

# JUMP POINT

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## GREETINGS, CITIZENS!

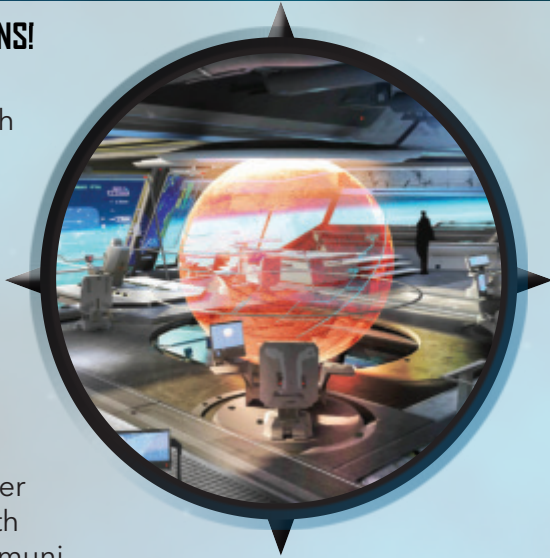
I think I've mentioned how much help I get putting **Jump Point** together; let me get specific, using this issue as our example.

Community managers Jared Huckaby and Tyler Witkin, along with Director of Community Engagement Ben Lesnick, extended their embrace of all things *Star Citizen* to **Jump Point** this week. I had been asking about covering the community managers for a few months, and we had them tentatively slotted in for next month, when our originally scheduled Behind the Scenes feature for July slipped to August. Suddenly, it was time for community managers right now. I appreciate them jumping to the rescue.

Then when we were also coming up short on art, Stu Jennett and the UK art studio jumped in with a great (and very depressing) image of the current state of Vanduul-occupied Crion (Caliban System), while Hannes Appell in the Frankfurt office contributed a couple of other reflections on the aftermath of the Fall of Caliban.

And since Dave Haddock and Will Weissbaum are up to their ears in *Squadron 42* scripting, Adam Wieser penned both the Portfolio and Galactic Guide articles, plus his continuing work on "Instrument of Surrender." Of course, that didn't keep Will and Dave from making their usual helpful passes on all that material and more.

Work in Progress will always be an article that requires lots of input and contributions from others in CIG, especially the art teams. This time around, Paul Jones posted



(internally) a lot of the material about the Dragonfly that you're seeing, and then he pulled together all of the one-on-one discussion between him and Gary Sanchez that give us a much better perspective on how the Dragonfly came to be.

Looping back to Behind the Scenes for this issue, I'll add one more helpful team: everyone on the other side of this page, starting with the Twitch streamers featured in the article, but also all the other streamers, moderators, posters, chatters, lurkers and every other sort of player who is participating in *Star Citizen*.

Meanwhile, **massiel** and others ask when the printed Volume Two of **Jump Point** will ship. The answer is a definite but unsatisfying "soon." The books are being printed now, but then they have to be shipped out, and given how heavy each book is, they are being sent by the most cost-effective method. That isn't airmail.

I'll try to give you a further update next month. Until then ...

*Hold on, it's gonna be a wild ride!*

David

David.Ladyman@cloudimperiumgames.com

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<b>COVER:</b>	<b>GARY SANCHEZ</b>
<b>PAGES 38, 40:</b>	<b>HANNES APPELL</b>
<b>PAGE 41:</b>	<b>ALEXIS LESNICK</b>
<b>PAGE 52:</b>	<b>STU JENNETT</b>



FROM THE HICKPOT



A CLOUD IMPERIUM GAMES PRODUCTION. A STAR CITIZEN NEWSLETTER.  
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**DRAKE**  
INTERPLANETARY

YELLOW IS THE NEW BLACK

# Dragonfly



## Dragonfly Initial Concept

*Drake Interplanetary*

*Max Crew* 2 (pilot & passenger)

*Cargo Capacity* 1 SCU

*Take-off* VTOL

*Role* Support cycle

*Length* 8m

*Height* 3m

*Width* 3m

*Mass* 1000 kg

You don't so much climb into the Dragonfly as you do put it on around you. In short, it's the closest thing to strapping an engine and a weapons mount to your spacesuit . . . or, as the advertising campaign claims, it's the closest thing to riding the vacuum yourself.

Filling a space between a snub fighter and an Aurora, the Dragonfly is a speedy, maneuverable ultralight designed to be cheaply constructed in large numbers and to be readily customized by hobbyists.

Dragonflies have become the favorite of a particular brand of enthusiast that frequently gathers together to share their modifications, race off-track . . . and participate in other, less legitimate "hobbies."

The primary purpose of the Dragonfly is as a short-range reconnaissance craft, capable of both space and over-terrain flight. It does not have the heat shields to land on a planet with an atmosphere unless taken inside a host ship.

WORK IN PROGRESS

# Anticipated Features

- It could have cargo mag connectors on the sides that would allow it to lock the smaller cargo pods to its body.
- Will be able to fly around space stations
- Able to navigate over-terrain on planets. Classic hover-bike.
- Do not expect this ship to be able to go from space to ground or vice versa on its own
- Able to do short range trips (carrying small items, passenger, etc.)
- Small means it could avoid detection; smuggle someone behind enemy lines
- The Dragonfly should conform to cargo metrics so it can be stored or deployed from a host ship, either in space or on the ground.

- It could be designed to fold out from a smaller footprint if that was possible? (see diagram below)

## Base Model

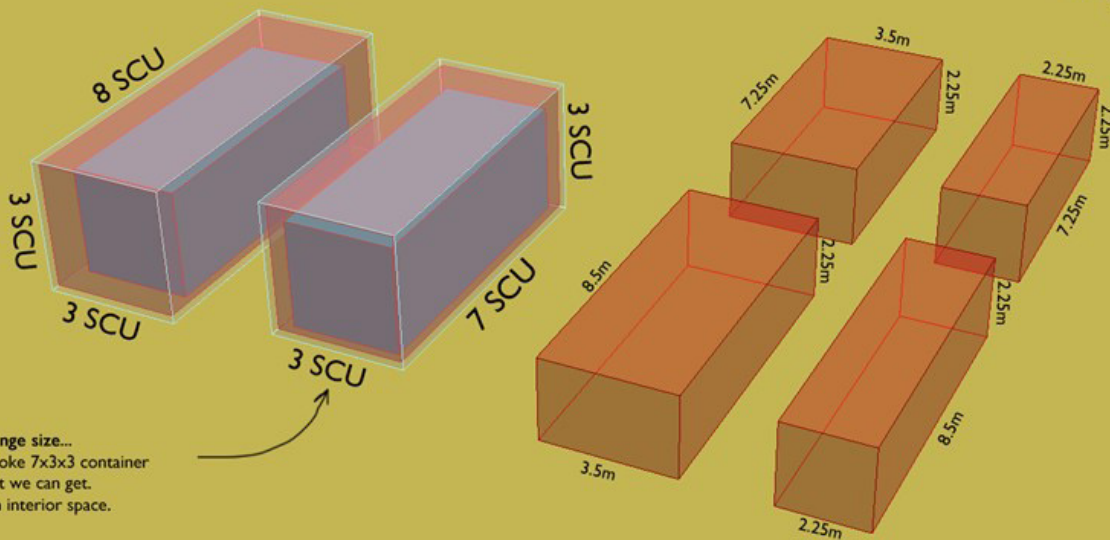
- Additional passenger seat – Pillion
- Semi open seat (roof, no side windows, doors)
- On terrain it's a hover bike with landing gear. In space it's an open-canopy vehicle.

## Variants

Variants might be racing, cargo, transport, stealth, salvage. Several options we can look into.



WORKING PROGRESS



If we want to make the Dragonfly fold out...  
Every 1.25m we move up to the next SCU

SCU - Internal m	
8	9.75m
7	8.5m
6	7.25m
5	6m
4	4.75m
3	3.5m
2	2.25m
1	1m

If the Dragonfly doesn't change size...  
We will probably use a bespoke 7x3x3 container to store it as it is the tightest we can get.  
This has 8.5m x 3.5m x 3.5m interior space.

# Early Design Discussion

**Phil Meller, Lead Designer, S42:** I was in the kickoff meeting for this and the consensus was that this was a 2-seater.

**Matthew Sherman, Technical Designer:** In the second planning meeting that happened in LA after this, the notion of the 2nd seat was only mentioned as an aspect of an optional side-car on the Dragonfly. That is still being worked into the design, and we're also exploring possibly left/right side-cars as well for multiple passengers or side-car options. If we want to explore this as a 2-seat on just the bike though, that can be done, I just worry it will look really strange and force the ship to become far larger than it should be.

**Phil M:** Yeah, a few ideas were being floated around concerning the 2-seater side of things:

- 1) That it was a 2-seater much like a motorcycle, with a passenger riding pillion.
- 2) The pillion passenger could man a rear-facing gun.
- 3) The passenger took up position in a side car. That's a tricky sell; we don't want it looking like Wallace and Gromit. This is something to chase up with Tony Zurovec [Persistent Universe Game Director], since he was pushing for the second seat. I also recall Todd Papy [FPS Game Director] wanting it to have a roof (but with open sides).

**Matthew S:** Okay, so it still sounds roughly along the same lines then. I'd like to work more on exploring the viability of the side-cars for the initial design, since we can leverage the general concept on those to give the ship a bit more utility without changing the core structure. Overall, I'm looking at 4 potential side-car options:

*Passenger pod:* Left or right side mounting, basic seat for a passenger who could also have a primary FPS weapon drawn.

*Gun pod:* Left or right side mounting, Size 1 gun mount to give the ship a little extra punch, operated either by pilot or could be remoted with a passenger side-car on the other side.

*Cargo pod:* Left or right side mounting, 1-2 SCU of total cargo space per pod.

*"Fishbones" Support Scaffolding:* Mounts to both sides, effectively a tow-behind frame for use in salvage or recovery operations. Other players could hold on to ride to target, and salvaged parts or containers lashed back on for transit back to main ship.

**Phil M:** Sounds cool ... look forward to seeing the concept.

**Phil M:** (Later) I mentioned the side car option to CR and he wasn't a fan. Any passenger should ideally be riding pillion.

**Matthew S:** One concern on riding pillion was that we currently are planning to re-use existing seat metrics/animations for this ship. To accommodate a more traditional motorcycle-style riding position, along with any passengers, would require brand new enter/exit animations for both, along with any situational accommodations we'd want to provide. While drafting up the design brief for this ship, I'd made sure to vet the current planned choice on the seat through Steve Bender [Animation Director] to make sure we weren't diving into a design that would require brand new animation sets. If he's on board with adding these new animation sets, I'll work on a revision of the design brief, but as-is, the side-car choice was made to accommodate the functionality within our existing set of seat metrics.

**Chris Roberts:** This should not ever be jump capable or even QT possible (Neither should the Merlin, btw). It could be cruise capable, though. This would perform roughly the same role as the Merlin, but just be even smaller, harder to hit and more useful for EVA support.



# Concept Art

**Gary Sanchez (Senior Concept Artist)** executed the concept work, with direction from **Paul Jones (Art Director, S42)**.

**Gary S:** Here's an approximation of the design brief; it gives some directions that we'll develop further.

**Gary S:** Next I'll do some sketches based on some 3d stuff to propose different silhouettes.

**Paul J:** Cool; it needs to be less sharp though, more clunky. Back seat could be elevated, too, so the rider can see over the driver's head.



WORK IN PROGRESS

**Gary S:** More like this? I did some silhouette work before any surfacing or anything; I think we want to get the basics set before entering too much detail. It seems that the position of the guy could be seated or straight, so there might be two ways to handle it. I'll do the engine component elements into a "matrix" and it will help us to see what the proportions should be and how it can affect the design. I can play around with it to see how we can change the placeholder of some component and then make a real work of surface shapes languages and all; the same for whether or not to give it a cover and for the weapons at the back. A bike design is really built around the pilot, compared to a spaceship or anything else, so I propose that we do a first placeholder working on the size of the components with the matrix.

Meanwhile, I'm in contact with **Jay Brushwood [Senior Technical Animator]** about figuring how to jump on the Dragonfly seat after we've done some first proposals and get some feedback; it's maybe too early at the moment.

**Paul J:** Yep – better to have visuals first to have something to bounce off.

**Gary S:** I'll get you some options.



WORK IN PROGRESS

## V1 (retracted)



**Paul J:** Dragonfly look dev:

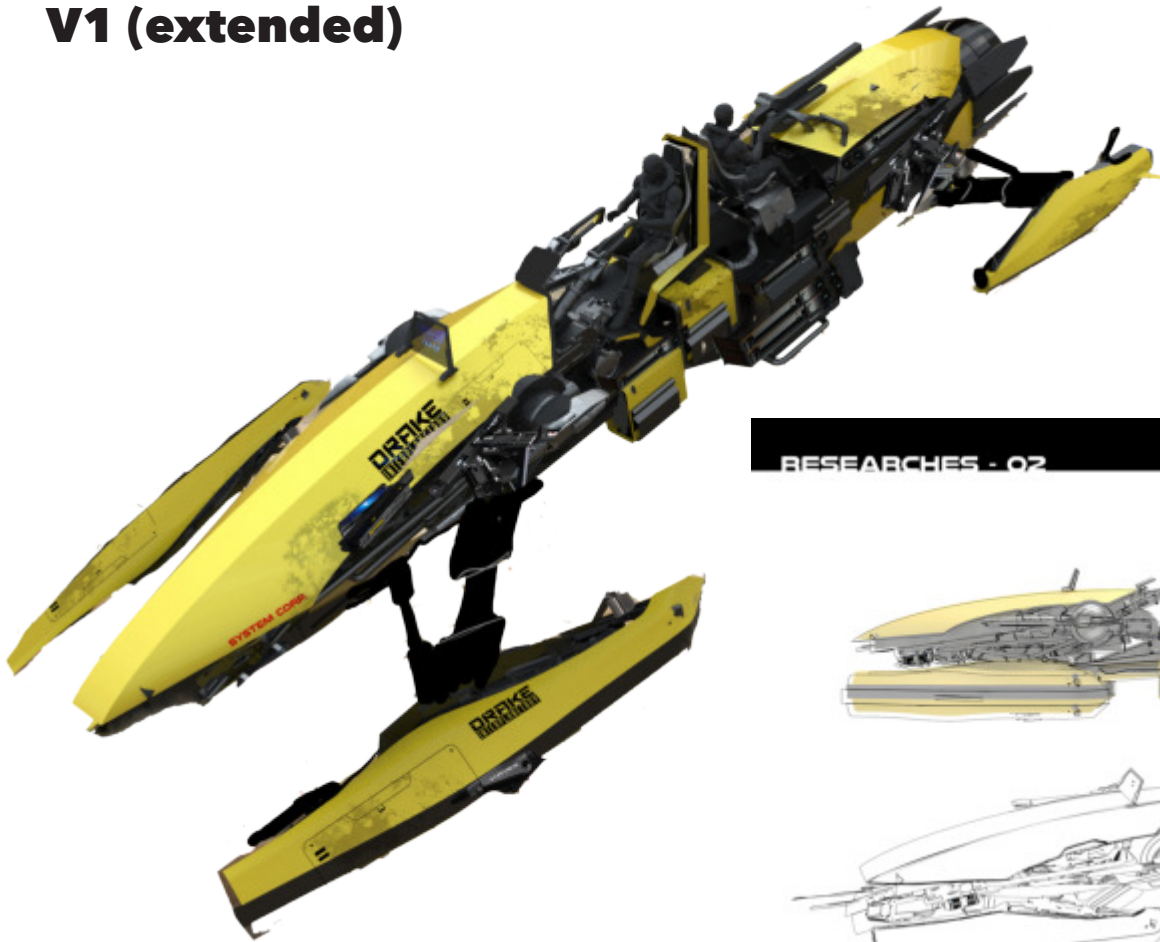
Early days, wanted to get a read from you, Chris, before worrying about all the tricky stuff we need to solve.

Some shape language is incorrect, but it's more about the shape layout at the moment.

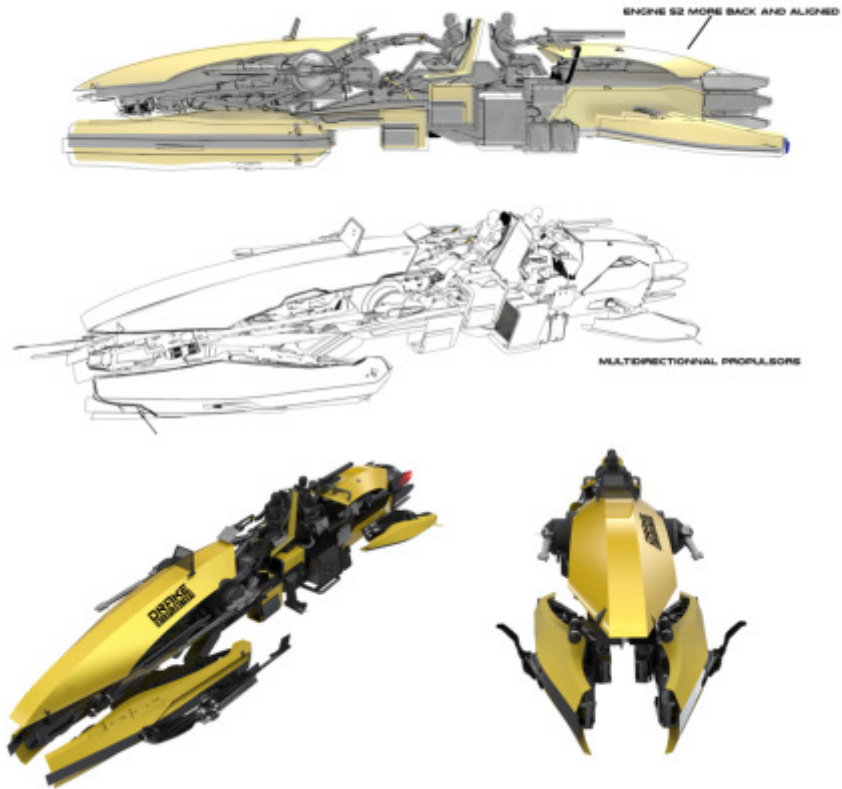
- Main issue we are facing is the S2 engine – it's causing the vehicle to have to be long to balance it out visually, so it's no longer a personal transport buggy sized object.
- Took the Drake yellow and made it the primary colour.
- Also included early versions from Gary that had a smaller engine (before we had the full design brief).



# V1 (extended)



## RESEARCHES - 02



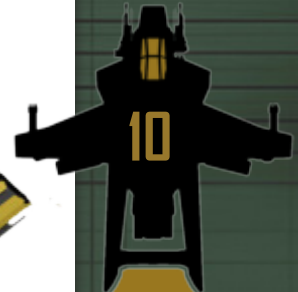
WORK IN PROGRESS

V2



**Chris R:** I quite like this one. Are these different versions or are they the same with different outrider positions? (I like the idea that the out-riding pontoons move based on mode – space flight, planetary, combat.)

**Paul J:** They're the same but with different outrider positions.



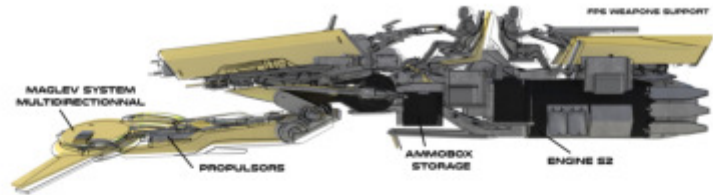
WORK IN PROGRESS

V3

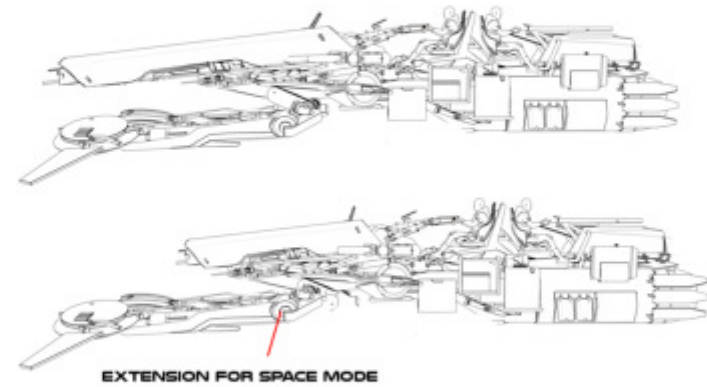


RESEARCHES - 01

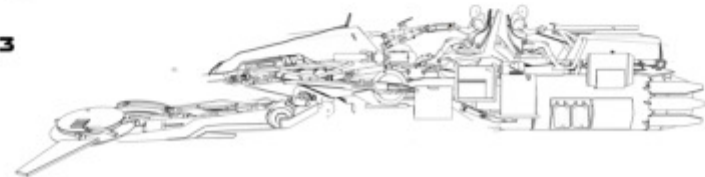
V1



V2



V3

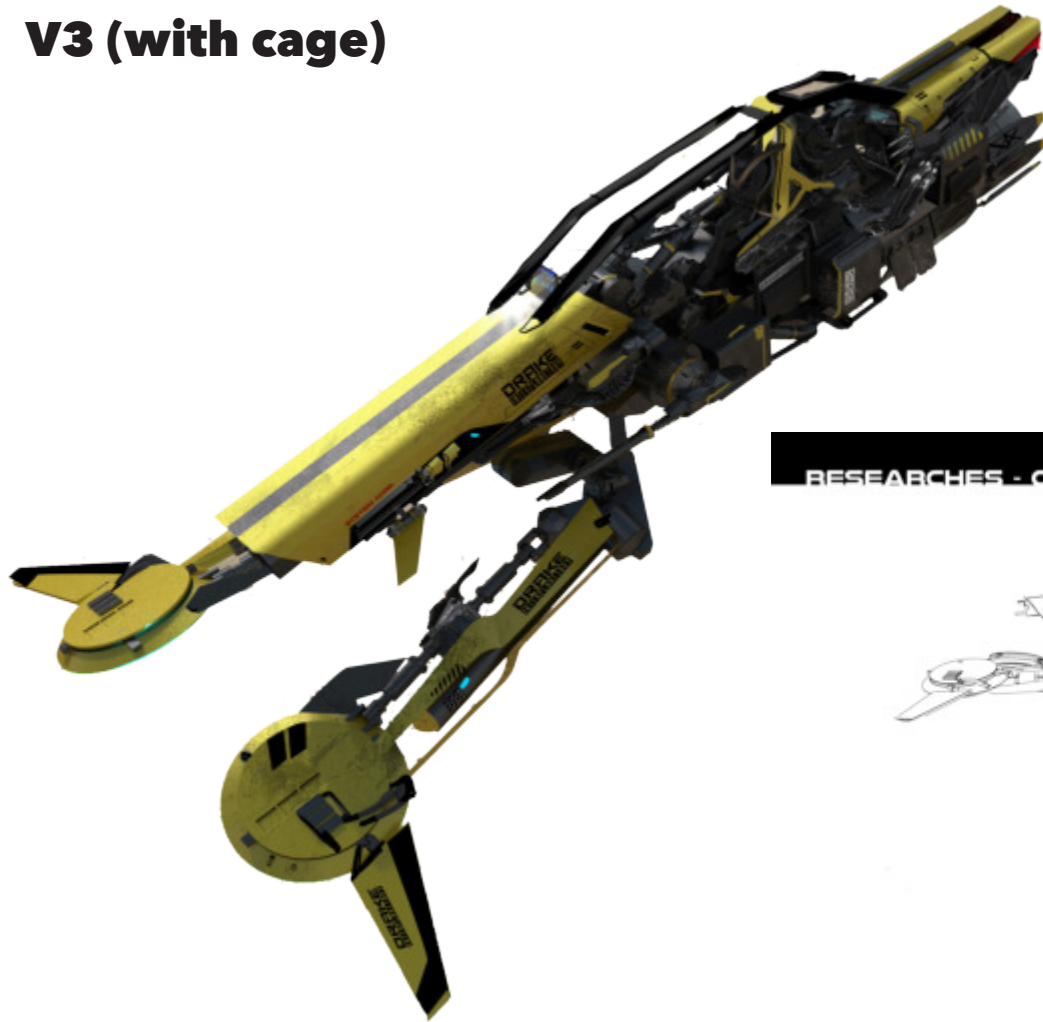


Chris R: This one is also cool. Again, having the outriding pontoons move / deploy would be cool.

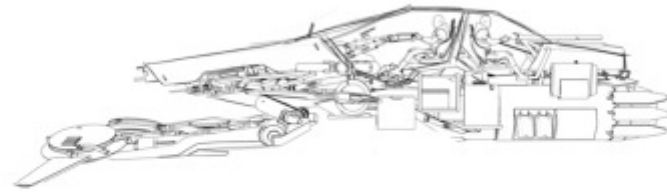


WORK IN PROGRESS

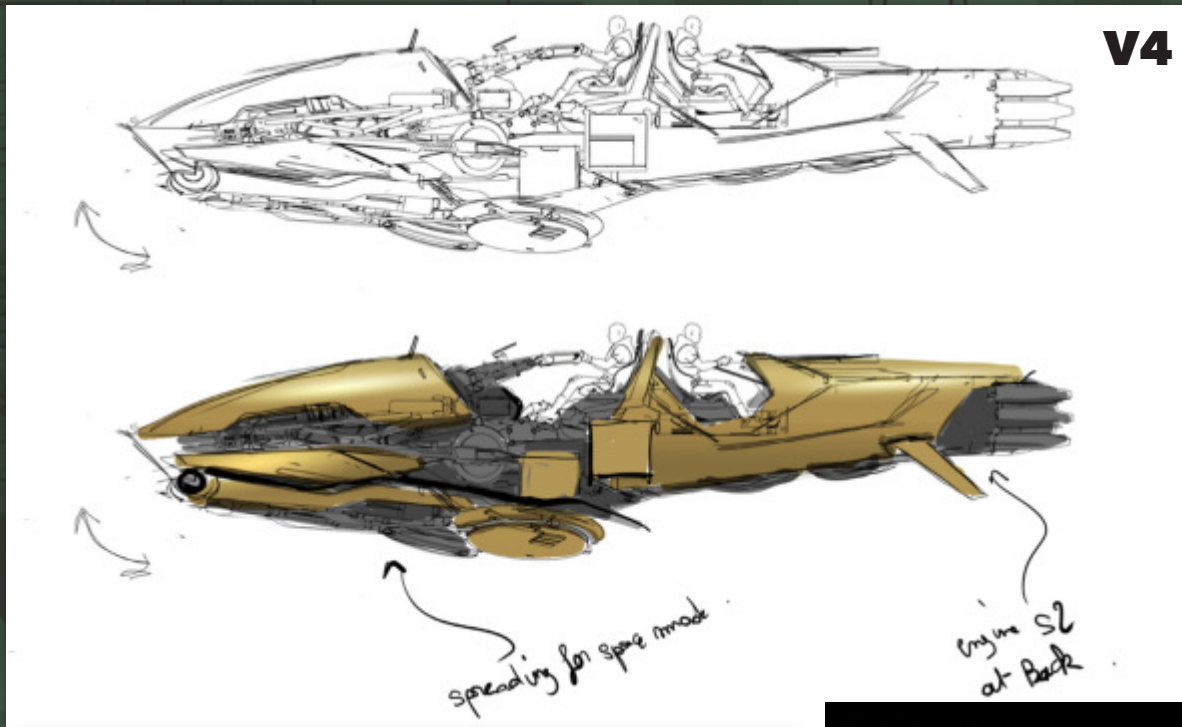
# V3 (with cage)



RESEARCHES - 018



WORK IN PROGRESS



**Chris R:** V4 with the smaller engine on the right has potential.

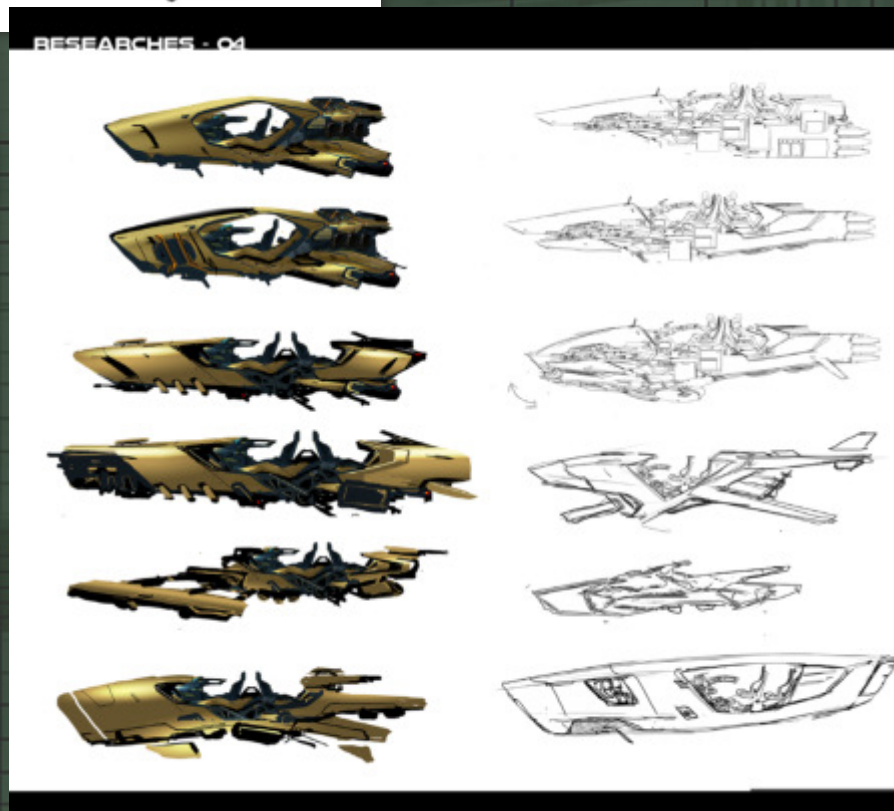
In order, my favs are v2, with v3 / v4 tied in second.

**Mark Skelton, Art Director:** To be honest, this doesn't feel very Drake compared to the other Drake ships to me.

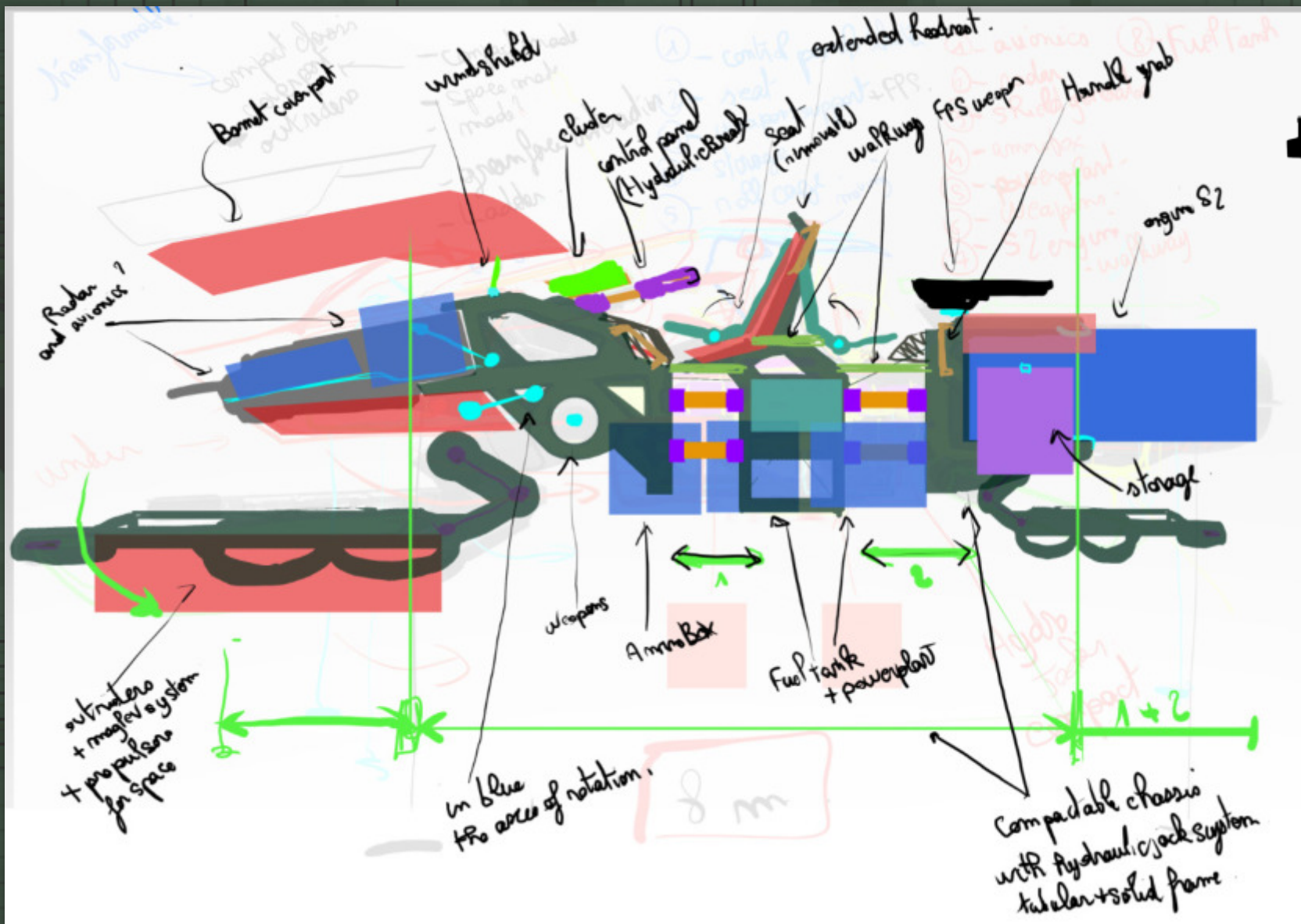
**Paul J:** We are working on the chassis at the moment, to figure out all component placement and how it can compact up, then we'll go over the styling again. To be honest, it's hard to know what Drake is other than an angular cockpit ... however, we'll create some 2D paintovers for further ideas and riffing off the latest Caterpillar work.

**Chris R:** I would say the Buccaneer, Cutlass and Herald are better comparisons, as they are smaller. Drake feels pretty consistent to me. I feel the ones I picked and the one you're doing development on will fit right in.

**Paul J:** Yep – we are dialing in, should have some cool chassis and component layout images to show soon. :D

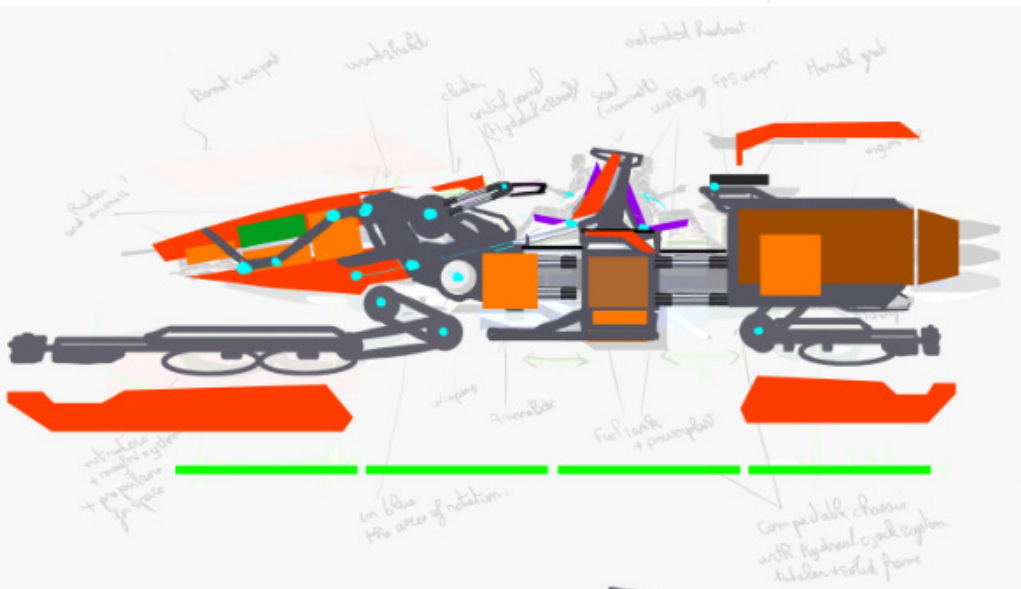
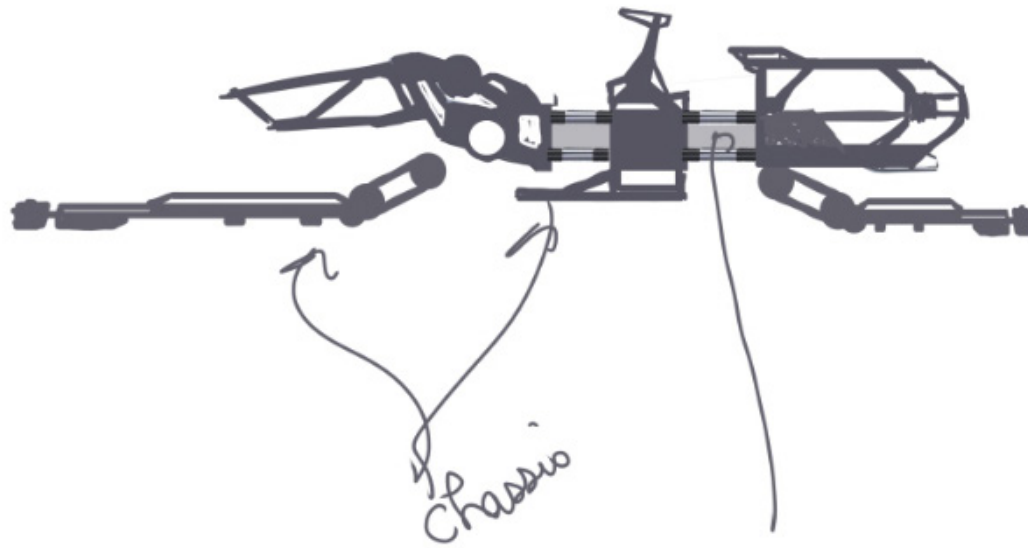


WORK IN PROGRESS



WORKING PROGRESS

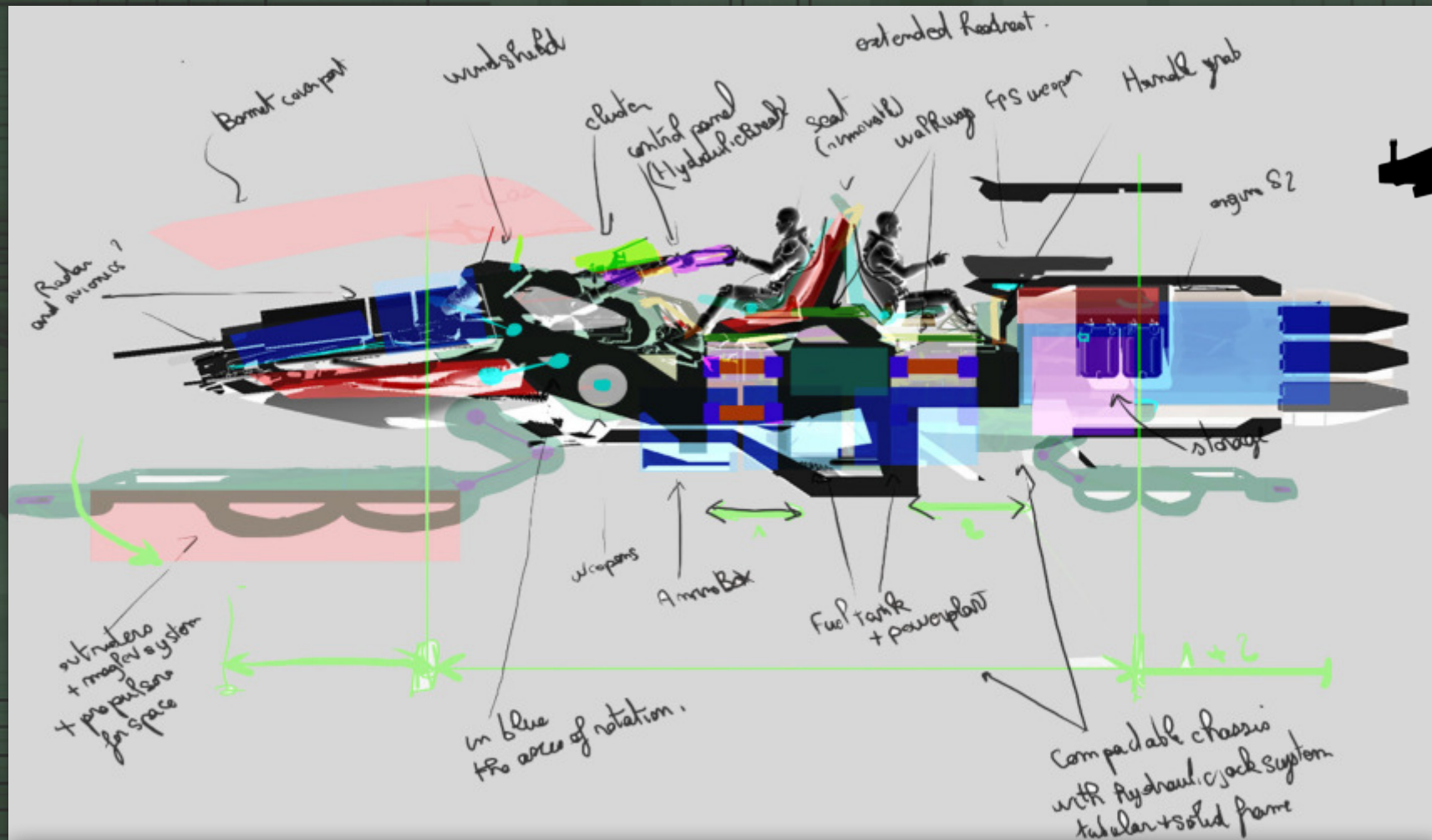
**Gary S:** Here's a rough sketch, not so much a concept as it is a schematic. It looks like a lego, but the concept is here.  
**Paul J:** Works for me.



**Gary S:** The idea is to not touch the bonnet too hard and to break shapes with a translation mechanism when it's too complex.



WORK IN PROGRESS



**Gary S:** So maybe the contracted hydro jack into the chassis is enough to make it 8 meters long. I'll try as soon as I receive the elements.

Just to sum up, my proposal is to not touch the bonnet when going into compact mode, but just contract the chassis and retract the outriders.

**Paul J:** Ok, sounds good.

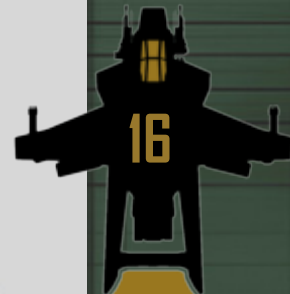
**Matthew S:** If it must have the driver on before it unfolds, we'll try to push the smaller engines but keep the same larger nozzle on the back. If it needs the larger core engine, then we'll push on the ship needing to unfold before the driver can get on.

**Gary S:** Smaller engine? Not S2?

**Matthew S:** For the main cylinder part of the engine, ya, since that's been a sticking point on the sizing of this ship. The shorter half-meter nozzle on the back will probably stay the same, but we may be able to free up some other space using the volume of an S1 engine with an S2 nozzle. I'll have to go over that with Kirk and CR.

**Gary S:** Ok, let me know. All component sizes affect a lot the design of the ship, so we need to be aware of all of these types of problem. I'm doing a rough animation things matrix and then doing the design, because for this ship design shapes are really following function.

WORK IN PROGRESS







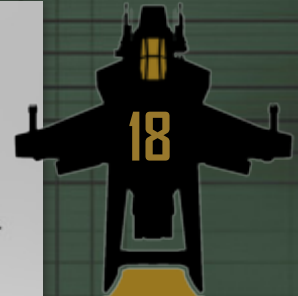
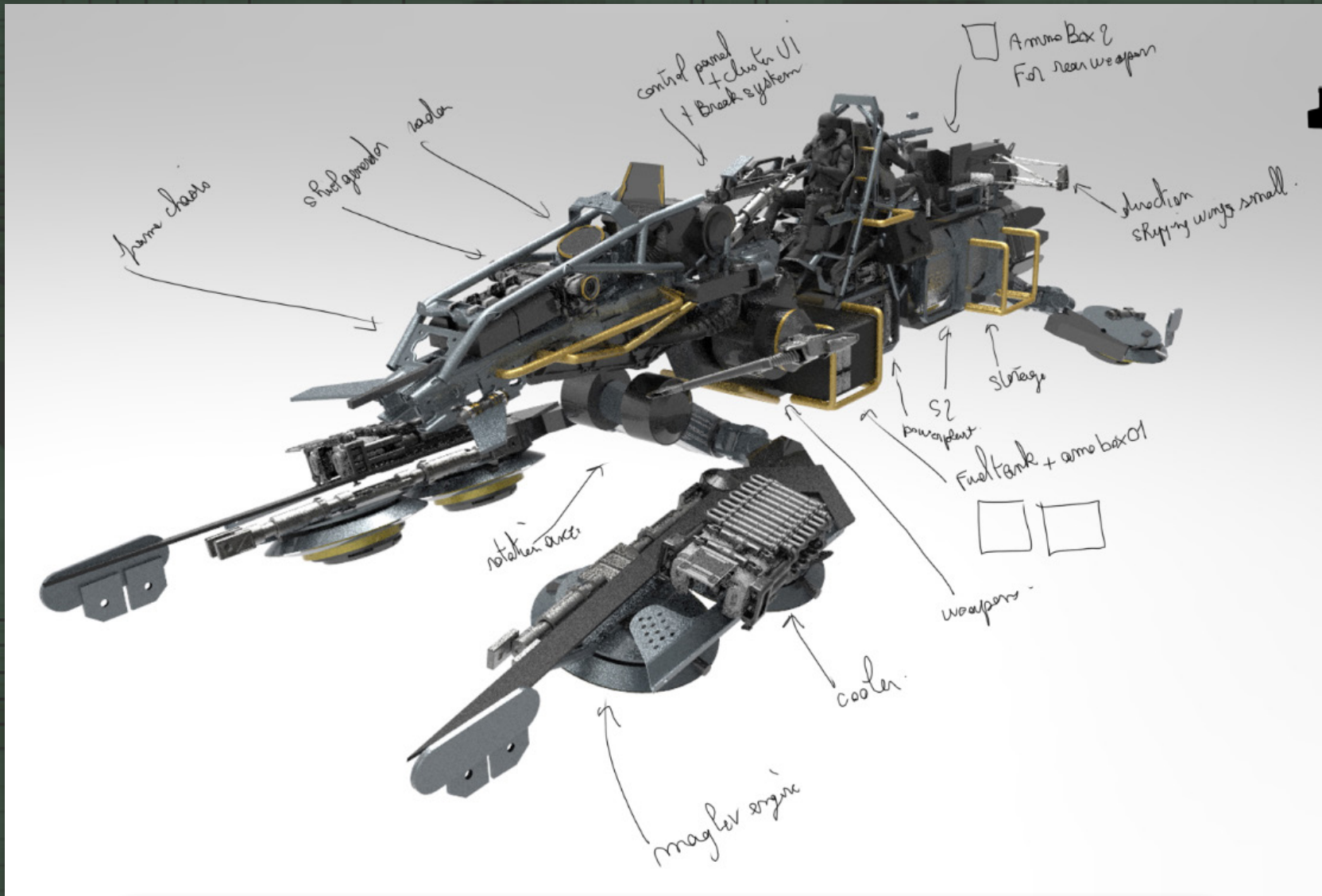
**Gary S:** Here you see the difference between approximative work before more precise now – we gain 1.5m!

**Paul J:** Cool – it's a bit too soft (more like MISC softness), but the play of the frame and body is nice.

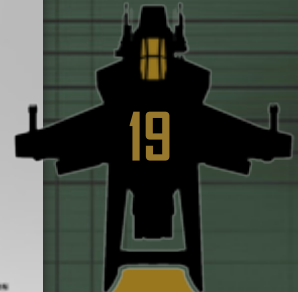
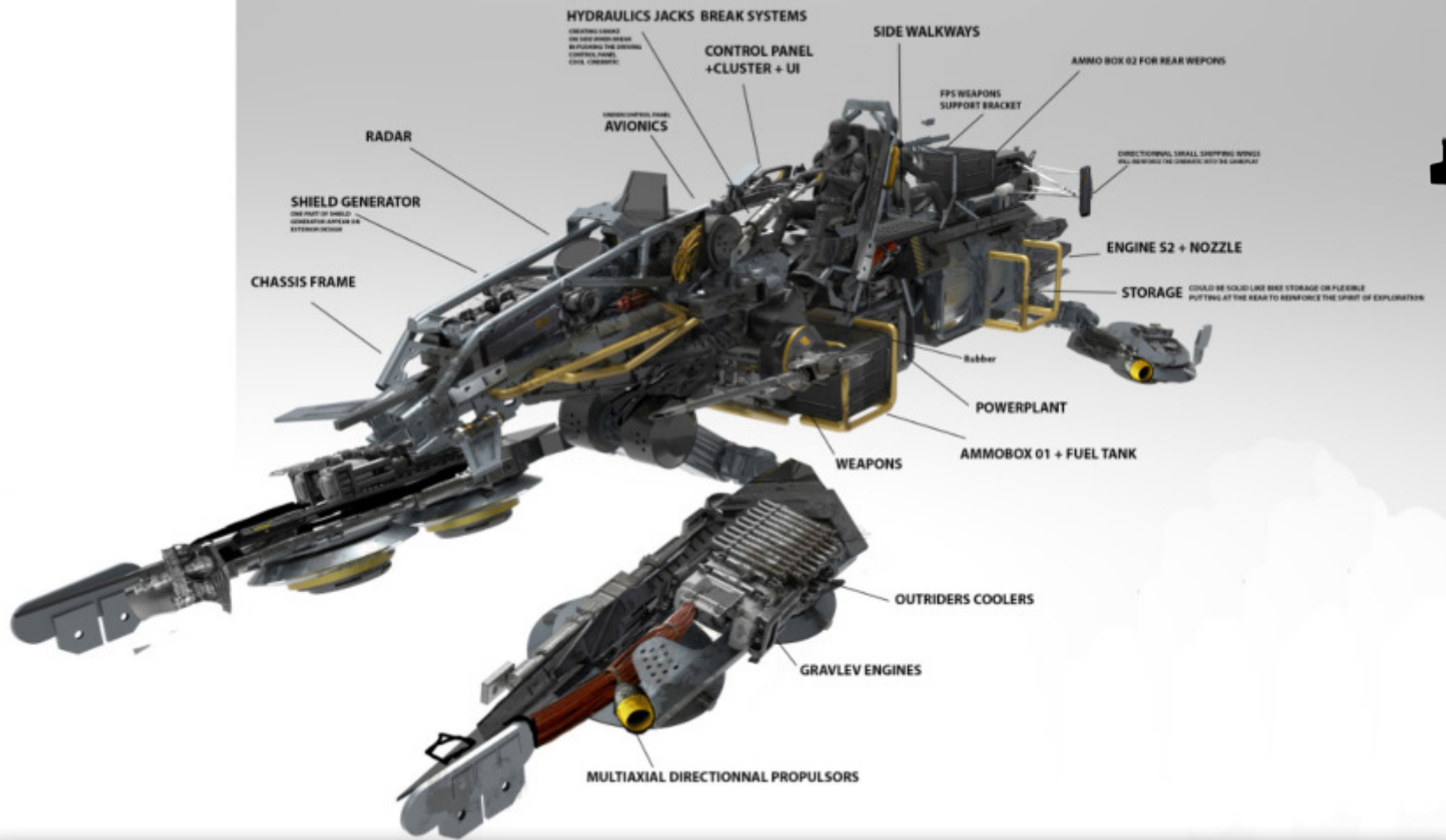
**Gary S:** Ah, ok, I'll simplify the bonnet section; with the components I've got now it will look awesome. It's cool – but with a grill. :)



WORK IN PROGRESS



**Gary S:** Preview 01. It will be adjusted, but working with Matthew we exchanged one ammo box and fuel tank to not place the fuel tank over the engine S2 and got one ammo box for the rear weapons.



WORK IN PROGRESS

**Gary S:** Preview 02

Low tech and high tech at same time.

I will give Matthew and his team the 3d model of the understructure, I've begun the cover panel too, but it's just for checking whether things like changing the powerplant could fit with some animation solutions, and how the player can reach each component whether the bike is switched on or off.

The same kind of image with part of

the cover panel is in progress too.

This one shows the understructure component, on the left the silhouette and placeholder and components are in an adjustment phase. We will check with Matthew and Jay if there are things that we can move to have the maximum accessibility and also to have a cool silhouette.

**Paul J:** Some notes:

- Panel allows good animation possibilities when the player brakes

- Jacks ARE compressed
- Steering controls have multiple positions for different flight modes
- Outriders possess cooler systems
- Storage space is located at the rear
- Middle area ALLOWS player to easily change seating positions
- Small wings at the rear move when the player turns
- Multiaxial Directional Propulsors

# DRAKE INTERPLANETARY

## — DRAGONFLY UNDERSTRUCTURE

THE DRAGONFLY UNDERSTRUCTURE IS COMPOSED BY A TUBULAR FRAME CHASSIS CONTAINING SOME TECHNICAL COMPONENTS INTO THE FRAME AND THE AXE OF ROTATION ALLOWING THE TRANSFORMATION OF THE DRAGONFLY INTO DIFFERENT MODES

CONTROL PANEL / CLUSTER UI / Break and Acceleration  
THE HYDRAULIC BREAK SYSTEM BEHIND THE CONTROL PANEL IS ALLOWED FUN CINEMATIC FOR THE PLAYER WHEN BREAKS  
THE PLAYER HAS TO PUSH FORWARD THE CONTROL PANEL TO BREAK  
THE HYDRAULIC JACKS IS COMPRESSED AND SOME SMALL PROPULSORS IN OUTRIDERS CREATES SMOKE TO GOT IMMERSIVE INTERACTION  
THE CONTROL PANEL ALLOWED TO ACTVATE OR NOT THE DIFFERENT DRIVING MODE

THE TRANSFORMABLE OUTRIDERS POSSESSED COOLERS SYSTEMS AND MULTIAXIAL PROPULSORS INTO THEIR UNDERSTRUCTURE CHASSIS CONCEIVED FOR MANOEUVRABILITY AND MAKING TURNS OR SLIDING

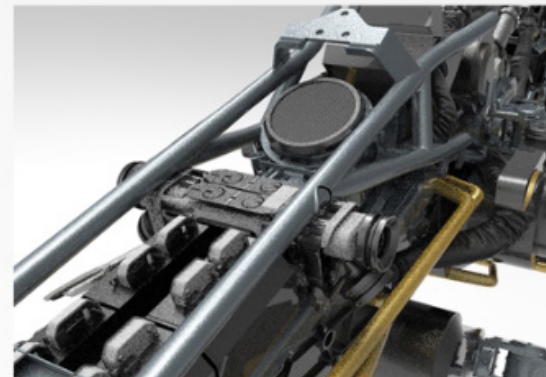
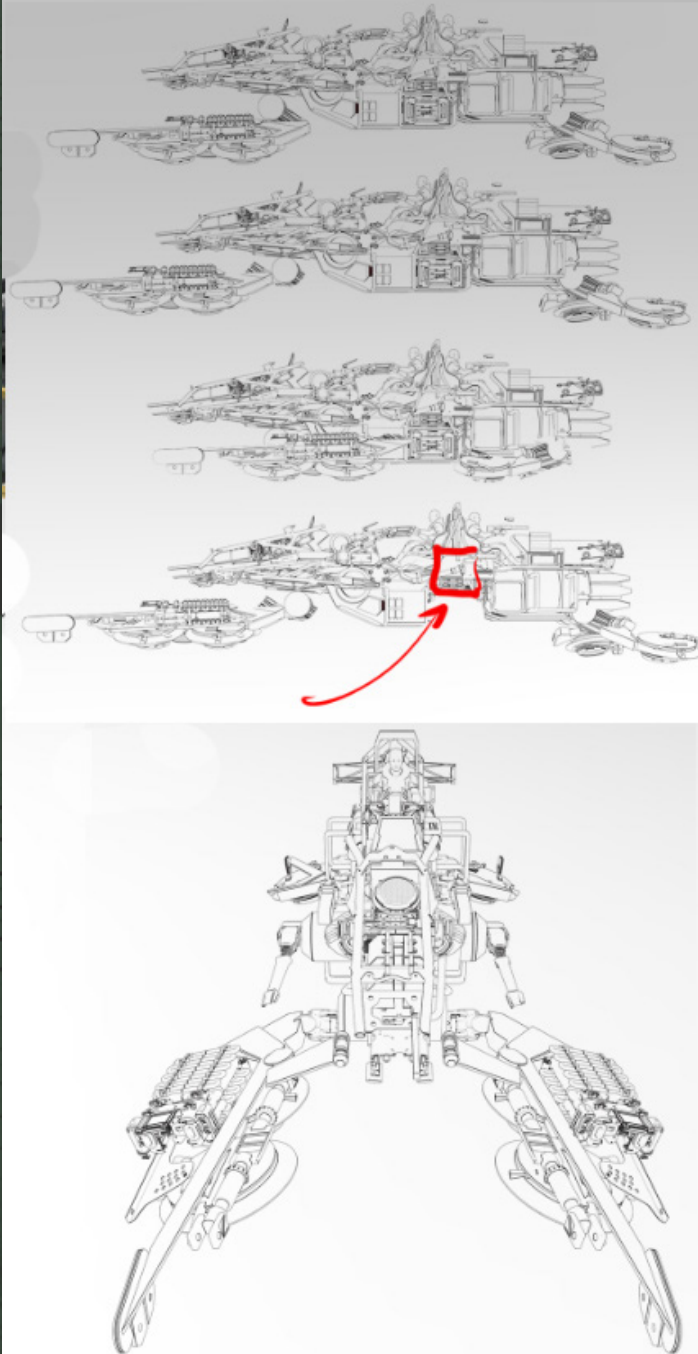
THE GRAVLEV ENGINES ARE INTERACTING WITH THE ENVIRONMENTS TO GET AN IMMERSIVE FEELING ON PLANET  
THE AVIONNICS ARE EASILY ACCESSIBLE UNDER THE CONTROL PANEL

RADAR AND SHIELD GENERATOR ARE LOCATED UNDER THE BONNET

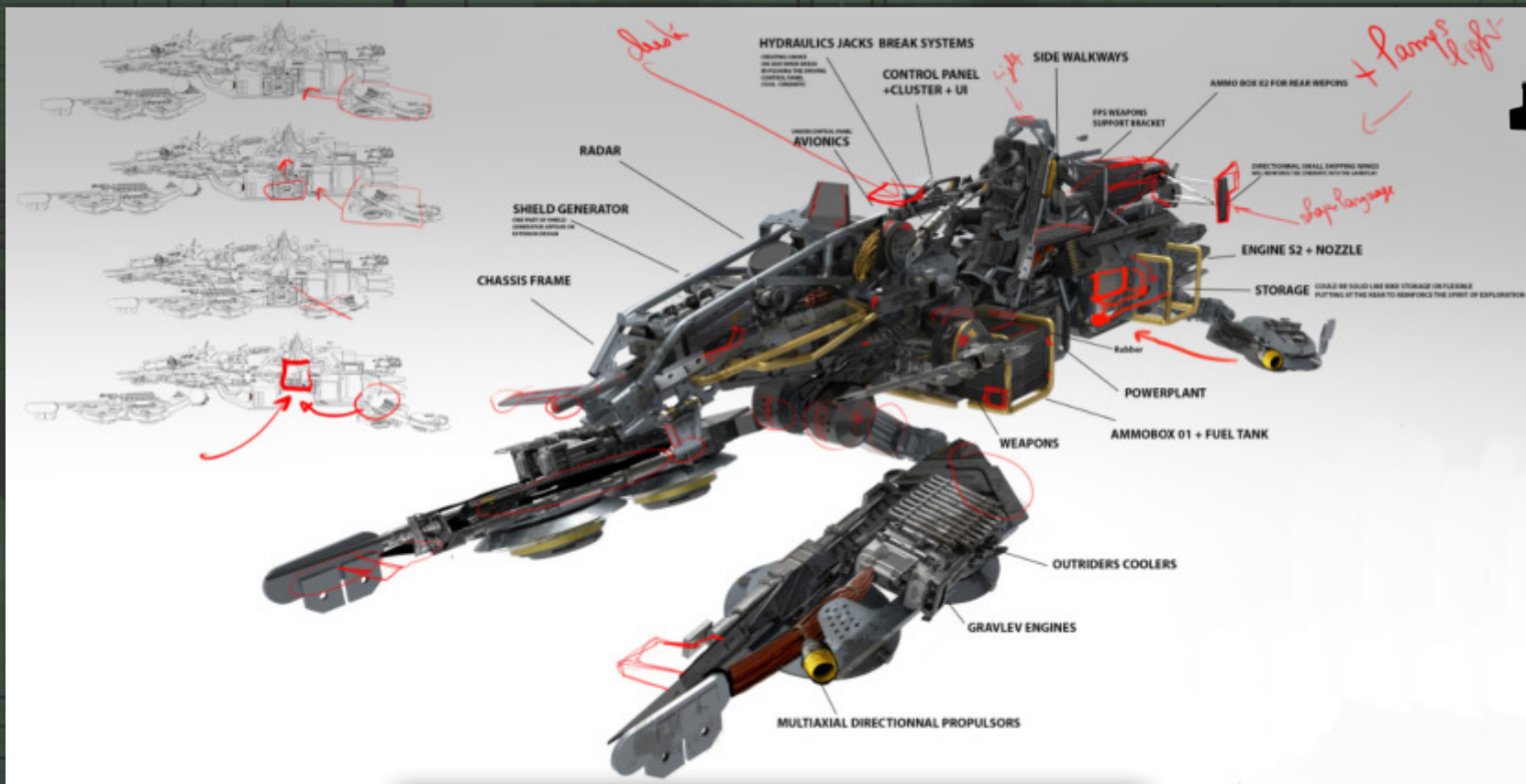
THE STORAGE ARE LOCATED AT THE REAR TO REINFORCE THE FEELING OF ADVENTURE AND EXPLORATION ON PLANETS ENVIRONMENTS

THE WALKWAYS ON SIDE OF THE SEAT IN MIDDLE AREA ALLOWED PLAYER TO EXCHANGE THEIR PLACES

THE SMALL SHIPPING WINGS AT THE REAR MOVE WHEN PLAYER TURN  
THIS SMALL WINGS ACTS AS AN INDICATOR FOR DIRECTION



WORK IN PROGRESS



WORK IN PROGRESS

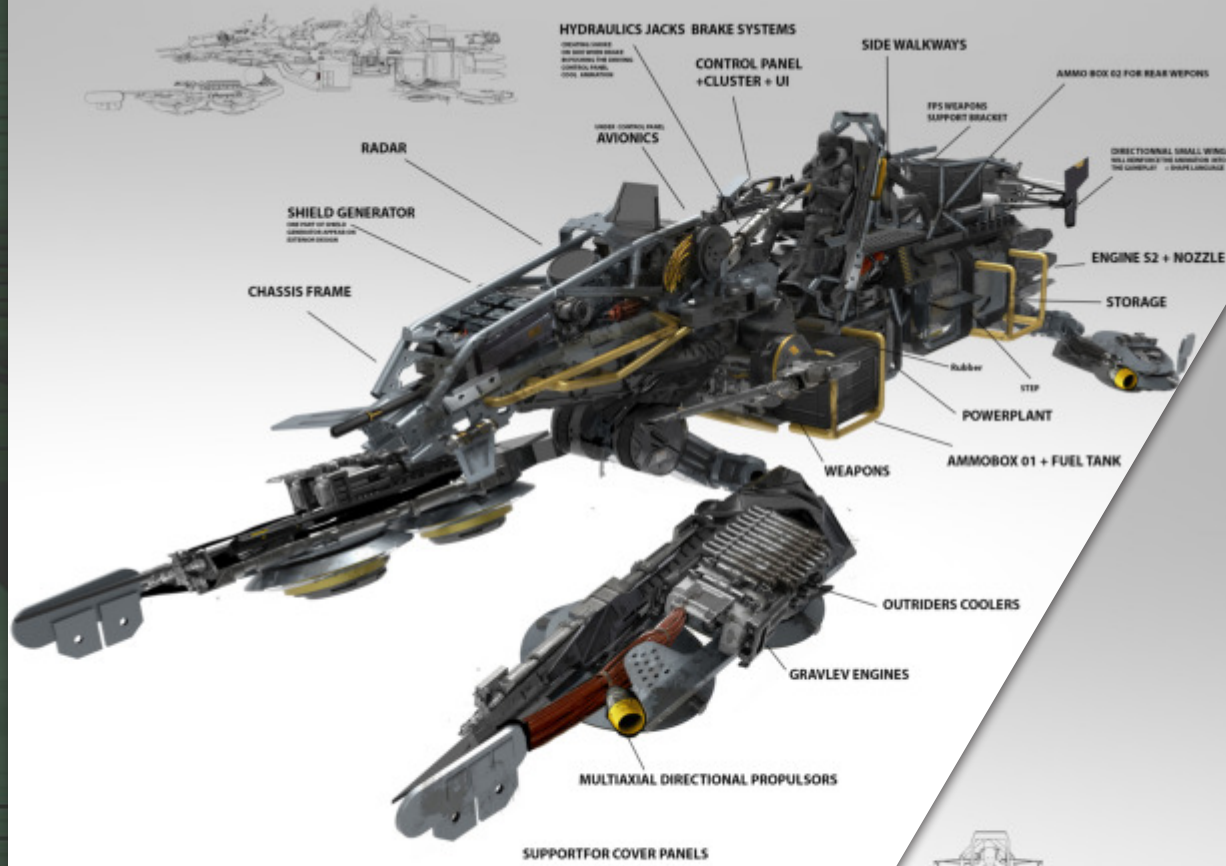
**Gary S:** Modifications are in red (text highlighted, details, modifications ... cluster shape language of rear wings)

For the rear outrider we can perhaps propose a sliding translation system of rails to get the possibility to change position with different modes of the location of rear outriders

**Gary S:** I will be able to change the back outrider location in the next drawing or on a side view. I'll check with Matthew about shifting the powerplant higher.

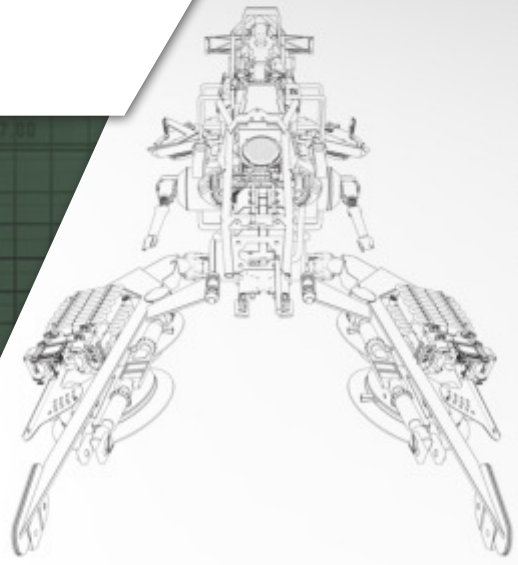
Here's the Dragonfly new concept.

**Paul J:** Sweet – done!



**Paul J:** Gary has gone full 'Andy Ley' – working on the internals as they dictate most of this vehicle, then we'll do some shape exploration for the external coverings.

**Mark S:** Wow. That's impressive! Fantastic work. It might be just me, but the guy seems very small in the vehicle. It feels a little cartoony. Might be because there's no outer shell in this render.



# DRAKE INTERPLANETARY

## DRAGONFLY UNDERSTRUCTURE

THE DRAGONFLY UNDERSTRUCTURE IS COMPOSED OF A **TUBULAR FRAME CHASSIS** CONTAINING SOME TECHNICAL COMPONENTS INTO THE FRAME AND THE AXIS OF ROTATION ALLOWING THE TRANSFORMATION OF THE DRAGONFLY INTO DIFFERENT MODES.

**CONTROL PANEL / CLUSTER UI / BRAKE and Acceleration**  
**JACKS ARE COMPRESSED WHEN THE PLAYER BRAKES**

THE PLAYER HAS TO PUSH FORWARD THE CONTROL PANEL TO BRAKE  
 SMALL PROPULSORS IN OUTRIDERS CREATES SMOKE TO GO! COOL ANIMATION  
 STEERING CONTROLS HAVE MULTIPLE POSITIONS FOR **DIFFERENT FLIGHT MODES**

**OUTRIDERS** POSSESS COOLERS SYSTEMS AND **MULTITAXIAL PROPULSORS** INTO THEIR UNDERSTRUCTURE CHASSIS CONCEIVED FOR MANOEUVRABILITY AND MAKING TURNS OR SLIDING

**GRAVLEV ENGINES** ARE INTERACTING WITH THE ENVIRONMENTS TO GET AN IMMERSIVE FEELING ON PLANET  
 THE **AVIONICS** ARE EASILY ACCESSIBLE UNDER THE CONTROL PANEL

**RADAR AND SHIELD GENERATOR** ARE LOCATED UNDER THE BONNET/NOOD

STORAGE SPACE IS LOCATED AT THE REAR TO REINFORCE THE FEELING OF ADVENTURE AND EXPLORATION ON PLANETS ENVIRONMENTS

MIDDLE AREA ALLOWS PLAYER TO EASILY CHANGE SEATING POSITIONS.

THE **SMALL WINGS AT THE REAR** MOVE WHEN THE PLAYER TURNS THIS SMALL WINGS ACTS AS AN INDICATOR FOR DIRECTION AND ARE IN THE SAME SHAPE LANGUAGE AS OTHER DRAKE SHIP

ONE **AMMOBOX** IS WITH THE FUEL TANK BEHIND WEAPONS, THE OTHER IS AT THE REAR NEAR THE FPS WEAPON SUPPORT BRACKET.

THE CONCEPTION OF THE CHASSIS IS BASED ON FUNCTIONALITY WE CAN IMAGINE A SMALL **EDITOR** FOR THIS VEHICLE ALLOWING TO CUSTOMIZE COVER PANEL AND OUTRIDERS DEPENDING THE **POWER/MANOEUVRABILITY/ AND DESIGN** THE PLAYER WANT ALL THE TECHNICAL COMPONENTS ARE ACCESSIBLE

THE **COMPACT MODE** IS 8M LENGTH FOR CARGO STORAGE

CHASSIS

WORKING PROGRESS



**Gary S:** Here's something that's blockier and with more basic shape language.

**Paul J:** Yep. Get some configurations going.

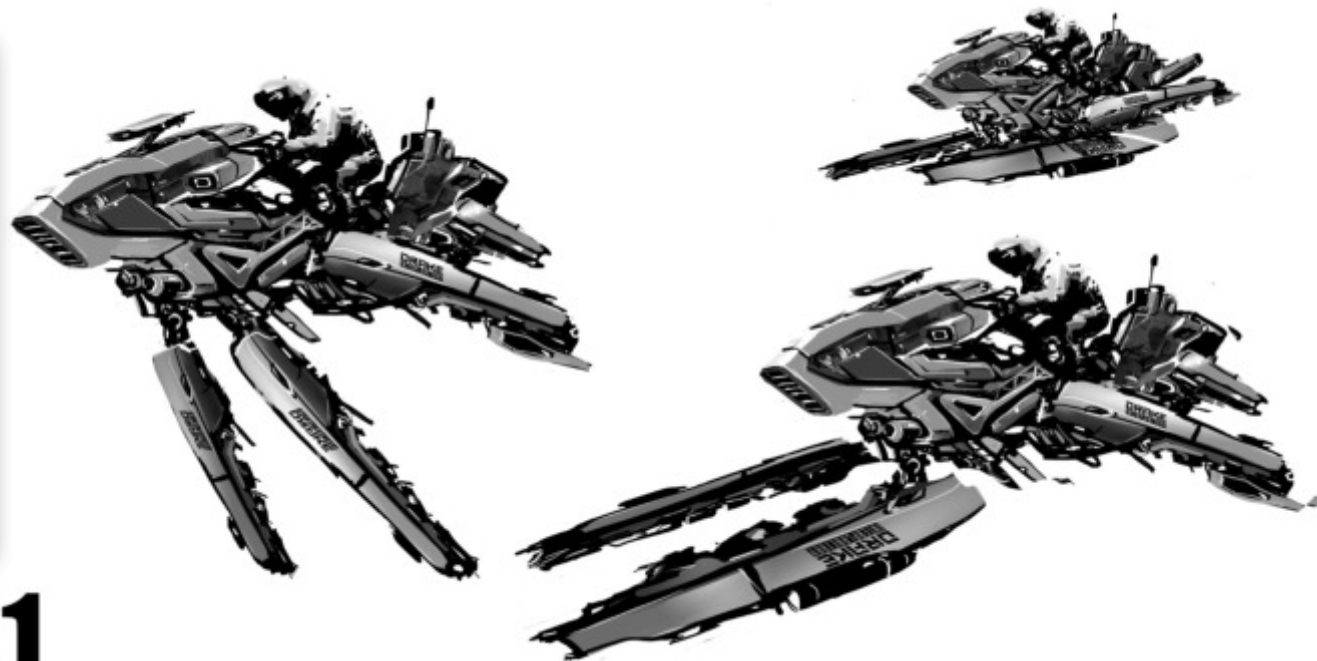
**Gary S:** I found the pilot and added him.

**Gary S:** Preview 01. There will be 5 or 6 board differences.

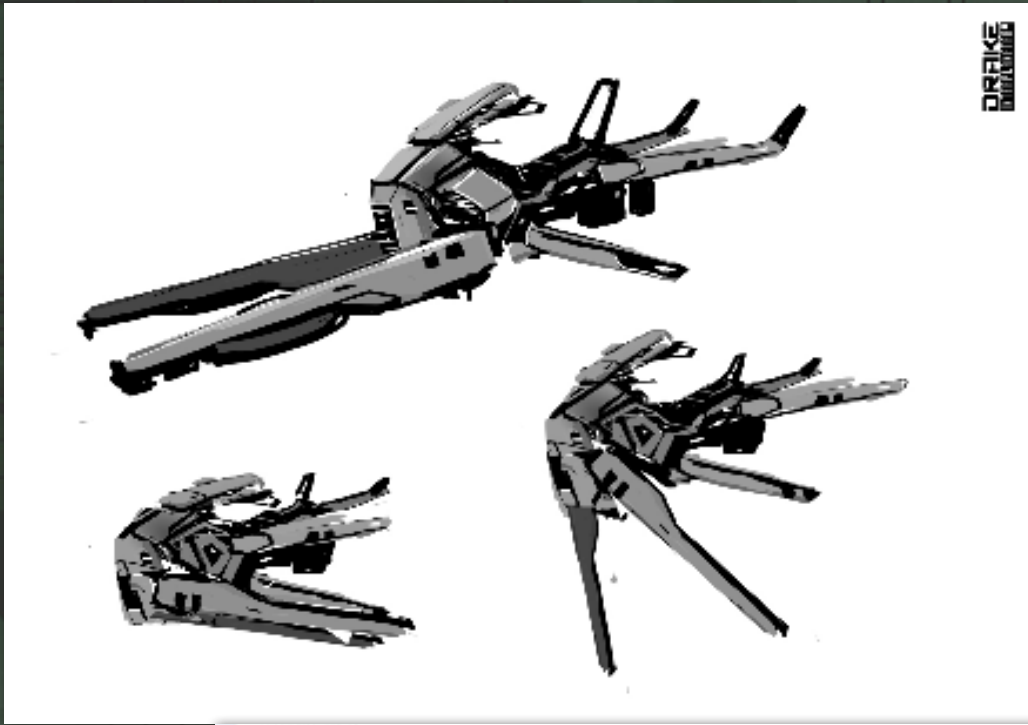
**Paul J:** Pretty sweet! Still too racey, though.

**Gary S:** I will update it – two variations for this silhouette, then one with a silhouette nearer the v2 selected before, but different size update, and some others.

01



WORK IN PROGRESS



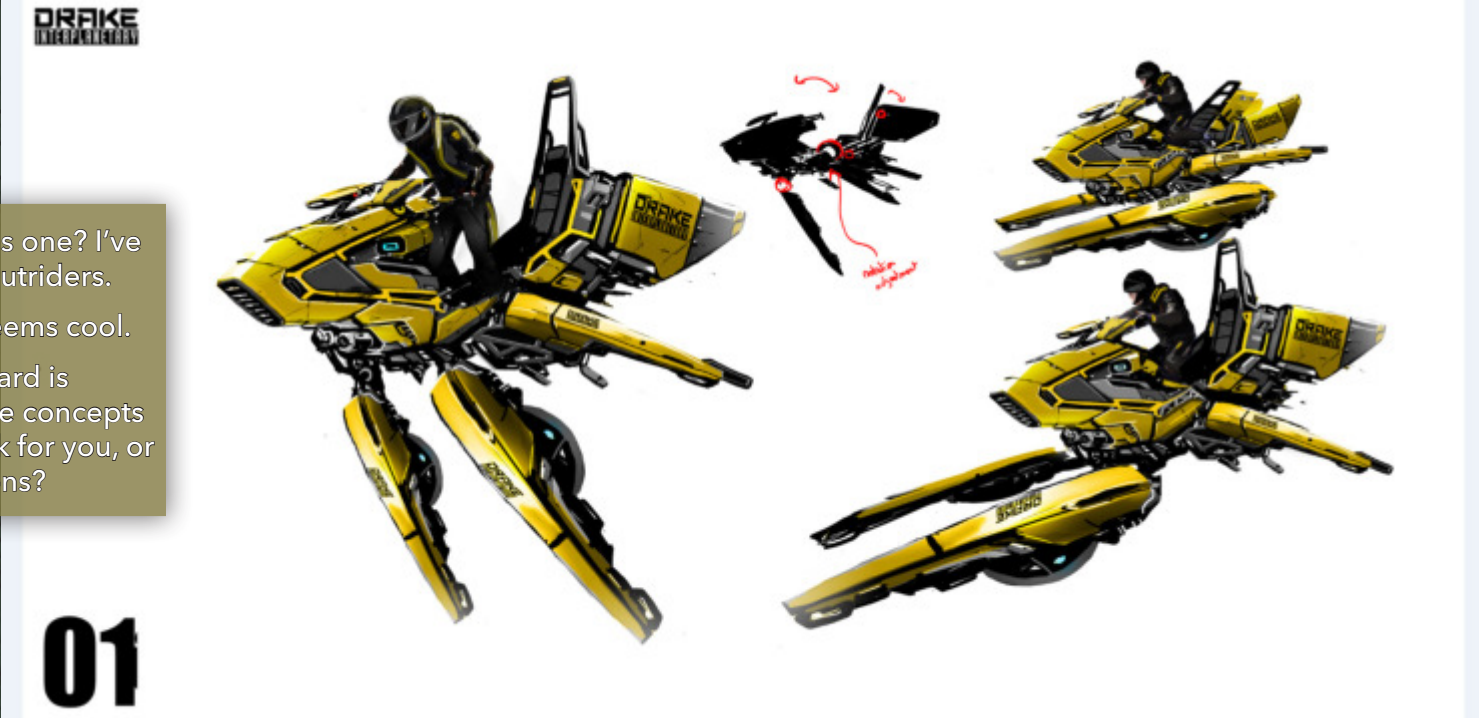
**Gary S:** Are the proportions good from your point of view?

**Paul J:** Close – more like this.

**Gary S:** And this one? I've increased the outriders.

**Paul J:** Yeah, seems cool.

**Gary S:** The board is gathering all the concepts selected; is it ok for you, or any modifications?



WORK IN PROGRESS



01



01B



02



03



**Paul J:** It's better to put each one on a separate sheet and each one will need to show the 3 positions: compact, land, space.

**Gary S:** I've done that for 03, but for the others how do you see the difference between space and compact mode? For example, with 02 there is less gap between outriders extended or not, so we don't see it a lot.

**Paul J:** Can you rename them to Drake\_Dragonfly\_V5, V6, V7, V8?

**Gary S:** Yeah, I'll do that.

**Paul J:** Ok, thanks!

**Gary S:** It's a little bit rough, but things will change with 3d for sure, anyway; I can redo a cool chassis. It's more for validating the silhouette this loop – it's important for us to see how Chris sees the silhouette, then we can start with the details, and all.



**Paul J:** Chris, after Design came up with a smaller component package for vehicles, we took the opportunity to look at a few more combinations as the sizes are less limiting.

This is more about configuration and silhouette; they are pretty loose so we don't burn time, so not all features are in there (like the rear gunner).

V5 - less orthodox, a bit more agricultural

V5B - like a variant on V2

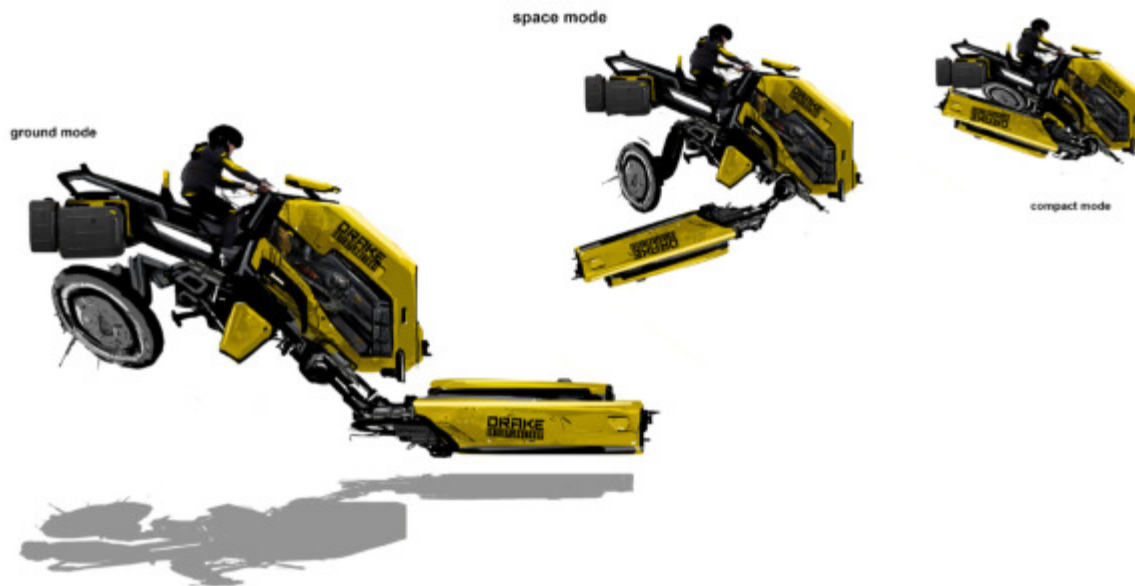
V6 - More like a smaller V2

V7 - more Jetski and insect-like; has the most striking 3 stages, would need to work on compact mode as less keen on its config shape.

(Mark, shape language and shut lines to be sorted in the next round :D)

V8 - closer to where we left off before the component shuffle, BUT with the new smaller vehicle components

**DRAKE**  
DESIGN



**v5**



WORK IN PROGRESS

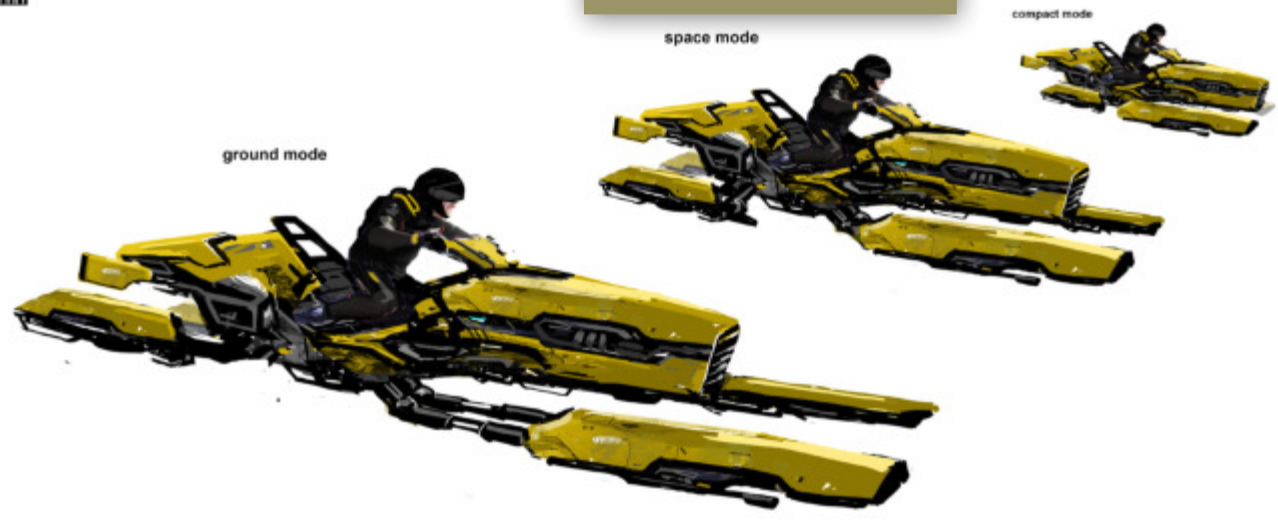
**DRAKE**  
EXPERIMENTALITY



**v5B**

V5B - like a variant on V2  
V6 - More like a smaller V2

**DRAKE**  
EXPERIMENTALITY



**v6**



WORK IN PROGRESS

DRAKE  
EXPERIMENTAL

space mode



compact mode



ground mode



V7

V7 - more Jetski and insect-like; has the most striking 3 stages, would need to work on compact mode as less keen on its config shape.

V8 - closer to where we left off before the component shuffle, BUT with the new smaller vehicle components

Chris R: V8 is my pick.

Paul J: Ok, on it!

DRAKE  
EXPERIMENTAL



V8



WORK IN PROGRESS

**Gary S:** So I will make a cleaner model for this. I discover new things, it's cool. :) And I will assign components to each layer to be sure, and then import the human after.

In fact, it's simple – I can integrate all metrics to my 3d model now; new skills in half an hour! thx

**Paul J:** :D

**Gary S:** Do we need two ammo boxes now that we have asked for little change for the rear passenger? Do I ask Matthew or Benjamin for that? Because it's just an FPS weapon, so maybe we don't need an ammo box as big as the one for the two big weapons on the front of the bike?

**Paul J:** do you have an updated size for the ammo box?

**Gary S:** Yeah.

**Paul J:** I think we'll need space for it if we can.

**Gary S:** Ok, I'll see when everything is ready.

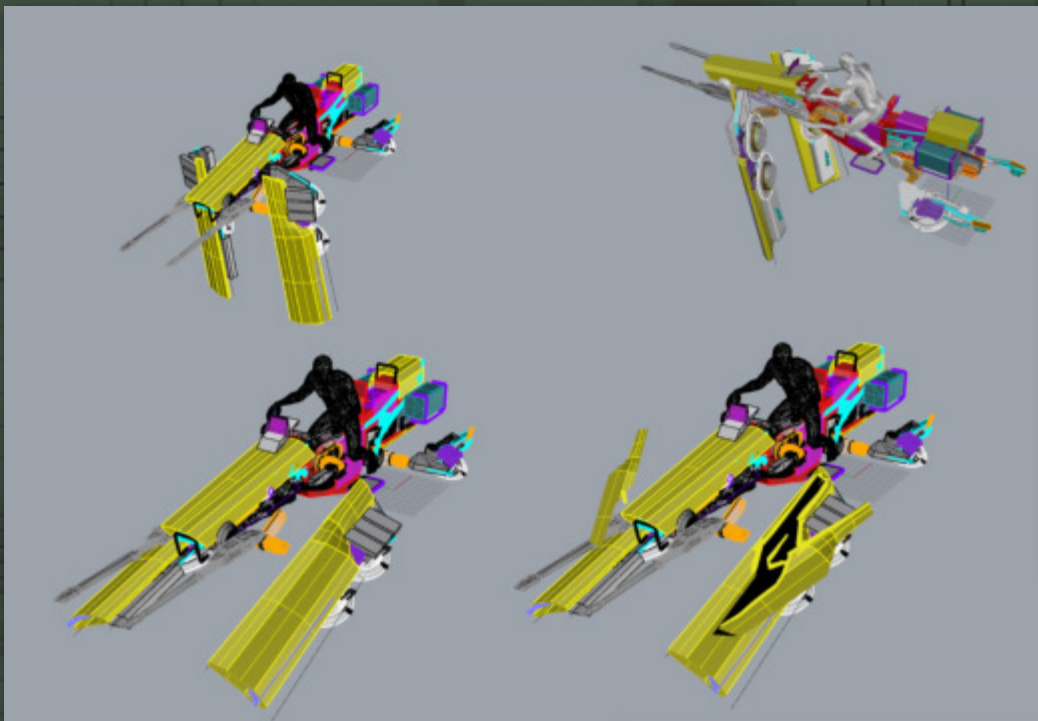
**Paul J:**

One each of:

- Power Plant 0.25m x 0.375m x 0.25m
- Shield Generator 0.125m x 0.375m x 0.125m
- Avionics 0.375m x 0.25m x 0.1875m
- Cooler 0.25m x 0.375m x 0.125m
- Radar 0.25m x 0.25m x 0.125m
- Fuel Tank 0.25m x 0.5m x 0.25m

**Gary S:** It's like day and night! It will be much easier to integrate; it's cut the space required in half!

**Paul J:** :)



**Gary S:** Just trying things.

**Paul J:** I prefer this one.

**Gary S:** Ok, thx.

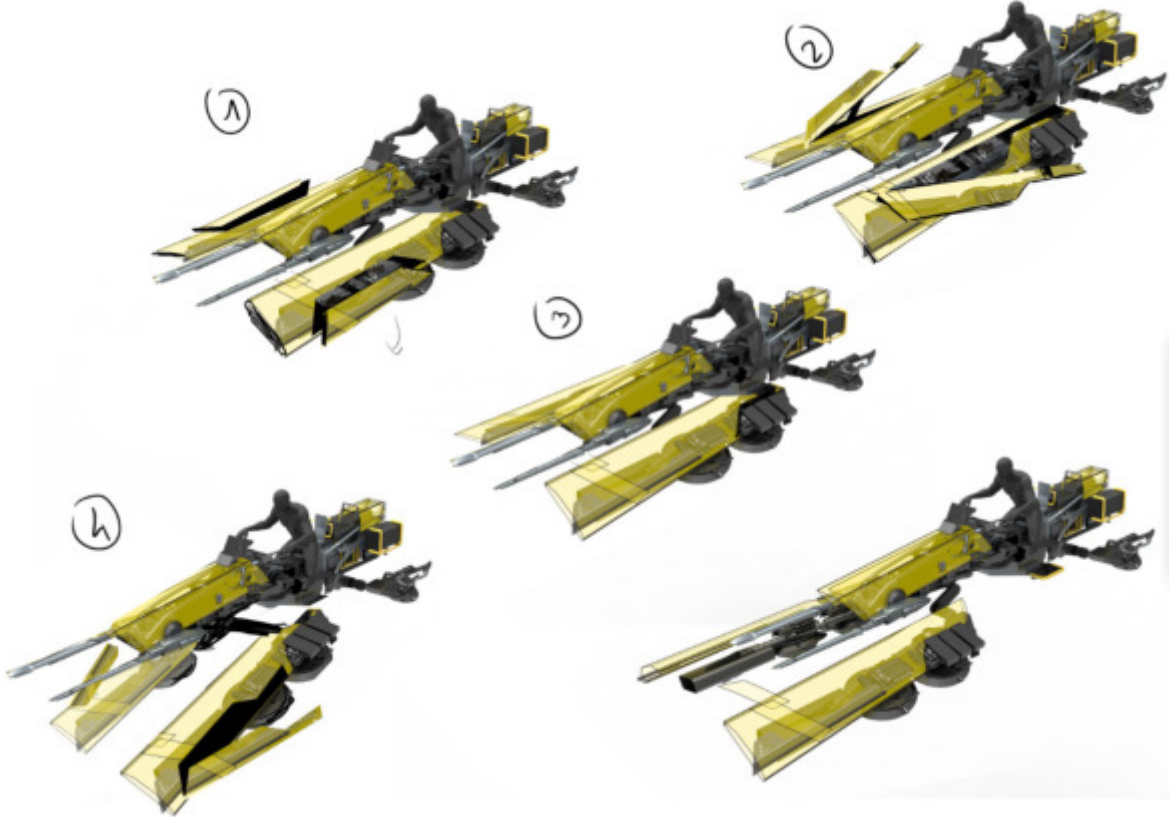
**Paul J:** Especially from a POV of coming in to land.

**Gary S:** Yeah, I agree. I put the original hood from v2 in the earlier screenshot I sent to you. Could something like that fit?



WORK IN PROGRESS

**Gary S:** I don't know if I prefer the simplest version or this one, but the chassis looks better now and nearer to v2.



**Gary S:** I hope to solve the cluster things next, then get with Matthew about chassis multi-axial propulsors, get the 3d model more finalised, and then we are not far from being done!



WORK IN PROGRESS

**DRAKE**  
UNIVERSITY

DRAGONFLY placeholder rear player



**V09A**



**V09B**



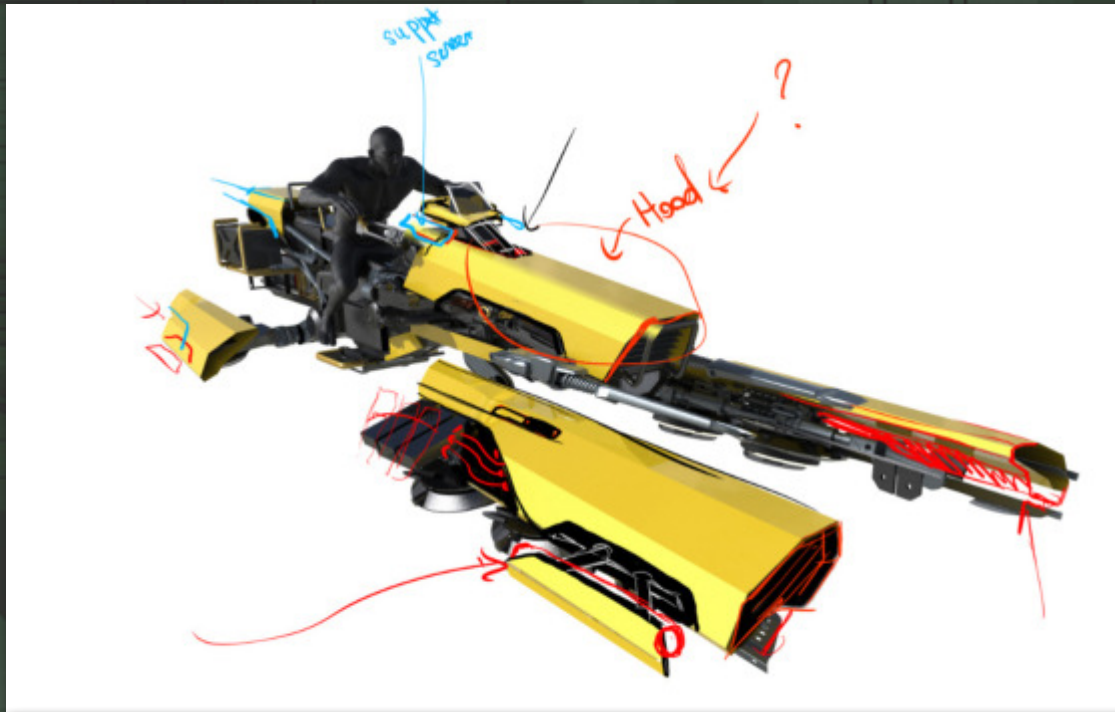
**V09** pose



WORK IN PROGRESS

Do you like that view?  
This pose is the best. :)





**Gary S:** Should we keep the hood unbroken like that?  
**Paul J:** Yeah.  
**Gary S:** Now for the beauty shots!



WORK IN PROGRESS





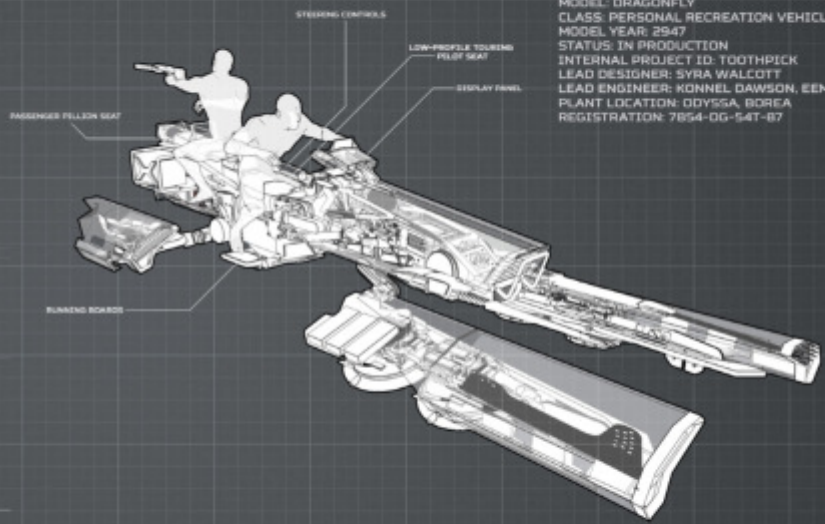
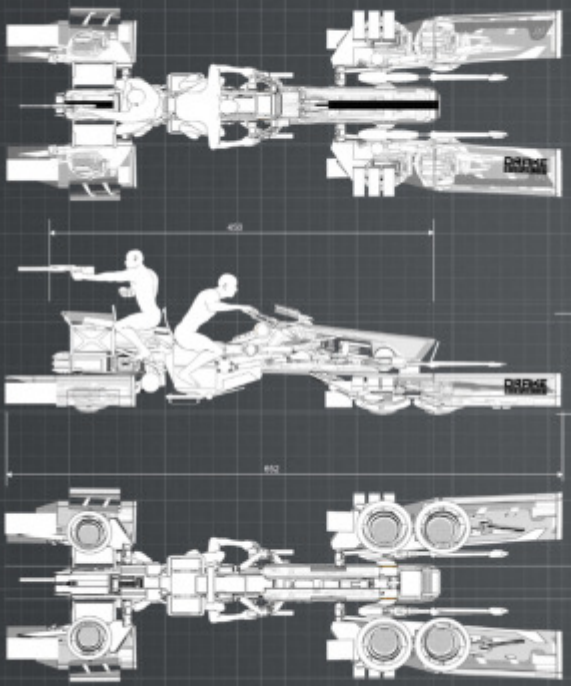
WORK IN PROGRESS

**DRAKE**  
INTERPLANETARY



# DRAGONFLY

MANUFACTURER: DRAKE INTERPLANETARY  
MODEL: DRAGONFLY  
CLASS: PERSONAL RECREATION VEHICLE  
MODEL YEAR: 2947  
STATUS: IN PRODUCTION  
INTERNAL PROJECT ID: TOOTHPECK  
LEAD DESIGNER: SYRA WALCOTT  
LEAD ENGINEER: KORNEIL BAWSON, EEM  
PLANT LOCATION: ODYSSEA, BOREA  
REGISTRATION: 7854-DG-54T-87



**DRAKE**  
INTERPLANETARY

**ORT-1**

**DRAKE DRAGONFLY PLAN**

DRAWN BY:  
CHECKED BY:  
DATE:

GS  
DH  
2946/6

**SHEET**  
**ORT -1**



WORK IN PROGRESS

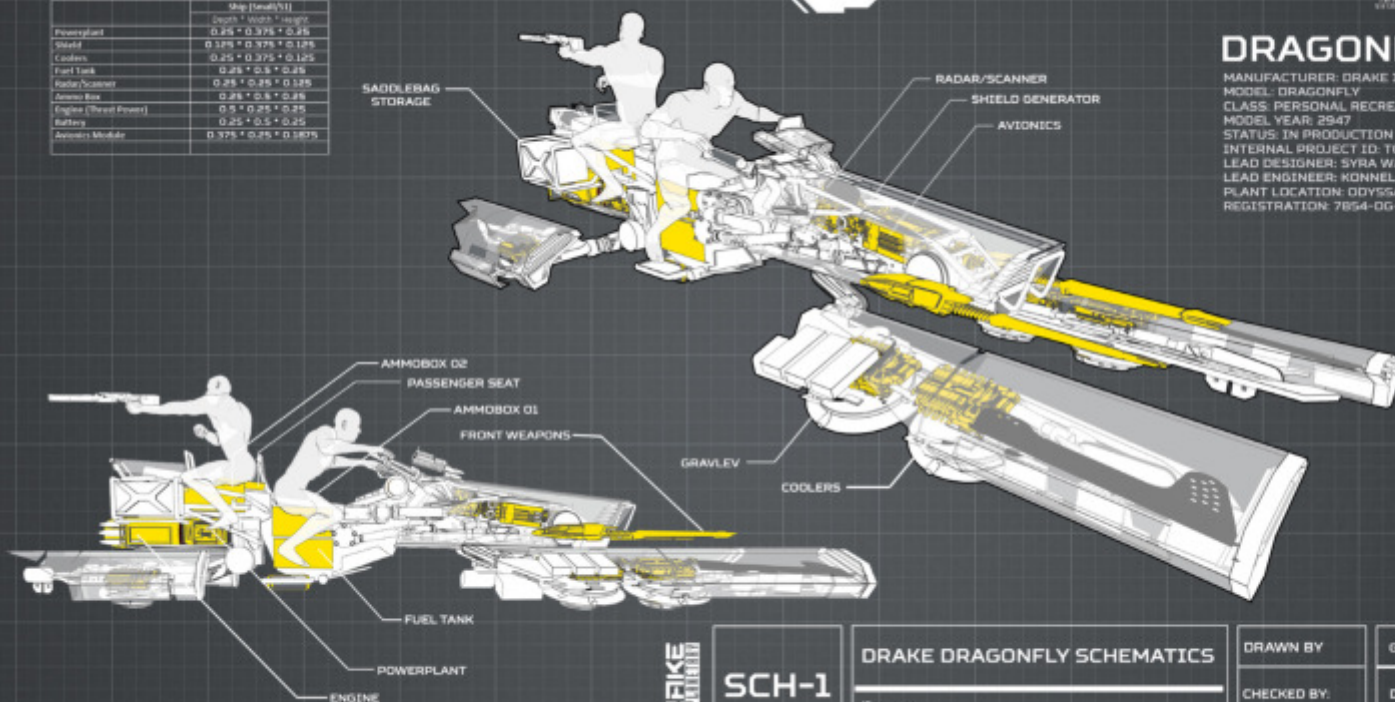
**DRAKE**  
INTERPLANETARY



## DRAGONFLY

MANUFACTURER: DRAKE INTERPLANETARY  
MODEL: DRAGONFLY  
CLASS: PERSONAL RECREATION VEHICLE  
MODEL YEAR: 2947  
STATUS: IN PRODUCTION  
INTERNAL PROJECT ID: TOOTHPECK  
LEAD DESIGNER: SYRA WALCOTT  
LEAD ENGINEER: KORNEIL BAWSON, EEM  
PLANT LOCATION: ODYSSEA, BOREA  
REGISTRATION: 7854-DG-54T-87

	Ship (total/51)
Engine/Plant	0.25 * 0.375 * 0.25
Shield	0.125 * 0.375 * 0.125
Coolers	0.25 * 0.375 * 0.125
Fuel Tank	0.25 * 0.5 * 0.25
Radar/Scanner	0.25 * 0.25 * 0.125
Control Base	0.25 * 0.375 * 0.25
Engine (Shield Power)	0.5 * 0.25 * 0.25
Battery	0.25 * 0.5 * 0.25
Auxiliary Module	0.375 * 0.25 * 0.125



**DRAKE**  
INTERPLANETARY

SCH-1

**DRAKE DRAGONFLY SCHEMATICS**

Supplies:  
www.drakeinter.com

DRAWN BY: GS  
CHECKED BY: DH  
DATE: 2946/6

DRAWN BY: GS  
CHECKED BY: DH  
DATE: 2946/6

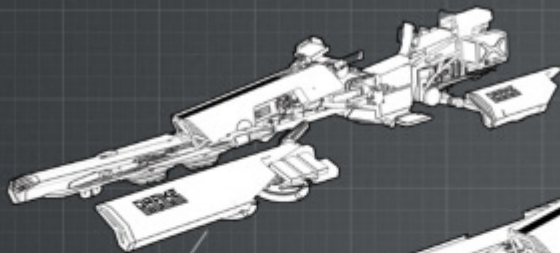
SHEET  
SCH -1



**DRAKE**  
INTERPLANETARY

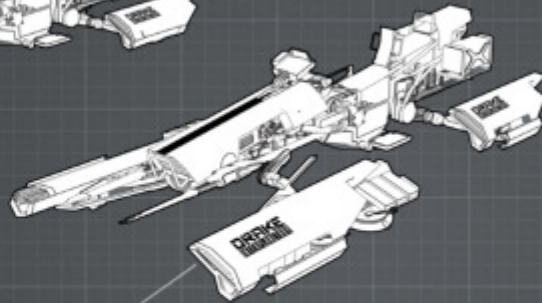
## DRAGONFLY

MANUFACTURER: DRAKE INTERPLANETARY  
MODEL: DRAGONFLY  
CLASS: PERSONAL RECREATION VEHICLE  
MODEL YEAR: 2947  
STATUS: IN PRODUCTION  
INTERNAL PROJECT ID: TOOTHPICK  
LEAD DESIGNER: SYRA WALCOTT  
LEAD ENGINEER: KONNEL DAWSON, EEM  
PLANT LOCATION: ODYSSEA, BOREA  
REGISTRATION: 7854-DG-54T-B7



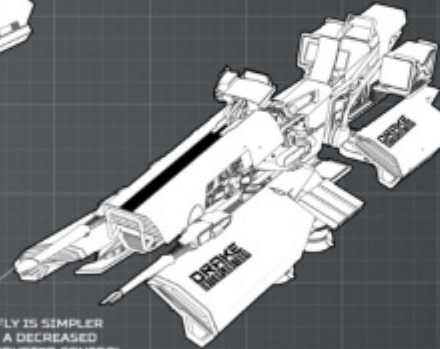
### GROUND MODE

SMOOTHLY SKIM ALONG A PLANET'S SURFACE WITH EASE UTILIZING THE DRAGONFLY'S IN-LINE MOUNTED GRAVLEVS.



### SPACE MODE

WITH THE OUTRIDERS FULLY EXTENDED, EXPERIENCE UNPARALLELED MOBILITY AND RESPONSIVENESS WHILE CUTTING THROUGH SPACE.



### COMPACT MODE

STORING THE DRAGONFLY IS SIMPLER THAN EVER THANKS TO A DECREASED PROFILE AND FINER THRUSTER CONTROL.

**DRAKE**  
INTERPLANETARY

SCH-2

### DRAKE DRAGONFLY MODES

DATE: 2945/6  
DRAWN BY: G5  
CHECKED BY: DH  
DATE: 2945/6

DRAWN BY:

G5

CHECKED BY:

DH

DATE:

2945/6

SHEET  
SCH -2

WORK IN PROGRESS



**DRAKE**  
INTERACTIVE

## DRAGONFLY

THE DRAGONFLY UNDERSTRUCTURE IS COMPOSED OF A MODULAR CHASSIS THAT ALLOWS FOR QUICK TRANSFORMATION INTO SEVERAL DIFFERENT FLIGHT MODES: GROUND, ZERO-G, AND COMPACT.

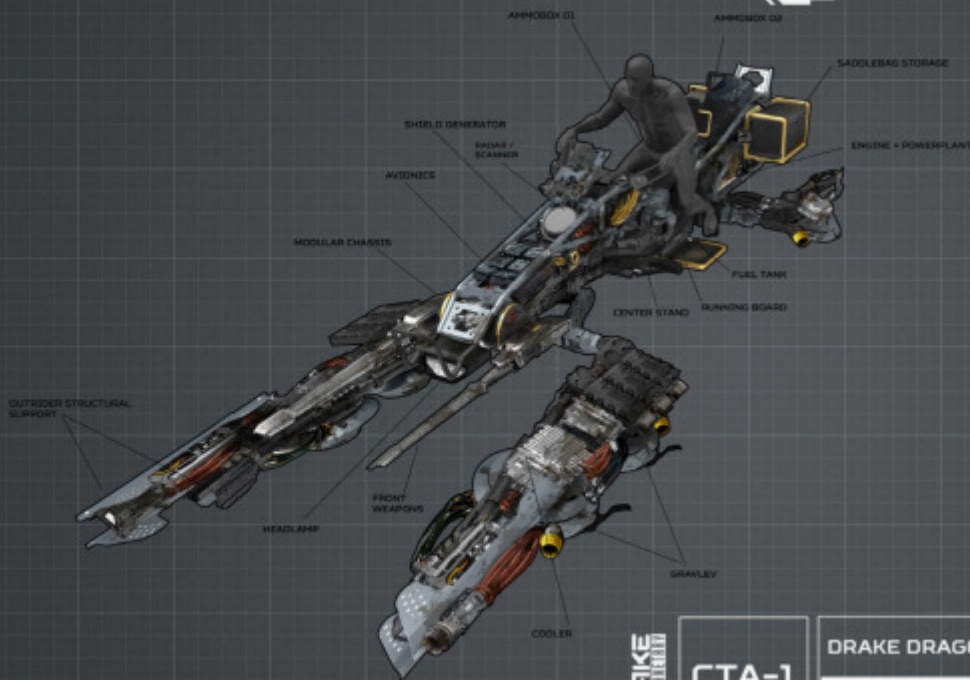
COMPONENTS ARE PRECISELY PLACED TO ENSURE A BALANCED AND RESPONSIVE RIDE.

THE OUTRIDERS WORK IN CONCERT WITH THE ADVANCED THRUSTERS FOR INCREASED MANEUVERABILITY WHILE EVEN AT TOP SPEEDS, MAKING TURNING AND DRIFTING SECOND NATURE.

ADVANCED GRAWLEV TECHNOLOGY MEANS THAT THE DRAGONFLY CAN HANDLE EVEN THE ROCKIEST TERRAIN AS IF IT WAS GLIDING DOWN A RACETRACK.

SADDLEBAG STYLE STORAGE IS CONVENIENTLY LOCATED WITHIN REACH OF THE PILOT AT THE REAR OF THE VEHICLE.

TO KEEP THE DRAGONFLY AS STREAMLINED AS POSSIBLE, AMMO BOXES WERE POSITIONED UNDER THE PILOT AND PILLION SEATS.



**DRAKE**  
INTERACTIVE

CTA-1

DRAKE DRAGONFLY SCHEMATICS

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CHECKED BY:	DH
DATE:	2946/6

SHEET  
CTA -1

WORK IN PROGRESS



WORK IN PROGRESS



For almost three centuries, Squadron 88 delivered on its motto – “Stand and Deliver.” The squadron’s lineage goes back to the Second Tevarin War, though it didn’t see any action in that conflict. It has spent time along the Perry Line and, most famously, made the ultimate sacrifice during the Fall of Caliban. It was there the 88th earned its famous and fateful nickname “The Lost Squad.”

The 88th was formed in 2608 as the Tevarin military was pushing their way through the Empire for a second time. Their leader, Corath’Thal, was expertly using guerilla tactics to terrorize the Human public and force the UEE Navy to divide their more powerful military resources. In re-

sponse, the Navy reorganized its ranks to better respond to the Tevarin’s asymmetrical warfare. It was as part of this restructuring that the 88th came into existence.

Classified as a support squadron, the 88th provided logistical help to both forces fighting along the front lines and civilian populations ravaged by unexpected Tevarin attacks. The diverse workload birthed a squadron that became known as a jack-of-all-trades but master of none. It was capable of efficiently establishing a secure supply line, setting up and managing sensor beacons, or swooping into battle at a moment’s notice.

While the 88th was never known for its fighter pilots, it groomed some of the best logistic officers. The squadron's wide range of assignments gave its members an understanding of the Navy's many roles, birthing a culture of starmen dedicated to making the Navy better in every capacity.

With the Tevarin conflict resolved, the 88th was reassigned to the Castra System in the mid-27th century as the cold war with the Xi'An intensified. Though technically not on the Perry Line, documents released under Imperator Costigan's Historical Truth Act of 2941 revealed that the 88th participated in at least 50 missions in Perry Line systems. They assumed many roles, but mainly provided logistical support and resupplied squadrons patrolling the borders.

After the Akari/Kray Treaty eased tensions with the Xi'An and effectively ended the cold war, the 88th became an integral part of Castra's transition from a closed military system to one open to the public. When the first civilian convoys entered the system, members of the 88th were given the honor of leading them to Sherman's perch atop Mount Olympus. For many outside the Navy, it was the first time they had heard of the 88th, but tragically, it would not be the last.

## The Next Assignment

After its help transitioning Castra into an open system, Squadron 88 was once again transferred. The squadron was relocated to the Caliban System and established operations on Crion (Caliban II). Though it had been almost 70 years since the Vanduul had ripped Virgil from Humanity's hands, Caliban was still under threat. The system faced sporadic attacks from small clans. Even though those attacks were repelled, it was clear the system was a target and things were only getting worse.

The 88th's presence was heralded as a sign that the UEE

was serious about keeping the Vanduul out of the system, yet behind the scenes, things were far from perfect. Though the squadron was charged with maintaining and repairing the system's aging sensor grid, leaked documents following the Fall of Caliban showed that the 88th's commanders often fought with Navy brass over funding and resources. In 2878, Avery Sinaga, the squadron's commanding officer, even requested a transfer unless she received the assets necessary to protect Caliban. She was subsequently sent to a different squadron, though in later years she would state she regretted not being there when her troops needed her most.

## The Fall of Caliban

On record, Caliban had everything it needed to defend itself: a vast network of early warning sensors, anti-aircraft weaponry built into the asteroid belt, and even supplemental patrols by competent local militias to augment Squadron 88's routine watch throughout the system. The infrastructure was there to prevent a tragedy; yet one still occurred on July 7, 2884.

It is still not exactly known how the massive Vanduul clan slipped past early warning sensors to enter the system, but the 88th's pilots on patrol near Caliban IV were the first to spot the aggressors. A distress signal was sent, but the accompanying message was cut off. The rest of the squadron mobilized to engage the threat, not knowing how overpowering it would be.

It was only when the faster scout ships neared the approaching clan that they realized the true scope of the raid. At the heart of the Vanduul force loomed a Kingship, kilometers long and with more than enough firepower to eliminate a full fleet, let alone a single squadron. The 88th immediately dispatched comm drones requesting reinforcements. Based on the distance and response time, the



squadron knew it would be, at least, a day or two before they received any support.

Commander Randall, Squadron 88's CO, quickly shifted the strategy away from defending Crion to organizing and defending civilian convoys evacuating the system. As she climbed into her ship to lead the effort, Commander Randall told the 88th that the goal wasn't to track confirmed kills, but count the number of people they saved, "We must stand firm in the face of the enemy, and deliver these people to safety. We're the 88th. If it needs to be done, we're the ones to do it."

For two long and brutal days the men and women of the 88th fought a fearless delaying action, waiting for the reinforcements to arrive. Though completely outnumbered and outclassed, they gave everything they had to slow down the encroaching attackers. When the 2nd Fleet finally made their approach to Crion, they were shocked

to discover any survivors at all amidst the utter devastation and the planet-wide flames. Civilian losses were heavy, and the brave pilots of the 88th suffered even worse. However, thanks to the squadron's incredible sacrifice, millions of civilians were able to escape the system. The 2nd Fleet quickly moved to rescue any remaining Humans they could find before they too abandoned the system. Caliban has been under Vanduul control ever since.

Out of respect to the families of those who died, exact casualty reports have remained classified, but from what historians have been able to piece together, the losses were among the most devastating in Naval history. Most telling is that following the Fall of Caliban, the UEE Navy officially retired Squadron 88, cementing its legacy as having made the ultimate sacrifice for their Empire, and leading to the evocative moniker, bestowed upon it by the public, of "The Lost Squad."



MEMORIAL





# COMMUNITY MANAGERS



COMMUNITY MANAGEMENT DEEP IN STRATEGY (L TO R):  
BEN LESNICK  
VIDEOPHOTOGRAPHER  
THOMAS HENNESSY  
JARED HUCKABY  
TYLER WITKIN

41

BEHIND THE SCENES

*Community management is one of the most visible parts of this grand adventure into the future. Odds are you've been directly affected by them; in fact, just by you reading this **Jump Point**, Ben has had a hand in presenting new perspectives on Star Citizen to you, because he kicks off each new issue with yours truly, determining what will be featured each month.*

*Let's sit down with the team and get their angle on SC.*

**JP:** *Let's start with the usual first question: please give me your title, and a short description of what you do.*

**Tyler Witkin:** Hey there! I am Community Manager in the Austin, TX studio. I was brought on board to continue strengthening our relationship with our backers, provide

more coverage to our Austin studio and the publishing process, and more! :)

**Jared Huckaby:** I'm the Community Manager out of the LA office. In the 16 months I've been here, the easiest way I've found to describe what I do is take the ideas Ben, Sandi (and even Chris) have and find a way to make them work to the best of my abilities. In day-to-day terms, I help facilitate info going both ways between CIG and the Community, and I've been accused of killing hype by setting the record straight on more than one occasion!

**Ben Lesnick:** I'm ... this is a mouthful ... Director of Community Engagement, Online Strategy and Spaceship Develop-

ment. I do a little bit of everything, from coming up with ship concepts for the game to managing our incredible community.

**JP:** *Why does our incredible community need to be managed?*

**Jared H:** That's the question, isn't it?

**Ben L:** Communities don't happen by accident! One of the smartest things Chris did in the early planning for *Star Citizen* was realize that we needed to build a community, not just to spread the word about the game, but also to provide feedback, direction, criticism ... to do things as a group that make the final project better, things that no one person could.

And that means going a bit above and beyond the normal process of "here's something really cool, like it!" There was a lot of making sure we establish relationships, that we give back to the people supporting the game ... coming up with a way for people to be positive, to have them involved, to make sure they know we're on this journey with them.

**JP:** *When you say, "provide feedback, direction, criticism" ... is that what you're providing to the community?*

**Ben L:** No, that's what we get FROM the community. You want a community that understands their thoughts, feelings and opinions are valid, that we take them into consideration on the development side. And we do!

**Jared H:** One of the ways our community is so different from that of other games is simply because no other game would have a community at this point in development. So a large part of our responsibility to the community is to illustrate how different this project is, especially to those just discovering the game. We're building the game in

front of everyone, and it can be easy to forget that no one else is doing this to this scale. Managing expectations is important, because it's easy to get swept up and carried away!

**Ben L:** There's different ways to create a community. The easiest is to make everyone angry about something. "Hey, let's beat X." That whips up interest in something, gets people interacting for a while and then it falls flat. Chris knew we needed to build a community that was in this for the long haul, and that was based on the same principles as the game ... creating something new rather than being better than something else.

**Tyler W:** To piggyback on what Jared said initially, I believe a huge part of "managing" this community is facilitating the amount of information that is moving around our various studios, and helping bridge the communication gap between developer and backer. That communication channel is two-way. We want to deliver updates and information to our supporters, while also welcoming all feedback. It is a relationship that is invaluable to us.

**Jared H:** The coolest part of this for me is seeing just how many people in the community "get it." The chance to see a AAA game built from the ground up is exciting.

**JP:** *Describe what you do in an "average" week.*

**Jared H:** No week for Disco Lando is "average"!

**Ben L:** On the public-facing side, we put together two or three broadcast shows, at least one livestream and daily Comm-Link updates for the website. We manage a team of moderators for the forums, we keep tabs on popular off-site community areas like Reddit, collecting feedback for devs ... and then there's a lot of writing (forum posts, monthly reports, etc.)!



BEHIND THE SCENES

Internally, we have to try and stay on top of what 250+ employees are doing so we can keep the community informed about their game! We also put together things like ship sales, the monthly report, special events. And there's some spaceship building in there as well.

**Jared H:** I think Chris is a "visual" guy. This is the man that defined cinematic storytelling in video games for an entire generation. So a lot of our communication with the fans is also visual, utilizing a number of videos that we release every week. The number fluctuates, but at one point we were putting out 5 videos a week. In recent weeks/months, we've worked to reduce the amount of shows and improve their overall quality and diversity. A lot of my week is generally spent trying to figure out who, what, and how we can show things to the fans.

Beyond that, much of my week is spent gathering quality feedback from the community and taking it to the relevant developers to make certain they see it.

**Ben L:** We're also first responders of sorts. Whether it's a big argument on the forums or needing a last minute Jump Point interview replacement, we try and be there! :)

**JP:** *(I see what you just did.)*

**Tyler W:** It's hard to describe an "average" week for me, due to a lot of what I focus on constantly changing. A huge part of being on the Community team is adapting to your surroundings, sometimes on the fly. We are reactive when we need to be, whether it is a hot topic that needs to be addressed, or footage that is required to support a video segment.

Some of the tasks that don't change for me on a week-to-week basis are interacting with our community through various channels, selecting MVP and AtV's intro showcas-



es, investigating forum inquiries, and supporting our frequent publishes/patch releases. In addition, you can find me capturing in-game footage for various things daily.

**Jared H:** We also get tapped to create marketing materials like the ship sales pages and brochures, videos that you might see during live events or in the press, or recently, designing the showfloor booth for Gamescom. Another of my favorite aspects of this job is that I can't remember having an average week in 16 months. Always on our feet!

**Tyler W:** The jack of all trades team. Our hands end up in everything in some way or another.

**Jared H:** And then, in the evenings, both Tyler and I spend a lot of time watching our streamers. It's a fantastic way to take the pulse of our community. We'll spend hours each night going back and forth between broadcasts, making notes to each other and interacting with the fans in chat. We try to watch during the day too, but that can be difficult with everything else going on. We do our best to see as much of what's out there as possible each week.



BEHIND THE SCENES

**JP:** You mentioned that backer feedback can affect the game. Give me a couple of examples where this has happened.

**Ben L:** Early on, it was very easy to point out examples. Things like backers picking the Freelancer window design, or their feedback about ship performance and controls. Now, the community is so integrated into the process that they are an honorary part of our QA team – everything they volunteer is definitely appreciated.

**Ben L:** We have an incredible in-house team, of course, but for a game the size of *Star Citizen*, internal testing isn't enough. That's why we developed the PTU and the related feedback systems, which generally lead to at least one iterative patch after a major release! A million eyes are better than one, as it were.

**Jared H:** And it's important to remember that even the current release version of our game is still ALPHA: it's all a testing environment. So everyone that logs in is helping us test in one way or another, and that's so cool.

**Tyler W:** Coming from the QA team here at CIG, I have seen firsthand how powerful and instrumental player feedback is. Part of the vision in building *Star Citizen* is that we are building the game that everyone has always craved to play, and listening to feedback is paramount in achieving that. I have seen lists of feedback compiled in email threads where our Team Leads and Chris himself go through and discuss the points brought up, one by one. It really blew me away when I started at CIG, seeing just how seriously feedback is taken around here.

**Jared H:** Evocati. But also everyone who takes the time to log in and test this game.

**JP:** We talked about Evocati a month or two ago – remind me what it is?

**Ben L:** The Evocati, known affectionately in-house and out as the Avocados, are the tip of the spear for testers. They're a group of backers who have provided such good feedback that we find it valuable to give them access to the earliest builds that might still have major blockers or other issues.

**Jared H:** They get the worst of it. I honestly couldn't do what they do. Not just the Evocati, but our fantastic internal QA team. It's one of the ways Tyler is a better person than I am.

**Tyler W:** Evocati is a group of testers strategically selected who are on the front line when it comes to testing new content coming online. It's not always pretty, as these fans see content when it is in very early stages, and sometimes quite broken. Will Leverett, here in the Austin, TX studio, designed a detailed method of selecting this group and we have found it extremely beneficial to our publishing process. It has helped us corner a lot of nasty bugs early on, before we begin the actual PTU stage of testing.

**JP:** What is the most extreme way that you've seen a ship change (in form, function, stats, name, whatever) based on player feedback?

**Tyler W:** I think Ben and Jared may have a better example for this one, due to being so closely embedded with the ship team in LA. However, the sheer amount of changes that have come online in the form of weapon/flight balancing due to community-provided feedback is awe-inspiring.

**Ben L:** I think the very direction in which we take ships ... it was the community that decided they wanted more options when it comes to smaller, starter ships – which we're building now! We're also revamping a number of our early ships and in the process using a whole lot of feedback, for the 300, Aurora, Cutlass and so on.



BEHIND THE SCENES



**Tyler W:** We have even let our backers vote via polls to decide which ships will go into production.

**Ben L:** For the Buccaneer, we even asked the community for reference art – what did THEY think a pirate fighter should look like?

**Jared H:** And we quickly discovered there was no consensus!

**Tyler W:** Haha

**Jared H:** Which is awesome.

**Ben L:** And I will say it's not a 100% thing, which is always frustrating to get across. We can't take EVERY suggestion, but we don't discount anything.

**Jared H:** Everyone has their idea of what a pirate, and a pirate fighter, should be. Taking feedback is more about making an informed decision than anything else. You absorb the feedback, then make the call you think is best. Feedback can sway a decision, but most times it's about educating and informing that call.

**Tyler W:** It always surprises me how even at the highest level, all feedback is considered. I have seen email threads where Chris Roberts mentions a comment someone made on page 37 of a forums feedback thread, and is looking to discuss it with the team.

My first thought was, "When does this guy sleep?!"

**Ben L:** Chris has an impossible capacity for this stuff. He knows EVERYTHING anyone posts on the forums, Reddit ... often by user name.

**Jared H:** YES

**Ben L:** Another ship example: the Drake Dragonfly wouldn't exist without the community pushing for it! It was an idea we posted about once, and the fans kept it alive ... and the result is a totally cool new experience in *Star Citizen*!

**Jared H:** I can't think of a specific example of something the community brought up that we hadn't already considered in the last year. The team here is generally pretty good at anticipating and exploring the possibilities. Where the community really helps in those situations is to reinforce a particular path that's being considered. Like with the recent video evolution – we've had this on the plate forever: things we wanted to improve on, ways to expand to the other studios. It was mostly a matter of when and not if. Community feedback in the last few months told us the time was now to try something new.

**JP:** *Nice segue, Jared. What exactly is happening to the regular video schedule?*

**Jared H:** We're extremely proud of our video output to this point. No one else has done what we've done to the extent we've done it on video output, in quantity and variety.



Recently, the decision was made that it was time to push ourselves even further. Refine the approach a bit, while expanding out to other studios. So we're entering an "experimental" phase.

**Tyler W:** Well said.

**Jared H:** We're gonna try some things, many of which are hard and kinda scary at times, but *Star Citizen* suffers from no lack of ambition.

**Tyler W:** It's new territory for us, and going back to the previous topic, gathering feedback is key. We want to do right by our community while still maintaining realistic goals.

**JP:** *And some of the things we're going to try are ...?*

**Jared H:** We want to expand our content offerings to encompass all four studios around the world, in a weekly, rotating fashion. So we're going to be training up and learning how to do that over the next few weeks and probably months.

**Ben L:** In the past, ATV has been hosted in Los Angeles, and there's been a big focus on the LA team, since we're here! What we're trying to do now is share the stories from the other studios, getting them more involved in the videos. So instead of four AtVs from LA every month, you'll see folks in Germany, England, Austin and wherever else *Star Citizen* is made.

**JP:** *One of the reasons it has consistently been made in LA is because that's where the production crew is. How are you going to handle things in four (or more) different locations?*

GAMESCOM BOOTH  
MOCK-UP (OVERHEAD  
PERSPECTIVE)



**Jared H:** Making an internet TV show that's concise and compelling to watch is a lot harder than buying a camera and a microphone and pointing it at a person. Most of the experience we've gained over the years in this regard is focused in the LA studio, so it'll take awhile to scale up for the other studios, and learn all the lessons we don't already know specific to each location!

**Tyler W:** Our various studios don't have the same setup and experience that the LA studio has in regards to video content output. This will take some time to refine so that all of our studios can meet the same standard. All of the studios have been very receptive and excited to be able to showcase their home base and the cool projects happening there. We are in a state of flux, and are working hard to show as much, if not more, then we tell.

**Jared H:** And of course, there's figuring out what the strengths are for each studio. Most people didn't get into video game development to make a TV show. So it's a balance we work with every week; some weeks we succeed better than others. But we always learn and we always continue to improve where and when we can.



BEHIND THE SCENES



Which is fundamental to the entire *Star Citizen* experience, I think. The entire project is outside the realm of “normal.” We’re always experimenting and trying new things. I love that we’re not afraid to try and be more, even if it doesn’t always work out as we hoped.

**Tyler W:** Absolutely. It’s definitely a balancing act. You have to find the sweet spot where you are not disrupting development, but still sharing content/progress with our supporters.

**JP:** *Are the shows and segments still going to have the same titles, but just from different locations, or what?*

**Ben L:** We’re leaning towards rebranding everything, so it’s fresh. It can be hard to come in to episode 100 of AtV and feel like you have to catch up. (And I would advise not catching up; it took us a while to figure out what we were doing in those early shows!)

**Jared H:** And now we’re learning all over again in each studio!

**JP:** *Gamescom is coming up soon. What are your plans there? What will be the highlights this year in Germany?*

**Tyler W:** I’ll let these gentlemen take this one. I’ll be holding down the fort from Texas!

**Jared H:** We’re building an Idris! (Not really.)

**JP:** *I’ve heard that before. Done two Jump Point issues on it, and it still wasn’t done.*

**Jared H:** This year, we’re having our first real gaming convention show-floor booth, and it’s inspired by the bridge of the Idris.

We’ll be in Europe for three weeks starting with Gamescom, where we’ll be manning the booth, hosting evening events for fans and showing the world some of the cool stuff coming up for *Star Citizen*.

Then we’re going to spend some time at both Foundry 42 offices, shooting interviews and other video content and helping them get up to speed for making their own. Gamescom itself is going to be a blast, though. We have our first ever ‘fancy’ show floor booth, and we’ll be there showing off the game, answering questions and handing out swag all week.

**Jared H:** We’ll be showcasing the latest build of *Star Citizen* on the floor, and we’re bringing some of our community Twitch broadcasters along to celebrate *Star Citizen* for five days live from Germany. These are guys who spend their days showcasing *Star Citizen* gameplay for the community, so we’re giving them the chance to do it from inside the bridge of an Idris and with Chris Roberts peeking over their shoulder.\*



BEHIND THE SCENES

**JP:** *Now that sounds like fun.*

**Tyler W:** Having seen the work that Jared has been putting into the show-floor booth and overall planning, I think it's going to be great.

**Jared H:** \*Jared Huckaby may be substituted for Chris Roberts.

The four broadcasters we're bringing to Gamescom and putting to work on the show floor should be very well known to the *Star Citizen* community. The four joining us are Captain Richard, DeeJay Knight, Twerk17 and BadNewsBaron. We're excited to have them as ambassadors of *Star Citizen*, and I think they'll be entertaining for folks to watch for the five days we're broadcasting from the show floor.

**Tyler W:** I am really excited about this. As a regular lurker in their streams, it's really an awesome group of guys.

**JP:** *You've talked about getting feedback and other input from the players, and about all the videos you do. What else do you do to keep players informed?*

**Ben L:** We have a lot of tools to interact with players and keep them informed. Of course there's big ones like design posts, the monthly reports, the big ship sale productions when we have a new concept ship ... but there's also everyday stuff like 'gold posting' on the forums (identifying you as a dev and adding your comments to a dev tracker everyone can see), posting on social media every day ...

**Tyler W:** There are a lot of ways we can keep the players informed. Personally I find it very beneficial to connect with the backers on the ground level by hanging out on our RSI web-chat, forums, Twitch, Reddit, Discord, etc. It's not a wide-scale win and generally goes unnoticed, but



**BADNEWSBARON**  
(GAMESCOM  
STREAMER)

I think it is appreciated and is honestly really fun. At the end of the day we are fans of this game too, so being able to be candid with the fans and geek out about the same things together is priceless.

**Jared H:** One of my favorite things to do is give the office tours for the LA studio. I love it so much, I even flew to ATX once on my own dollar to do a tour there with Tyler. Showing citizens what we're doing is easily at the center of the *Star Citizen* experience while we're in development, and it's just a blast. I'm lucky Ben lets me do it.

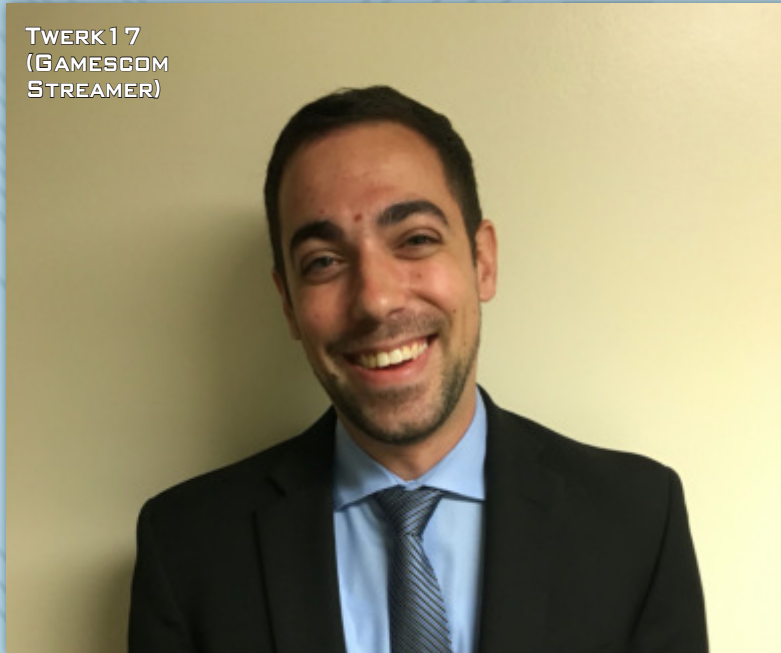
**Ben L:** Office tours are another way we keep folks involved ... letting them come in here, see what we're doing and how we do it. One of the formative events of my life was getting to go see the *Wing Commander: Secret Ops* team at work back in 1998 ... so when we were coming up with ways to interact with the community, I absolutely wanted to maintain that.



BEHIND THE SCENES



TWERK17  
(GAMESCOM  
STREAMER)



**Tyler W:** Totally agree. And that concept bleeds out to our frequent Bar Citizens that our Community organizes. We have an established group in Austin that organizes them monthly, and they are a real treat to attend.

**JP:** A quick reminder: how do you get an office tour?

**Jared H:** For those wanting to schedule an office tour, you can do so through the CS ticketing system. The ticket will get routed to the appropriate person and arrangements can be made. It's important to remember that times and spaces are limited.

We have a set schedule for our tours. It's unfortunate, but we can't disrupt development of the game to accommodate a tour every time someone requests one, so we set dates and times throughout the year, and those are when tours are available. To the fans: Please do not drop by any studio unannounced. It's hard to turn people away, but we just can't do these anytime someone wants one.

**JP:** We're close to being done, but I wanted to hear the weirdest/funniest stories you've run across when dealing with either the players or the team.

**Ben L:** I certainly have a 'crazy CS ticket' folder in my brain, but I don't want to embarrass anyone (myself included). The craziest thing that happens to me is being recognized in public, which remains a truly bizarre experience.

**Tyler W:** So many anecdotes, I don't know where to start. I'll never forget when *Star Citizen* streamer Farasalt pretended to be Captain Richard on Twitch. He had the mannerisms on point! It was hilarious.

**Ben L:** In general, though, our backers are the nice kind of crazy people! They put together incredible, creative gifts for us, they send us food ... and they encourage us daily with their passion.

**Tyler W:** They never cease to surprise me. The amount of talent that goes into the content that our fans provide US is awesome.

**Jared H:** It's hard to think of a particular instance without possibly embarrassing someone who isn't here to offer their side of the story, so I'll share a story of when I was the fan. Back in the early days when this was all still so new, I was completely caught up in seeing Chris, Sandi, Ben and Eric each week on videos, talking to the community and sharing the *Star Citizen* experience. For reasons I still don't fully understand, I wanted to entertain them back by sending short videos made with action figures that were woefully inappropriate. I just wanted to make them laugh and ease their days, but then they started putting those videos in their broadcasts, and my world literally changed. I became even more invested in the project when they invested in me, and that began me on a road that led here. I don't know where else that happens but in *Star Citizen*.



BEHIND THE SCENES

**JP:** *That reminds me of a question I should have already asked. As editor of **Jump Point**, I have one of the geekiest jobs possible, but I think y'all might have out-geeked me. How did you get where you are today? How could I do the same thing?*

**Ben L:** I cut my teeth as a *Wing Commander* fan, and have run the *Wing Commander* fan community since the mid-1990s. Through that, I've known Chris for many years, and was honored when he asked me to help plan for *Star Citizen's* community (it was called *Space Traders* at the time!) There wasn't a company back then, just a few folks donating their time and skills to make the demo happen ... and it was just this incredible spirit of creativity that was like nothing I'd ever been part of before. The campaign was such a success and I've been here doing whatever I can since then.

**Tyler W:** I could easily go into detail on how I got to where I am but I will simplify my answer. Work hard at everything you do, be positive always, and network.

I have really enjoyed my transition from QA to Community. Traveling out to LA to work with the team recharged my batteries and reaffirmed everything I believe about the amount of passion in this project. I am very fortunate to have the opportunity to work with these guys, and consider them my good friends.

Wearing Hawaiian shirts every single day is definitely a plus.

**JP:** *Do you get to expense the shirts as office uniform?*

**Tyler W:** You know, I never considered that! My closet looks like a field of flowers so I think I am set for the rest of my life.



**DEEJAY KNIGHT**  
(GAMESCOM  
STREAMER)

**Jared H:** Ultimately, I came here to help Ben. I'm a huge fan of Chris' and the work the team here is doing, but I respect the hell out of Ben Lesnick, which is weird, don't tell him I said that. He was the main draw for me. He's the pure nerd I can't always allow myself to be. I wanted to come here to help in any way I could, and that's precisely what Ben lets me do day in and day out. The analogy that plays in my mind is like *The Godfather*. Chris is Don Vito, Ben is Michael, and I'm Tom Hayden. It's not a perfect analogy by any means (does that make Tyler Sonny or Fredo?), and excludes about 200 other people that are far more important than I am to *Star Citizen*, but that's how I operate mentally. I'm here to facilitate whenever possible, and help represent *Star Citizen* to the public at the same time.

**JP:** *We're just about done here for today. Any Final Words before we finish?*



BEHIND THE SCENES

**CAPTAIN RICHARD**  
(GAMESCOM  
STREAMER)



**Ben L:** Just thank you to the community! It's been an incredible couple years BECAUSE of the community. I have never been so happy working on something ... I've had maybe one or two bad days in all this time. I work with my friends, I get to make spaceships and interact with incredibly interesting and kind people. And I owe that to our backers – they are the people making *Star Citizen* happen, we can never thank them too much.

**Tyler W:** I could not be more grateful for the support we receive day in and day out from our community. There are not enough pages in Jump Point for me to properly express my gratitude. Thank you to everyone who has welcomed me into this role with open arms and I am really excited to be on this wild adventure with all of you by our side, while we continue developing the BDSSE.

**Jared H:** I want to give a big shoutout to our volunteer moderator team. They work continuously across the globe

to help bring things to our attention, and moderate the website. They take a lot of flak for doing the things we ask them to do, but we'd be underwater without them.

And to the community at large, for never, ever having consensus. You all want so many different things, not just from *Star Citizen* the game, but from the overall development experience, as well. Chasing those things and trying to amalgamate them is the challenge at the center of every day, and whether you think we succeed on one day and not on the next, we'll always be here working to serve you guys the best we can. You quite literally make this all possible, and I wouldn't change a thing about you.

Well ... (laughter)

**Tyler W:** Wait, are we inventing words? I am really flamingorinogram about you all!

**Jared H:** a·mal·ga·mate  
verb

*combine or unite to form one organization or structure*

You have a lot to learn, Padawan.

**Tyler W:** You got that dictionary approved fast. A testament to the efficiency of our team.

**Ben L:** We should also mention Alexis, and the CS team in the UK, and the many people who let us do our jobs! Without Thomas Hennessy and Justin Chambers we wouldn't have any videos! And Sandi Gardiner, of course, has been incredibly kind to us, and has truly shaped *Star Citizen's* marketing in a way that supports the community.

**JP:** *That's a wrap – thanks, guys!*



BEHIND THE SCENES

# CALIBAN SYSTEM CRION



To the youth of today, Caliban has always been a Vanduul system. They don't remember it as home to millions of Humans, but only as a place where Vanduul harvesters chew through worlds we were forced to abandon. Still, everyone has heard the stories of the Fall of Caliban in 2884. The frantic planet-wide evacuation. The panic-stricken public making matters only worse. Events that so shocked the Empire, many will always remember where they were when they first heard the news of the system's loss.

Almost overnight, 500 years of Human history was gone. Now the lives of those who occupied Crion exist only in historical records and the memories of those few who survived. For many today, this one tragic moment defines the system, yet Caliban is so much more. Its vibrant and

tumultuous history dates all the way back to . . . well, we don't precisely know.

## UNCERTAIN BEGINNINGS

In 2341, hauler Ashley Ghan sold the location of the Caliban System to the UNE. Ghan was on a supply run in Nul when an outlaw pack sprang a trap. Overmatched and under fire, Ghan quickly spooled her quantum drive and jumped. While running scans to make sure she wasn't being pursued, she discovered an anomaly that ultimately turned out to be the jump point that took her to a new system.

EDITH HILLMAN

In an instant, Ghan became an Empire-wide hero. Caliban, named after Ghan's father, was only the sixth system discovered by Humanity. Yet despite offers to discuss her discovery with luminaries from the scientific community and capitalize on endorsement deals, Ghan quietly collected her reward then disappeared.

When UNE pathfinders charted the system a shocking discovery was made. A Human structure already existed on Caliban 4f, a moon of Caliban IV. Even though the building was poorly constructed, its location was expertly selected. Inside were crates of precious ores that would have required painstaking excavation, along with other clues leading experts to believe that it had been there for years.

News of previous Human activity in the system incited skeptics to call Ghan's story into question. Dozens of people came forward to claim it was their shack, and thus their names should be added to the history books and money added to their accounts. Yet none had the jump data to prove it. Conflicting rumors swirled, with some claiming Ghan betrayed her former pirate crew, while others believed she was an elite infoagent cashing out and changing careers. Detractors deemed it was Ghan's safety, not shyness, that kept her from the spotlight.

Eventually, Ghan came forward for an exclusive interview with Lynn Gale. Viewer traffic to watch the live event was so intense it crashed a number of older networks around the Empire. Though demand was high, the interview did little to resolve the controversy. Awkward in an obviously rehearsed way, Ghan stuck to her story and denied being anything but lucky. For her, the discovery was apparently a blessing that had become a curse.

Public interest gradually abated, and attempts to uncover the shack's history were unsuccessful. Still Humanity's first mysterious imprint on the system was not forgotten. All official government paperwork lists 2341 as the first recorded jump into Caliban, and "Unknown" appears next to its discovery date.

**TRAVEL WARNING** With the constant threat of Vanduul attack, Galactic Guide does not recommend anyone travel to the Caliban system and intends this guide for entertainment purposes only.

## PROGRESS & PERIL

Following the system's (re)discovery, the UNE immediately set to terraforming Crion (Caliban II). The public interest in the system was overwhelming, so once the planet was cleared for habitation, it wasn't long before millions called it home. Life was normal in Caliban until February 18, 2617, when the large jump point connecting it to Nul collapsed. Thankfully the system still had a stable connection to Oberon and wasn't isolated from the universe. Eventually a small jump point reformed between Caliban and Nul, and has been there ever since.

Still, the incident shocked and scared many residents. Crion's population steadily decreased for decades as some worried the system would suffer the same fate as Oretani. The ominous event cast a pall over the system, but no one could have imagined the horrors to come.

In 2681, the Vanduul arrived on Caliban's doorstep.

The attacks initially began as small raiding parties, but before long, skirmish after skirmish built to a final battle of a scale unseen again till the recent Battle of Vega. On July 7, 2884, a Vanduul clan lead by a massive Kingship slipped by sensor beacons and entered the system. The attack was swift and ruthless. Despite the Navy's best efforts to defend the system from the ruthless invaders and the brave heroics of the men and women of the fabled 'Lost Squad,' in the end Humanity had no choice but to retreat in the face of overwhelming force. The system has been under Vanduul control ever since.



## CALIBAN I

Humanity ripped out the resources of this small, coreless world to help construct Crion. Now, even the Vanduul pay it no mind.

## CALIBAN II (CRION)

Crion is a small, rocky world ideally situated in the green band of Caliban's G-type, main sequence star. It was quickly terraformed and populated by adventurous souls looking to live on the edge of the known universe. Boro, its capital, became a haven for explorers probing the Empire's western front. In 2599, travel writer Shasta Wagner described Boro as having "a cosmopolitan appearance, but a strong frontier spirit."

Political activism within the system increased with the Vanduul threat. Many residents believed the Messer regime was intentionally withholding military resources from the system, as the occasional attack only reinforced the UEE's need for a strong, militaristic leader. Yet even after the Messers were deposed, Navy presence and sensor beacons seemed woefully lacking, which some claim set the stage for the horrific attack on the system.

Now, Crion stands as a shattered skeleton of its former self. Vast swaths of land have been harvested by passing Vanduul Clans, who enter the system and drop their horrific machines to the surface. As they continue to consume former cities and the land itself to rebuild their fleet, experts say it will only be a matter of time till all traces of Humanity are wiped clean.

## CALIBAN III

Caliban III is a desert planet that was initially deemed unworthy of terraforming. However, by the mid-29th centu-

ry, technology had advanced enough to make it possible. The planet was in the process of becoming Human habitable when the Vanduul attacked.

Today, the terraforming machinery has crashed into the planet's surface, and the world is reverting to its original state. With a little hindsight, many wish the credits spent terraforming this world would have instead gone to defending the system.

## CALIBAN BELT ALPHA

Resources abounded in this asteroid belt before the Vanduul overran the system. Now experts fear the Vanduul may have picked it clean for their own purposes.

## CALIBAN IV

Silicates and iron swirl through the atmosphere of this gas giant, providing the planet its stunning grey-green color.

## CALIBAN V

This protoplanet lacks an atmosphere, but must contain resources the Vanduul value. Recent scan drones have spotted them strip mining this craggy rock.

### HEARD IN THE WIND

"I have studied Hell. I have exhaustively researched every manifestation of the place as depicted throughout Humanity's history and I would rather live in any of those than visit Caliban."

- Malcolm Wallace, Theologian/Philosopher, 2914

"With the amount of drama this whole thing has caused me, I'm starting to think I might've been better off if I'd gone and lived in a shed."

- Ashley Ghan, interview excerpt from One and All with Lynn Gale, 2343





# INSTRUMENT OF SURRENDER

BY ADAM WIESER

## Part 3

Sirens screamed across the bridge.

“Commander, thirty seconds until Tevarin forces have us in weapon range,” called XO Coburn. A mixture of stress and exhaustion strained his voice.

Deep inside Caliban’s asteroid belt, *Crescent* was caught in a kill zone of their own making. Commander Wallace’s initial plan had been to trap the Tevarin fleet in this exact position, and then unleash a surprise attack to cripple the opposing capital ship, saving the innocent people of Crion from the invader’s wrath.

Unfortunately, the plan had backfired. A debris field now blocked *Crescent*’s bow while a Tevarin capital ship protected by a thick phalanx shield was bearing down on its stern.

“Starman Odorizzi, we have no choice but to risk flying through the asteroid belt. I want course options.”

“Yes, sir!” Odorizzi responded then turned back, “To where?”

“Doesn’t matter. The more twists and turns the better. Just keep us out of their crosshairs.”

“Aye, sir!”

As Starman Odorizzi went to work, Helmsman Ayers glanced in Coburn’s direction and the two shared a look. Coburn and Ayers’ combined service time was greater than Wallace’s age.

“Helmsman Ayers, prepare for precision flying.”

“Yes, sir.”

HERONICLES

When Helmsman Ayers' hands came to rest upon the flight stick, Commander Wallace noticed his knuckles whiten.

"Sir, the Tevarin are within weapons range," XO Coburn reported. "We can't stay here much longer."

"And we can't move until we know where we're going," Commander Wallace stayed focused on the hologlobe. "Odorizzi, time's up."

"Here, sir."

Options appeared on the hologlobe, ordered from dangerous to suicidal. Most of the routes started between two large asteroids to their right.

"Sir, if we get to the edge of the belt," suggested Coburn, "we could quantum jump to safety and then regroup and reassess."

"If we run, the Tevs will push forward and Crion will be in ruins before we can do anything about it. Right now our job is to keep them focused on us. Is that clear?"

Silence hung in the air. Suddenly, Starman Daughtry called from the scan station, "The Tevs' are lining up a shot!"

"Tillman, everything you can to shields," Wallace called to the scan station. "Helmsman, prepare to move!"

"Which route, Commander?"

She cycled through the options again on the hologlobe. There was no time for analysis. One of the most important decisions of her life would be have to made on instinct.

"Rear shield are under attack!"

"Ayers, here. Go now," called Commander Wallace as she hit a button to send the chosen route to the helmsman.

As the ship lurched forward, she hoped she hadn't killed them all.

\* \* \*

*I am a whisper . . .*

. . . thought Drahk as he spiraled toward the bow of the massive UEE ship. The skate, a personal propulsion device grabbed from his now destroyed Jackal, plus the momentum gained when he was flung from the wreckage provided enough thrust for him to quickly close in on the Human capital ship. Drahk had to be careful though. It wouldn't be good to come in too hot.

Illuminated streaks sliced through space, catching his attention. Drahk glanced up to see *Luroash* firing upon the Human ship's stern. The attack was underway. Hopefully that meant the Humans would be too distracted defending themselves from the external threat to notice him sneak aboard their ship.

As he drew closer, Drahk recited the Rijoran passage once again, "It takes a single whisper to break a silence." It served as a mantra of what was to come and a reminder that even though he was just one Tevarin, he still had strength enough to cripple an entire capital ship by disabling the right systems.

The distance to the ship flashed across Drahk's visor. If his aim stayed true, Drahk would pass above the bow, and have the length of the ship to set down. There would be a number of hatches atop it to let him to sneak inside.

Drahk never had the honor of crewing a Prowler, but he had heard stories about what it was like to board an enemy ship, mainly from tales of an elite Tevarin unit known as the Naulle. Only those who had mastered all 343 fighting stances could join.

Rumors were they could board ships without being noticed, and then disappear before anyone knew they were there. Drahk dreamed of joining the Naulle, but was born far too late. Had he grown up back in the height of the Tevarin Authority, he would have played khuley in a stone course on Kaleeth, learning the team tactics Tevarin boarders used so devastatingly against their enemies.



CHRONICLES



Instead, Drahk grew up around Humans in *Olympus*, stealing their disgusting food and dodging their dirty looks. The Rijora saved him from that life, and now, as the Human capital ship loomed closer, it was bringing him back to it.

A proximity alert flashed across Drahk's visor. It was time to slow down. Drahk activated the retro thrusters on his skate and decelerated.

Then, suddenly, the ship moved. Its bow swung toward a tight gap between two nearby asteroids. Portside came to bear before Drahk. The long length of ship he had planned to use as a runway was now gone.

Drahk braced himself. The ship's course change along with his deceleration meant he had lost ground. Quickly, he maxed out the skate's thrusters to pick up speed. Drahk would not let his destiny be denied.

While accelerating, he banked to the left, carefully adjusting his path to the ship. If his approach angle was too great, he would overshoot the ship. Yet if he pitched down too dramatically, a hard landing could injure him. He passed above the ship abeam to port, angled himself down towards the bow and prayed for the best.

Glancing down, the ship was only a blur beneath his feet. The rapid movement made him woozy and forced him to glance away. Instead, he focused on the edge of the bow, which rushed at him faster than expected.

He curled his long frame into a tight ball and took the brunt of the impact in a roll. The wind was knocked from him, but he managed to activate his mag-boots before he tumbled over the edge.

The quick shift in momentum ripped the skate from his hands. It spiraled away, deflecting off the ship, then disappearing into the asteroids. He had hoped to use it to escape from the ship, but it looked like that was no longer part of the plan.

Drahk wouldn't be deterred though, and after ensuring his vitals were normal, he could not stop the swelling of pride that filled his heart. He'd done it. He had met his destiny and survived.

\* \* \*

*Nope, this wasn't going to work.* There was no way this Marine's uniform would fit over his spacesuit. Hickory's arm only made it halfway down the sleeve before the shirt was busting at the seams.

So much for slipping through *Crescent's* halls in disguise. He was going to stick out like a sore thumb in his custom suit, but there was no other option. It was the only link he had to his ship floating out in the drift.

Hickory dropped the uniform shirt next to the unconscious body of his former guard. The young Marine had taken a hard blow to the head, but he'd be fine. The consequences for letting a prisoner escape would hurt a lot longer.

He slammed the cell door shut and the electromagnetic lock engaged. Hickory gave the kid one last look. Someone would come looking . . . eventually. That is, if *Crescent* survived this tussle with the Tevarin.

Hickory tried not to think about what was happening outside. No use stressing over what he couldn't control. There was enough to worry about anyways, like finding a helmet. He'd never get off this ship without one.

He drew a deep breath and visualized, turn-by-turn, the route he'd take to the flight deck. Time spent on *Olympus* taught Hickory the halls of this ship, but he still wished he had his helmet to help him chart a course. Hickory had spent years customizing the visor's information overlay to his specific needs. He missed it already and without it, he would have to do this the old fashion way — with only his eyes, ears and instincts.



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If he could get to the flight deck, there was a good chance he could find a helmet in the pilot's ready room. Once that's done, he could focus on the next step in his plan, the most important and probably difficult part – how to get off this ship and back to his own?

*We'll deal with that when we get to it.* He moved to exit the brig, but stopped. Hickory looked back at where the unconscious marine's rifle had fallen when Hickory had knocked him out. He knew he could never shoot his way off this ship, but it might come in handy. Unfortunately, it would also immediately escalate any situation into a gun battle. Marines didn't tend to converse with armed prisoners.

*No, better to play it safe,* he thought and left it behind. Once certain the coast was clear, he began his journey to the flight deck.

About halfway down the hall, he wondered if he'd made the right call.

\* \* \*

"Next turn in 1,500 meters. Tight left to heading 2-7-0," called Starman Odorizzi.

"Helmsman Ayers, tighten up your turns, you're broadcasting them." Command Wallace watched as Helmsman Ayers wiped sweat from his brow.

"Yes, sir."

Wallace gripped the rail to the hologlobe as the *Crescent* plowed through a cluster of asteroids, further damaging the bow's shield. She checked its status then called out, "Tillman, push more power to the front shields."

"That leaves our rear shields near fifteen percent. They won't hold up if they come under another attack."

"That's why I want this next turn to be quick and clean. We need to put as much distance between us and the Tevs as possible."

Careening down this unpredictable, circuitous path presented other problems though; small asteroid clusters pelted off the *Crescent's* hull and shields. Meanwhile, behind them, the Tevs kept gaining ground, their phalanx shield swiveling to protect the ship from any asteroid chunks left behind in the *Crescent's* wake.

Coburn approached Wallace. "These clusters will wear us down if we're not careful."

"I know."

Coburn stepped closer and dropped his tone. "I think we need to pull Ayers. He's not up to this."

By now she knew this was Coburn's way of saying he didn't agree with her plan. Commander Wallace responded, "Ayers has served with distinction in seven major engagements."

Coburn said nothing, but didn't look convinced.

At times her XO's habit of not directly telling her his thoughts could be frustrating, but now that he was, all she felt was uneasiness in her stomach. Replacing a respected member of the crew in the midst of battle would win her no admirers. Still it was a reality she had to consider, "Well, let's be prepared to get Geuze in there if he isn't."

Coburn nodded and resumed his station.

"Next turn in fifteen seconds," Odorizzi warned.

Commander Wallace watched the turn approach and the ship's speed stay steady. Then, at the last moment, Helmsman Ayers spun *Crescent* to the left. The ship successfully slid into the passage only for its momentum to drift their starboard side dangerously close to a large asteroid.

Helmsman Ayers quickly rotated the portside thrusters to provide reverse thrust. Commander Wallace gritted her teeth, worried it would be too little, too late to counteract their momentum. Starboard sensors screamed of an impending impact.



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Then a sudden, powerful vibration struck the ship. The large asteroid slammed against *Crescent's* starboard shield, almost completely depleting it. The asteroid exploded into countless chunks that now clogged the passage behind them.

Wallace steadied herself then looked to Coburn. She leaned towards him. "Call up Geuze. I'll let Ayers know."

As he stepped away, Commander Wallace stared at the hologlobe, concerned this one failed turn would get the Tevs into effective weapons range. The Tevarin ship spun around the obstruction in pursuit. Its phalanx shield swung from side to side trying to defend itself from the wide debris field.

"XO Coburn, wait."

Coburn quickly returned to Wallace, who replayed the Tevs turn through the debris field. He leaned closer to the hologlobe.

"Notify our gunners. Target the asteroids."

A smile crept across Coburn's face when he saw it: the Tevarin phalanx shield couldn't deflect multiple simultaneous impacts.

\* \* \*

After his successful landing, Drahk had quietly opened one of the exterior maintenance hatches and slipped into the ship. He wriggled through the narrow crawlspace and dropped into a small antechamber. He wasn't surprised that the Humans had failed to secure such an obvious entry point. This lack of combat preparedness would yet prove to be their downfall.

He carefully moved from doorway to doorway, adjusting course anytime his suit's scans identified a nearby Human. Yet, it wasn't the hallways that concerned him, as they had been quieter than expected. It was the doors.

His suit's scans couldn't penetrate the ship's thick metal walls, so every doorway presented a tense moment of anticipation as the doors hissed open. But so far, he hadn't encountered anyone, so he kept moving, aided by his childhood memories of *Olympus*.

The UEES *Olympus* had crashed into Ashana and was soon adopted by the people that would come to call it home. This ship, although a similar class as *Olympus*, was decidedly different. Here everything was sterile, brightly lit and clean. There were no stalls fighting for space near busy junctions. No strange food smells wafting from open doorways. No sand seeping in through the seams and drifting across the halls. Instead, he found himself with a sense of déjà vu laced with disorientation.

Drahk snapped out of it as he felt that instinctive itch that came from being in one place for too long. Checking his scans, he confirmed his path forward was clear and moved to the stairs that led to the sectors housing the ship's components.

Once there, he squatted with his side against the cold wall, then carefully leaned forward and glanced down the stairs. The coast was clear. He swung around the corner, setting a foot on the first tread when a slight vibration made him pause. Voices funneling up from the stair's lower flight signaled Humans rushing in his direction.

Drahk pulled himself back around the corner and pressed himself against the wall. Moments later, several soldiers hurried by him. None bothered to glance back the way they came. Once their footsteps faded away, Drahk finally exhaled.

He held position for a few seconds to ensure that more weren't on their way and then snuck down the upper flight onto the landing. He briefly paused to see if the lower flight was clear before cautiously proceeded down the remaining stairs.



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Before him lay the soft underbelly of this beast. A maze of narrow halls led to rooms pumping power and other essentials to the rest of the ship. Drahk drew his sidearm and crouched in a nearby doorway. His mind raced trying to recall what these rooms had been on *Olympus*. There was that supply store, and the Slapjim's distillery, and across from that was –

Suddenly, Drahk's visor flashed. More Humans were moving in his direction. He had to hide, and fast. He looked at the door to see it had a small window and raised from his crouch to glance through. Seeing no one, he quietly said a Rijoran verse to himself, opened the door and slipped inside.

As hoped, the room was empty. Drahk bristled happily as the door shut. Before him sat one of the ship's battery bays – the perfect place to start executing his plan.

\* \* \*

*Crescent's* gunners ripped into asteroids on both sides of the passageway. Chunks of shattered rock littered their wake, leaving a wide debris field that the Tevs phalanx couldn't entirely defend itself from.

"Latest scan shows their shield strength equalizing under 40% effectiveness," called Starman Daughtry. A buzz went through the bridge as Wallace intently studied the hologlobe. Her crew was focused and communicating. It was the first time since they'd fallen into their own trap that their confidence was growing.

Yet, Commander Wallace knew this strategy wouldn't last for long. Their own shields were dwindling fast from the constant barrage of debris. They had to deliver a crippling blow before the Tevs changed tactics, or worse, gave up pursuit and forced *Crescent* to chase them.

Then she saw their chance. Just ahead was a tight turn through a narrow gap that led into a clearing large enough for *Crescent* to turn around. It was the perfect place to start attacking.

"Attention everyone," she paused for a second then continued, "In approximately 15,000 meters, Helmsman Ayers will execute a sharp right turn, steering the ship through a narrow gap. As we enter the clearing, Starman Villar and her weapons team will litter its exit with anti-ship mines. This should draw their phalanx shield's attention. In the meantime, I want all personnel to prep the ship for close combat."

A chill settled over the crew. They all knew what close quarters combat with a Tevarin capital ship meant.

"We won't win this fight by running. The only chance we have to win is to face them now, while their phalanx is weakened. I know it's not ideal. Hell, I'm barely convinced it's not suicide, but it's the best chance we've got to hit the Tevs and take out their primary defenses. Which means, it's the best chance the people of Crion have to live another day."

She looked around the faces of the crew, unsure how they'd take it.

Ayers was the first to nod to her and turn back to his station.

Commander Wallace looked to Villar, who nodded back. Then she continued, "Ayers, coming out of the gap, will swing the *Crescent* clockwise until we're nearly back where we started and our starboard is perpendicular with the entrance. When the Tev's ship comes out of that gap I want us in position to broadside its stern. They can only protect one side of their ship at a time. So let's force 'em to choose between us or a field of mines."

Coburn immediately called out, "Anyone not understand their role?" When his question was met with silence he continued, "Then let's get –"

"Commander! We just lost power from battery bay two," Tillman yelled from the engineering station.



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“What? How?” XO Coburn stormed toward Tillman.

Commander Wallace raced to a terminal and scanned the ship’s currents stats. How could an entire battery bay suffer a major malfunction without any warning?

Ayers called out. “I’m losing speed, Commander. Lost ten, now fifteen percent of our overall thrust.”

“Divert power from shields to the engines now! We need to get to this gap as fast as we can.”

Starman Daughtry threw fuel on the fire, “Seeing a power spike from the Tevarin. They’re preparing to attack.”

“Commander, the Tevs are gaining ground. We’ll need shields to fend them off,” Coburn called from the engineering station.

“How much further until we reach that gap?”

“Just over 5,000 meters, sir,” responded Starman Odorizzi.

“That’s only ten more seconds, people. We’ll risk it. Helmsman Ayers, we need to get through this gap clean.”

“I’ll make it, sir.” Ayers shook his dominant hand to loosen a stress cramp.

“Incoming!”

Ayers swung *Crescent’s* bow toward the narrow gap just as the Tevarin opened fire. The shots screamed past the ship, narrowly avoiding their stern. As *Crescent* swung into the gap, Wallace called out, “Full power to stern thrusters!”

The ship surged forward, though its momentum still pulled the portside toward the gap’s asteroids. Meanwhile, Ayers fired the starboard retro thrusters. Wallace hoped Ayers’ actions plus the additional thrust would get the ship through clean.

Portside warning sensors wailed as the ship veered closer and closer to the asteroid. Still there was a chance this could work. The gap’s exit was close. The ship’s bow was

through, but Commander Wallace held her breath until the entire ship entered the clearing.

Then she finally exhaled and called out, “Deploy the mines!”

As Villar relayed the order to her crew, Helmsman Ayers swung *Crescent* into its clockwise turn. Wallace watched the Tevarin ship charge through the gap and enter the clearing. It quickly swung its phalanx shield towards the sea of anti-ship mines.

Ayers completed *Crescent’s* turn and the ship was now positioned behind the Tevarin fleet, just where Wallace wanted.

“Send out the order. Ready attack!”

\* \* \*

Hickory was close. The flight deck wasn’t far away, which meant the ready room had to be somewhere on the other side of this bulkhead door. Time to find a helmet and get off this ship.

The bulkhead slid open, revealing an empty hallway. Hickory moved towards the flight deck. As he angled towards a door on the right, out stepped a Tevarin.

The Tevarin immediately raised a weapon, but Hickory was already in motion. Driven by instinct honed over decades of shady deals with shadier characters, he pushed the barrel of the alien weapon to the ceiling with one hand while twisting the body of the weapon with the other. The rifle came free from the Tevarin’s grasp and clattered across the floor.

Hands quickly seized Hickory by the throat, lifted then slammed him down on the deck, knocking the wind from his lungs. The two rolled around, exchanging body punches and elbows. Hickory could tell that the Tevarin was trained in fighting, but not experienced. Hickory on the other hand, had been in plenty of fights, but never been formally taught. He snaked his arm around the back of the Tevarin’s



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head and found an access panel into the Tevarin's suit. He opened it and ripped. He must have snagged the power cords because the faceplate went opaque, completely blinding the Tevarin. Hickory used the distraction to wriggle free and dive for the discarded weapon on the floor.

Drahk finally managed to restore power and clear his helmet in time to see the Human raise his own rifle at him.

"Don't . . . move . . ." Hickory said between labored breaths.

"Do it," Drahk hissed in near perfect Human. "I am not afraid."

Hickory hesitated, but it wasn't because the Tevarin was speaking his language. There was something familiar about the dialect. He was about to ask when —

"Freeze!"

Hickory and Drahk turned. A group of Marines stood at the end of the hall, weapons raised. One young Marine whose eye was almost swollen shut from a nasty shiner stepped closer, looking down the sights of the rifle Hickory decided not to take.

Hickory tossed the Tevarin weapon aside and put his hands up.

"I guess those cells of yours aren't good for holding anybody for long," was all Hickory managed to say before the butt of a rifle cracked him in the side of the head.

*To be continued*



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