more. Despite many successes, critics of the program claim the vetting process for civilians to join is too lenient and bounty hunters have argued it floods high risk sectors with untrained and unprepared civilians that often make situations worse.

While Balewa and Xiang agree that certain aspects of the CDF can be improved, they remain energized and optimistic about its future. They believe the Empire should rely on more public and private partnerships that get people directly involved in its future. As they see it, the CDF increases civic engagement and has become a beacon of the people's power to overcome adversity when they work together.

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