

# THE STAR CITIZEN HANDY ENTHUSIAST'S MANUAL AND TECHNICAL ASSISTANT

(S.C.H.E.M.A.T.A)



VERSION 3.0

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# ABOUT THIS GUIDE

*“If you think it’s hard to read through this thing, you should have seen how the guy who wrote it ended up.”*

- The author, on perspective

The S.C.H.E.M.A.T.A seeks to do what websites and compendiums cannot do: Put every damned thing about this game into a single document.

This guide will feature as much information as possible about Star Citizen in its glory. Information presented in this guide will be assumed confirmed and speculation or opinion will be marked. The guide seeks to be unbiased as far as possible, but the author reserves the right to make snide, unjustified remarks whenever he wants to.

This guide seeks to provide a single document that can answer questions about Star Citizen by finding a relevant page containing all essential information on a topic, or swamping you with knowledge should you want to learn as much about Star Citizen as possible, but don’t want to leave a single document.

This guide is intended to be a simplified overview of essential game mechanics, functions, expected features and spacecraft. As such, it lacks extremely in-depth technical details such as the exact functions of repair systems or shield projection. These features are constantly changing and the detail involved is beyond the scope of this guide. The author maintains that Star Citizen’s gameplay is something that requires personally experiencing and is far too complex to place into a single document.

## Usage

The guide is usable from the table of contents like any book. Each section of the book seeks to cover a concept and explain it thoroughly and simply for anybody interested in Star Citizen. The guide is formatted in such a way that subsections are presented and speculation is clearly marked.

Certain sections will also feature small FAQs listing questions and answers relevant to the topic at hand.

Readers are urged to point out any inconsistencies, factual errors, errors in spelling, grammar or sentence structure to the author in order to ensure that this guide remains a useful and accurate information source.

## Short Instructions

1. Read Table of Contents
2. Use links in the Table of Contents to navigate to relevant articles.
3. Didn’t find what you were looking for? Press ctrl-f and search the document.
4. Still didn’t find what you were looking for? Yell at the author in the forum thread.
5. Repeat Step 1.

# ABOUT STAR CITIZEN



# ABOUT STAR CITIZEN

## OVERVIEW

### THE PC SF FPS SPACE SIM IN A NUTSHELL

*“We just care about making the **Best Damn Space Sim Ever**.”*

- Star Citizen website, on project direction

Star Citizen is an upcoming PC science fiction first-person space simulation game set in the 30<sup>th</sup> Century AD.

Star Citizen will allow players to take part in a singleplayer campaign as a military pilot, or ply the stars in a persistent, multiplayer game world. Star Citizen takes advantage of CryEngine to deliver a blend of ship combat and first-person-shooter gameplay in an expansive universe.

Star Citizen is the brainchild of Chris Roberts, game developer and filmmaker who is known for codifying the space simulator genre, having participated in the development of a number of known space simulator games, prior to working in the film industry.

Star Citizen is fully crowdfunded via various systems of monetary pledges from fans. As of December 2015, crowdfunding has generated over 100 million USD toward the development of Star Citizen. This greatly exceeded the initial goals for crowdfunding and has allowed Star Citizen to become the largest crowdfunded project in history.

Star Citizen is set for a development cycle during which the game will enter alpha and beta stages at various points and is set for a full release during the years 2016 and 2017.

Being the largest crowdfunded software project in history, Star Citizen has a great number of challenges to meet and massive expectations from the player base to contend with. If they don't make the “**Best Damn Space Sim Ever**,” a lot of spaceship nerds are going to be very, very upset.

# FACTBOOK

MOST OF THESE ARE ACTUALLY TRUE.

*"Because that's the spirit -- for me, the spirit of crowdfunding is participation. The power,"*

- Chris Roberts, on world domination

## Genre

Science fiction first-person space simulation

## Developers

Cloud Imperium Games

Behaviour Interactive

voidALPHA

CGBot

Ifonic

## Publisher

Cloud Imperium Games

## Platform

PC

## Release date

2016 - 2017

## Current State

Limited public alpha phase

## Distribution model

Digital

## Funding

Crowd-sourced

## Monetisation

Game purchases

Digital microtransactions

Physical goods

## Gameplay model

Single purchase, lifetime ownership

## Subscription

Optional subscription for additional development information

## Gameplay

Single player story campaign

Multiplayer persistent universe

Private server gameplay

## HISTORY

SOMETIMES, HISTORY IS BORING. THIS IS ONE OF THOSE TIMES.

*“Reclaim the stars in the exciting new Space Epic from legendary game designer Chris Roberts.”*

- Original Kickstarter tagline



Star Citizen made its entry into the world via Kickstarter and its official website. The game was launched with a number of crowdfunding goals that had to be met and a comprehensive listing of the features the game would hold.

Funding for Star Citizen's initial goals was met extremely rapidly. The Star Citizen Kickstarter launched in October, 2012 and met its 500 000 USD goal within 5 days of launch. Crowdfunding on the official website has been consistently successful, with over 100 million USD raised as of December 2015.

Wingman's Hangar, a weekly video show was launched on 21 December, 2012. The show was hosted by Eric *Wingman* Peterson and features developmental updates, question and answer features and other events in shows that are broadcasted on TwitchTV and YouTube.

During the initial development of Star Citizen, CIG regularly updated the official website with information, news and articles on development and the universe. This has built up a great deal of anticipation and speculation around the nature of the game.

Star Citizen's first playable module: The Hangar Module was released to backers who owned the alpha version of the game on 29 August, 2013. The module contains modelled ships that the player has purchased and allows the player to explore the ships and hangar.

The first playable version of the Dogfighting Module, entitled *Arena Commander* was released on June 4, 2014. Arena Commander has since seen updates to fix bugs, improve stability and add new workable vessels.

During March 2015, Star Citizen entered its Alpha testing stage. Throughout 2015 and early 2016, the first iteration of the Persistent was launched, as well as social, first-person and multi-crew gameplay features.

# PLANNED FEATURES

STUFF THAT WILL GO ONTO YOUR HARD DRIVE.

*“Complacency rarely leads to innovation.”*

- Chairman Roberts of Roberts Space Industry addressing the board of directors

Major features of Star Citizen include:

## **Player-driven singleplayer experience**

Squadron 42 will feature a large singleplayer campaign with a variety of outcomes and decisions to allow players to shape their character.

## **Persistent universe multiplayer**

A persistent, multiplayer universe will allow players to interact in a single, official environment where they can change the course of the game through their actions.

## **Supply/demand driven economy**

The Star Citizen economy will be driven by supply and demand for goods and services. Thus, player acts such as demanding items, piracy and trade can impact how in-universe businesses will run and respond.

## **Spaceships**

SPACESHIPS PEW PEW

## **Pretty graphics**

Star Citizen's basis in CryEngine and heavy emphasis on artistic consistency and good design will create a game that is extremely detailed graphically.

## **Next generation hardware support**

Star Citizen will feature full support of next-generation technology including 4K HD and Oculus Rift as part of enhancing immersion.

## **In-depth ship and combat simulations**

Ships are modelled with rigid-body physics and combat will be extremely deep, featuring complex damage systems, boarding mechanics and customisation. Life in space will be simulated to the fullest extent possible: Want to take a dump on your space toilet? You can do that! Want to take a nap in your space bed? Sure!

## **FAQ**

**Q1.** Are the features for Star Citizen solid and final?

**A1.** No, Star Citizen is in development and many goals, features and plans may change.

**Q2.** Spaceships?

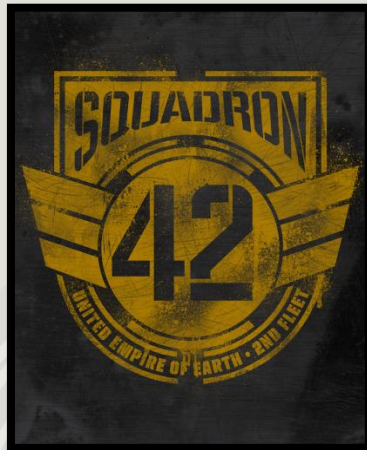
**A2.** Spaceships!

## SQUADRON 42

SOME PEOPLE DON'T HAVE FRIENDS. DON'T WORRY, CHRIS ROBERTS  
HASN'T FORGOTTEN YOU!

*"The scope and scale and ambition of it now is gonna be up there with anything I could've  
done with Wing Commander"*

- Chris Roberts, on big things



### **Service guarantees citizenship!**

Squadron 42 is the optional singleplayer/co-op story component of Star Citizen. Squadron 42 will feature the player as a pilot within the UEE Navy, flying spacecraft in a variety of missions in the universe.

Squadron 42 has been compared to the Wing Commander series for its style, but will feature multiple outcomes for character progression, failure and decision-making. The game was compared more closely to Wing Commander than Wing Commander 3 or 4.

Squadron 42 will blend seamlessly into the persistent universe and once players leave military service, they will be placed into the persistent Star Citizen universe and left to take part in the universe in whichever form they desire.

### **FAQ**

**Q1.** Do I have to complete Squadron 42 to take part in the persistent universe?

**A1.** No.

**Q2.** What will I leave Squadron 42 with?

**A2.** Players leaving the military will leave with accumulated income which they may spend in the persistent universe as well as their UEE Citizenship.

**Q3.** Will Squadron 42 feature decisions that can carry from mission to mission?

**A3.** Yes.

**Q4.** Will I be able to dictate the progression and destination of my campaign in Squadron 42?

**A4.** Yes.

## PERSISTENT UNIVERSE

WHEN YOU SCREW UP HERE, IT'LL BE FOR REAL.

*“Oh, this week was horrible – we had birthday parties at the house, and things going on and umm, yeah, I gotta do better, my apologies.”*

- Eric ‘Wingman’ Peterson providing justification for his weight gain.

The persistent universe will be Star Citizen’s official multiplayer component, in which players will be able to interact in a single, persistent environment with other players and NPCs to develop the game world.

The persistent universe will feature over a hundred star systems and more locations for players to explore and make their lives in. This is coupled with the many jobs that players can take up with other players, including exploration, bounty hunting and piracy to make a rich, living game universe.

### **Your name in the books**

The persistent universe is closely tied with the lore of Star Citizen and players will be able to impact official game lore, such as having their names placed into history or locations, or having their discoveries make an impact on game lore.

The persistent universe will feature also feature consistent, small updates to enrich it and the game experience at a steady rate.

Unofficial, private servers will also be supported.

## FAQ

**Q1.** How will the persistent universe support thousands of players?

**A1.** Instances of several dozen or more players will be created to reduce hardware load.

**Q2.** What will NPCs do in the persistent universe?

**A2.** NPC corporations will sell ships, equipment, supplies and provide combat, trade and mission interactions for players.

# FUNDING

## MONEY!

*“When there’s an article about us, there’s always one person who’s like, ‘IT’S A SCAM,’ ”*

- Chris Roberts, on funding Star Citizen

Star Citizen is the largest crowdfunded software project in history and has eschewed traditionally video game publisher models in favour of crowdfunding and word-of-mouth advertising.

It reached its initial funding goals rapidly and continues to be crowdfunded, having completely exceeded its budget needs for the basic game within its first year of funding. Star Citizen funding is now directed at company expansion and stretch goals that were planned as part of the game, but were not implemented as part of the core game plan.

Funding in Star Citizen is primarily conducted on the official website via the Pledge Store.

The Pledge Store is the official outlet in which the game, alpha access, beta access, physical and digital goods can be purchased. Any profits made on these items are put toward the development of Star Citizen.

Players wishing to make a ship or package purchase from the Star Citizen Pledge Store may consult the author’s [Simplified Guide to Pledge and Ship Selection](#).

### Opinion

Pledge store digital items are generally expensive with price tags going into multiple hundreds of dollars. For digital items, these prices are ridiculous, but purchasing such items from the game should not be seen as purchasing spaceships. It should instead be seen as funding the development of Star Citizen via pledges and receiving a spaceship as a token of appreciation. That is the core of the pledge store. All ships can be acquired ingame, anyway.

# PLAYING STAR CITIZEN

## Phased Release Schedule

Due its size and the need to continuously deliver updates and gameplay, Star Citizen is released as a series of updates and additions over a long period of time. As of December 2015, Star Citizen is in its Alpha testing stage. Core functions such as ship-to-ship multiplayer combat, basic social interaction and first-person combat are available in the Public Test Universe 2.0 (PTU 2.0) release. These functions will then be refined over time as additional game assets are developed.

As of December 2015, the expected release schedule of Star Citizen is:

**Public Test Universe 2.0: December 2015** – A major multiplayer release for the Star Citizen component of the game, including multiplayer space and first-person shooter combat and social interactions in a test area consisting of multiple worlds.

**Squadron 42 First Release: Early 2016** – The first of the singleplayer Star Citizen experience, Squadron 42, is set for release in early 2016. Squadron 42 will be released as a series of chapters or individual releases over a period of time.

## Diving In

In order to play Star Citizen in its current state, players are required to own a ‘game package’, i.e. any digital product bought from Roberts Space Industries that includes the ‘Star Citizen Digital Download’ and ‘Squadron 42 Digital Download’ items. The cheapest of these items are \$45 starting packages available on the website, which include an RSI Aurora or Consolidated Outland Mustang as part of the package.

Once acquired, the player can download the current alpha test and take part in Star Citizen in a manner similar to other digitally downloaded games. As of December 2015, dogfighting and social elements have been released. By Early 2016, the testbed for first-person combat and multi-crew space combat will also be in place.



Stanton, as seen in the Social Module of Star Citizen

# HANGAR MODULE

## Hangar Module

The Hangar Module consists of an in-game hangar environment consisting of ships and other memorabilia owned by the player. Players are able to interact with ships and objects in the environment and as new ships are periodically released into the game, they first arrive as interactive models in the hangar module.

Arena Commander and the Social Module are both accessible from the hangar module. The hangar module was the first major release of playable Star Citizen content.



## ARENA COMMANDER

### **Arena Commander**

Arena Commander is the multiplayer space dogfighting component of Star Citizen. Arena Commander is an in-universe combat flight simulation launched from the player's hangar. In Arena Commander, players can fly a variety of spacecraft in different game modes against AI and human targets as part of Star Citizen's continuous testing and development.

An in-depth manual to playing Arena Commander is available [here](#).

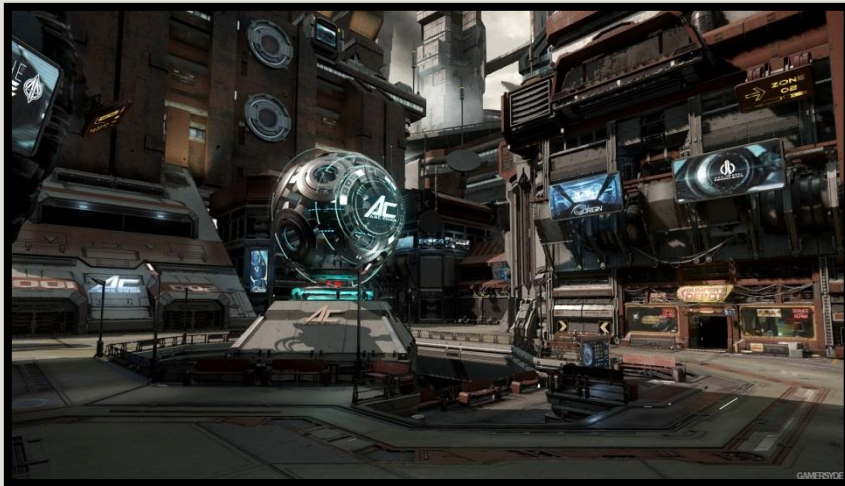


## SOCIAL MODULE

### **Social Module**

The social module is a testbed for planetary multiplayer interaction in Star Citizen. It is an in-game environment consisting of shops, terrain, NPCs and players and is allows players to interact outside of combat. The social module is intended to test basic non-combat and story functions such as the mobiGlas UI system, NPC interaction and ground terrain functions.

The social module was released in 2015, after Arena Commander. It is accessible via elevator from the player's hangar.



# PLEDGING

FINANCIAL RESPONSIBILITY IS MORE IMPORTANT THA- OOOH SHINY.

*“I’ve got all the money I’ll ever need, if I die by four o’clock.”*

- Henry Youngman, on finances

This section contains author opinion.



## Funding Star Citizen

Star Citizen is noteworthy for being entirely crowdfunded. This frees the developers from the constraints of traditional publishing, and allows for a very large amount of funding to go toward game development.

Funding Star Citizen takes place through *pledges*. In the context of Star Citizen, a pledge is a sum of money provided to the developers in exchange for digital and/or physical goods, with a significant margin of profit to allow more money to go to game development.

The key thing to note about pledges is that their primary intention is to fund the development of Star Citizen. All ships currently acquirable via real money means will be acquirable in the game by simply playing the game. Once full release is achieved, a single payment to purchase the game will allow any player to acquire any spacecraft.

Interested parties may balk at the idea of something like the Reclaimer (over \$300 garbage collector that cannot be flown, potentially for many months), but the key ideal to take away here is that when a Reclaimer is bought, the ship itself is added to the buyer's account at absolutely no cost to the developer. Therefore, the developer has effectively received \$300 in funding support. The key to keep in mind is that the high price point of items in Star Citizen is to facilitate funding for the game, not to acquire these items. The majority of these items are actually unusable and will remain so for a long time. Pledging is not the acquisition of spaceships. Pledging is supplying money toward the development of a demanded game. More dramatically, it is one small step closer to achieving a dream.

## PLEDGING AND YOU

This section contains author opinion.

### **The Pledging Problem**

Before pledging, it is ideal to take into account personal needs versus desires, as well as budget and the game's development. Star Citizen is constantly in the news and has become irreversibly associated with a Dollar amount. To many outsiders, the game appears to be a Dollar amount with a 3D demo and some concept art, and this viewpoint has been brought up both by its tremendous success, and its monetary practices.

Although people constantly hear of a rare spaceship being exchanged on the grey market for thousands of dollars, or the developer selling a spaceship that will not see the light of day for months for hundreds of dollars, this hyperbole completely ignores the mundane side of Star Citizen. Star Citizen is in fact, a video game. And getting started is not at all expensive.

### **Questions to Ask**

One thing Star Citizen is infamous for is the large number of players who have made immense purchases of this digital content. Prior to making any digital purchase related to Star Citizen, it is important to ask questions about whether this purchase is worthwhile.

1. Is this purchase necessary for me to actually enjoy the game?
2. Is acquiring a potential spaceship months down the line worth the money I spend now?
3. Am I aware that Star Citizen needn't be an expensive game to play?
4. Star Citizen is already profitable – who needs this money more, me or Chris Roberts?
5. Will this purchase eventually entertain me enough that it becomes worthwhile?

Each individual's financial responsibility is their own matter, but it is always important to note that starting Star Citizen is not an expensive process, and that Star Citizen will function just fine with a few dollars missing. Star Citizen is the rare case of a game that is profitable prior release and strictly speaking, does not require additional funding to be built to standard.

### **At the End of the Day...**

An individual's money is theirs. Spend responsibly, support Star Citizen and enjoy life.

## STORE CREDIT AND LIMITED ITEMS

This section contains author opinion.

### **Meltdown**

One important facet of pledging to Star Citizen and acquiring digital content is that all digital content purchased and attached to an account can be converted store credit in the full amount it was purchased for, at no cost. There is no need to decide on a single digital purchase, when players may start with low purchases and gradually convert their purchases to store credit and buy different items or use the store credit to make up part of a new, larger purchase.

For instance, if a new player enjoys playing Arena Commander in their simple Aurora after purchasing the Arena Commander Starter package, they may look into supporting the game further, or simply enriching their own experience further with another ship.

They convert their existing \$45 package to store credit. Then they purchase a Wing Commander Pass for \$5. The remaining \$40 store credit is coupled with an additional \$20 used to purchase a 300i Package. This player may now take part in the alpha game in a new, rather more elegant ship and Star Citizen has just acquired another \$20 funding.

Although this system is extremely convenient, players should take care in order to avoid overspending. Purchasing Star Citizen in order to play on release costs no more than \$30 and purchasing Star Citizen in order to join the alpha gameplay immediately costs no more than \$45. All other purchases made contribute only to game development and player enrichment, but are not required to play the game.

It is important to avoid spending in small increments regularly and to end up spending too much money. Spending \$15 per month over the course of 8 months is still spending \$120. It simply feels less significant. Investing in entertainment is important, but equally important is ensuring that pledges made to Star Citizen benefit the developer *and* player in equal measure.

### **Limited Issue**

Occasionally, the developer will place ships and items on sale for a limited time period, or in limited numbers. These items generally do not go back on sale for a long period, if at all, so if there is desire for such an item, there is generally only one opportunity to acquire them through the official store.

### **Long-Term Backer Specials**

Backers who have backed for a significant time occasionally receive limited issue items. These items are normally announced beforehand and all backers who backed prior to a certain date will receive these items. Examples include the UEE Towel and the Omni Role Combat Armour MK 9.

## THE PLEDGING MINI-GUIDE

### **Arena Commander Access**

In order to access Arena Commander, the ongoing alpha testbed for Star Citizen, players must purchase an [Arena Commander Pass](#) if their current game package does not include one. Players who own a game package containing the *Alpha Access* or *Arena Commander* items can take part in Arena Commander immediately, without additional cost.

### **I Want In**

As of December 2015, the simplest way to experience the most of Star Citizen as quickly as possible, as cheaply as possible is via purchasing one of two \$45 game packages. This contains access to the ongoing alpha test of Star Citizen as well as the full game in digital format and other minor extras. The Arena Commander Pass included in this package allows new backers to immediately join the alpha gameplay and experience Star Citizen from the get-go. This is the only purchase necessary to play the game in its alpha, beta and full state.

### **I Want Basics**

The current starter ship lines are the Aurora and Mustang. These ships and their associated game packages are the cheapest way to access the full game. However, these packages do not necessarily include Arena Commander access. Only individuals with game package items may take part in the alpha gameplay element.

Arena Commander cannot be accessed unless the player already owns a full game package.

### **I Want More**

Beyond the most basic package, there is a wide variety of ships and extras that players may look into, although these are universally unnecessary for owning and playing the game in future. These extras are strictly optional and are purchased in support of the developer, and to enrich the player's personal gaming experience.

Other extras include ship upgrades, cross-chassis ship upgrades and entirely different ships, but these are not necessary to play the game.

## MANAGING YOUR PLEDGES

Once digital pledges have been made, they are delivered to a player's Hangar on the RSI website. From here, players can manage or change various aspects of their pledges.

### **Physical Goods**

From the hangar, the player may choose to gift or convert items to store credit. Physical goods are normally shipped out, but pledges that include physical goods that will only ship later are held in the hangar until shipping. Before shipping, these items can be gifted or converted to store credit.

### **It's HANGAR. Not HANGER.**

Appropriately, the Hangar also allows players to modify the arrangement of ships in their ingame hangar. By clicking the Configuration button under their ship hangar, players may re-arrange the order and bays their ships are stored in.

### **Meeelt! Meeeeeelt!**

Items that were purchased via the Pledge Store can be converted back to their full value in store credit at no cost via the Hangar screen. Items can only be converted to store credit 24 hours or longer after initial purchase.

### **The gift that keeps on sapping your wallet**

The hangar interface allows players to gift pledged items to other players. When an item is gifted, an e-mail containing the gift is sent to the recipient. The gift is not claimed until the recipient uses the link in their e-mail. The giver can cancel the gift any time before the gift is claimed. Only horrible people do this, of course.

The gift system is also used to exchange items and is a core part of grey market exchanges, however, any successful gifting operation is considered permanent, unless the account was compromised. There is no system in effect to allow players to trade items. Gifting is the only method by which items can be sent from one account to another.

## TYPES OF PLEDGES



*“I backed the largest crowdfunded project in history and all I got was this lousy t-shirt. I had to pay for it, too.”*

There are a number of different types of pledges, each with their own functions. When money is used to purchase a pledge, the money goes toward funding Star Citizen, but players should be aware of what each pledge offers them.

### **Game Packages**

Game Packages normally consist of a ship and are bundled with at minimum, a digital download of Star Citizen and Squadron 42, associated manuals, a stipend of ingame currency, ship insurance and a hangar. Most Game Packages do not include alpha access, but generally, beta content is included. Some game packages include multiple ships, physical goods and other items.

### **Access Passes**

Access passes give players access to a specific portion of the pre-release game. All players who have a game package and a ship which can be viewed in the hangar have hangar access. Other alpha content may require purchase of a Pass, or ownership of a game package that includes alpha access. Only one Access Pass currently exists, the Arena Commander Pass.

### **Standalone Ships**

Standalone ships are spacecraft that can be pledged for on their own. Any standalone ship includes a space vessel and an insurance policy. Standalone vessels do not include the full game and are an optional addition for players who wish to support game development further.

### **Ship Skins**

Ship skins are a cosmetic option for spacecraft the player owns. These items are purely decorative and change the physical appearance of the spacecraft in some way. The ship skin system is not currently implemented, but ship skins are normally bought as a small pledge to be converted to store credit later, or used as small gifts. Ship skins are the cheapest item that can be pledged for, exchanged or converted to store credit and have become a minor form of currency amongst Star Citizen players.

## **Hangars**

Players may elect to upgrade their hangar to a different one at a price. It is important to note that all ships include hangars on purchase and more expensive ships have access to more expensive hangars by default. Players should take note of their existing pledges and options before opting to upgrade their hangar.

## **Digital Memorabilia**

Digital content such as the Star Citizen soundtrack, novellas and manuals can be purchased independently of other pledges.

## **Ship Upgrades**

Ship upgrades allow players to upgrade their ship to another variant of the ship at no extra cost, while retaining the contents of the original package.

## **Cross Chassis Upgrades (CCU)**

Cross Chassis Upgrades allow a player to pay a price in order to change the ship in a package to another while not changing other content in the package, such as insurance or alpha access. It is most often used in order to transfer Life-Time Insurance policies to a different ship. The developers intend to eventually allow all ships except the Idris and Scythe to be down or upgradable via Cross Chassis Upgrades.

## **Physical Merchandise**

Star Citizen branded physical merchandise can be purchased from the Pledge Store. Physical goods include t-shirts, towels, notepads and other items. Physical copies of game content such as manuals, galactic maps, soundtracks and spacecraft memorabilia are also available.

## **Subscriptions**

The Star Citizen Subscription Programme allows players to pay a monthly amount toward funding Subscriber projects and other content, such as 10 for the Chairman, Around the Verse and Jump Point Magazine. Subscribers gain access to the monthly Jump Point Magazine, special artwork, decorative hangar items and a special forum/chatroom.

Long-term subscribers gain additional content such as access to website beta tests, priority access to real world Star Citizen events, and the player's name somewhere in the game.

Subscriptions are available in two levels, Centurion and Emperor. Centurion subscriptions start at \$10 per month and Emperor subscriptions start at \$20 per month.

## **United Earth Credits (UEC)**

The UEC is the basic currency of the UEE. Players can purchase UEC to spend in Voyager Direct, an in-universe store containing in-game extras. UEC purchases will be limited in future to prevent players purchasing massive amounts to gain an advantage. There is not a large enough variety of items for sale to make limiting UEC purchases an issue, currently.

## **Miscellaneous**

Other items for sale in the Pledge Store include the ability to change a player's game handle, real world event tickets, gift cards, limited edition memorabilia and hangar decorations.

## VOYAGER DIRECT



*It starts off small, but players find themselves spending inordinate amounts of money to add pretty fish to this tank.*

Voyager Direct is an in-universe store which allows players to make purchases of in-game items using UEC. UEC is acquired as part of game packages, special giveaways or is bought directly from the Pledge Store. Players are generally advised to hold onto their UEC, rather than spend it as the final value of the UEC has not been determined and Voyager Direct will be expanded over time.

Voyager Direct sells items in two categories: Decorations and Weapons.

### **Weapons**

Weapons sold in Voyager Direct can be attached to ships and used in combat. A variety of weapons are available for purchase, but generally in smaller sizes for mounting on smaller craft. A tractor beam is also available for purchase.

### **Decorations**

Hangar decorations can be purchased via Voyager Direct. These items are entirely cosmetic and do not impact gameplay at all. These decorations include a small buggy for transport, fish tank and fish, posters and other decorative items.



# KEEPING UP WITH THE GALAXY

This section contains author opinion.

Star Citizen's development process is ongoing and updates on development and the future of the game are regularly posted. However, the large amount of information can be extremely difficult to consume or keep up with. With CIG being a relatively transparent and open company, there is bound to be a massive amount of information pouring through.

## **Lies, all lies**

One of the key factors to keep in mind about game development is the fact that *nothing is concrete* and even after final release, changes and patches are still a fact of life. Due to the fact that Star Citizen is still in its very early stages of development, everything except broad generalisations from developers should be taken as something that can change.

"Star Citizen will contain a large, persistent universe," is a statement that can be believed.

"The Anvil Aerospace Carrack is going to contain 2 main engines," is a statement that may reflect current ideas about development, but is extremely likely to change before release.

## **Following Star Citizen**

There are a large number of reliable, official news sources through which people can follow Star Citizen.

**Newsletter** – Star Citizen has an official mailing list and releases a periodic newsletter with gameplay updates. This is very useful for individuals who only want a simple, regular summary of development and do not care for exploring the website itself or following development in tremendous detail.

**Roberts Space Industries** – The official Star Citizen website is where all major announcements, updates and events are posted. Following Star Citizen can be as straightforward as refreshing the front page of the website once every two days.

**Roberts Space Industries YouTube** – The official Star Citizen YouTube channel contains every video posted by the developers since the launch of Star Citizen. A wealth of news, information and lore content can be found here.

**Roberts Space Industries Forums** – The official forums are a massive area of discussion for all topics Star Citizen. If any change was made, announced or hinted at, it is bound to be discussed, debated and argued over. Frequent the forums and you *will* hear about every small change made in the game, whether you want to or not.

**Roberts Space Industries Chat** – If all you need is place to relax with fellow spaceship lovers, or have some simple questions, dropping by the official chat channel is a good way to make friends and learn about Star Citizen.

# PLAYER AND NPC CONCEPTS



# PLAYERS AND NPCs

## OVERVIEW

TEAM UP WITH UP TO FIFTY OF YOUR CLOSEST FRIENDS FOR ADVENTURE!

*“It is one of the blessings of old friends that you can afford to be stupid with them.”*

- Ralph Waldo Emerson, on your crewmates

### **Playing well with others**

Star Citizen is slated to feature a combination of ship-to-ship combat and interaction at a variety of scales combined with first-person action. Star Citizen will make use of a relatively new game engine in order to implement a number of unusual features that are not commonly seen in gaming.

This section will detail what is known about major game mechanics of Star Citizen. Note that game mechanics are currently deep in development and may change at any time. This section seeks to remain as factual as possible and will remain up to date if able.



## CREW AND CHARACTER

RELEVANT TO PEOPLE WITH AND WITHOUT FRIENDS.

*“This is “you.” Whether you choose to play a law-abiding merchant, a fearsome pirate or an intrepid explorer, you need a customized character who will inhabit your hangar and fly your ship.”*

- Roberts Space Industries, on you

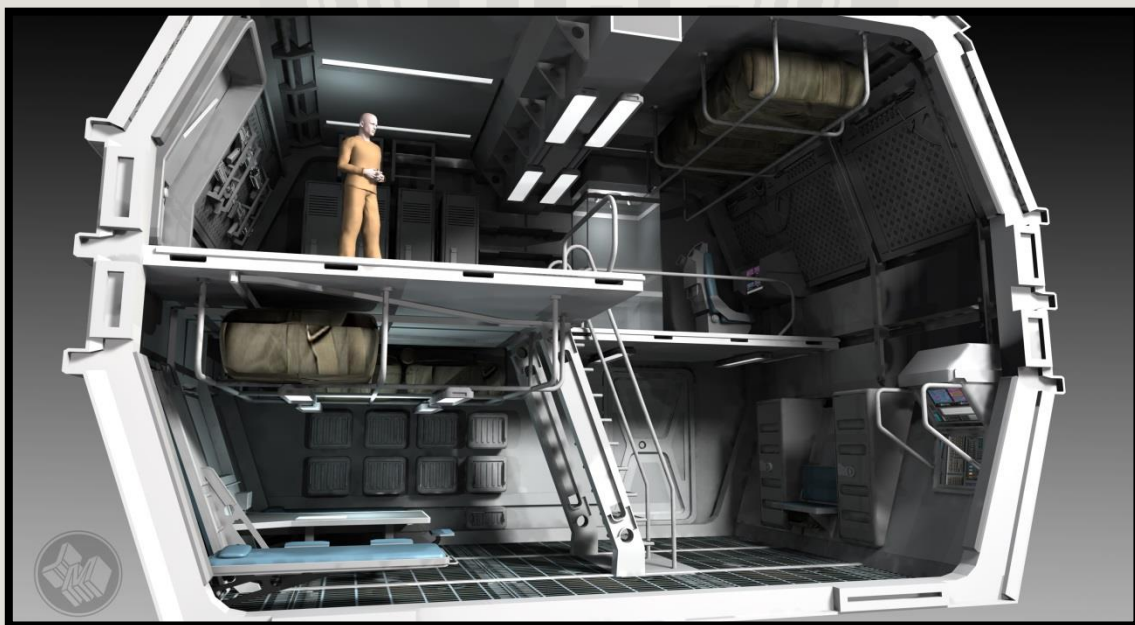
### **Make some friends**

The nature of the game requires a certain amount of interaction with other characters, playable or otherwise. This comes to a head with ship crews. The majority of ship classes in Star Citizen will require multiple crewmembers to operate effectively.

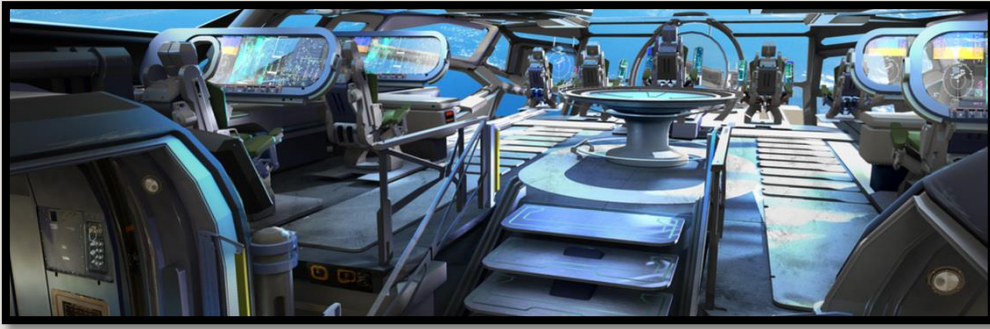
In Star Citizen, characters will fulfil a variety of roles aboard a ship. The obvious and known roles are that of pilot and gunner. All manned ships require at least a single occupant to fly. Ships with manned turrets will require a character to man these turrets. Boarding actions cannot be accomplished without characters boarding a target ship and engaging the enemy crew.

Crew is therefore a necessity on any ship and character/crew management is a complex task. The crew and character mechanics of Star Citizen will be outlined below.

Player characters are also not simply managed by a single account or identity and players may field multiple characters they and other players will be interacting with.



## CREW ROLES



‘Crew’ comprises of any given individual that ensures the effective functioning of a ship. Crew are distinct from passengers, who do not contribute to the functionality of the ship.

In Star Citizen, the majority of ship classes will have room for multiple crew members and generally require multiple crew members to function at maximum efficiency.

Confirmed direct roles for crew include:

1. Pilot
2. Turret operation
3. Boarding offence/defence
4. Operation of launched fighters
5. Radar monitoring

In-direct roles for crew include:

1. Command and co-ordination
2. Navigation
3. Backup crew

Passenger types include:

1. Commuter passenger
2. Prisoner
3. Rescued passenger
4. Rescued prisoner

## FAQ

**Q1.** How many passengers are we able to fit into a given ship?

**A1.** As many as you have space to do so.

**Q2.** Will crew supplies such as food be a significant cost consideration?

**A2.** No.

**Q3.** What other crew roles exist in the game?

**A3.** There are no rigid roles for crew and players are free to operate as they deem effective.

**Q4.** What ships do not have sleeping quarters?

**A4.** All ships with cockpits that lack bed access lack sleeping quarters.

**Q5.** If my ship lacks sleeping quarters, what happens if I disconnect?

**A5.** Your ship will attempt to autopilot itself to the nearest safe destination and dock.

## THE NPC CHARACTER



NPC interaction will be a vital component of Star Citizen. The world will be populated by a variety of NPCs of all affiliations, roles and skillsets and will be there to help or hinder the player at every turn, when players aren't.

NPC characters range from the traders and agents who provide players missions to undertake including cargo and anti-piracy, to ship sellers and insurance brokers. NPCs do not necessarily have to have faces and may simply be seen as a text window in most interactions, but there are some more direct roles for NPCs to fulfil.

NPCs not only include elements who support and provide for the player, but include hostile forces in the universe, such as dangerous pirates and hostile factions for the player to engage.

### **The most important NPC**

The most direct role an NPC character can fulfil is that of player crew. NPC characters can be hired by players to crew or pilot their ships. It's very possible for a player to have NPC escorts flying their ships, or have NPC gunners aboard their ship.

Though less entertaining than players, these NPCs are able to fulfil any major role aboard a ship and can be a great deal of aid to players who don't wish to constantly deal with other players, or in situations where player support is invalid.

Player-customised NPCs that are created via the character creator have the added benefit of being player-accessible. Friends of their creator may jump into these characters at any time and take part in action at the character's location without travelling over. This is on top of any duties they may fulfil normally.

## FAQ

**Q1.** Must I crew my ships with players or have players fly by my side?

**A1.** No. NPC characters are able to crew and fly ships.

**Q2.** What reward will I receive for the elimination of extremely dangerous NPCs?

**A2.** If you kill an exceptionally well-known NPC, your name will be taken into lore as the killer of that individual and they will be gone permanently. There are no respawns for NPCs.

**Q3.** Will I be able to specify a hired NPC character as my next of kin?

**A3.** No. You may only specify a customised character as your next of kin.

## CHARACTER SLOTS AND GAME PACKAGES

Each purchase of a game package including the full game is provided a single character slot. This character slot can be used to customise a character for gameplay in Squadron 42 and the persistent universe.

Players wishing to have more customised characters are able to purchase additional character slots from the store at launch. Character slots may be given as gifts to other players.

Character slots do not have to represent crew on a player's ship. Character slots provide a new, fully customisable character. Players may hire NPC crews to take part in roles on their ship and fly beside the player.

Benefits of using character slot characters:

1. Customisation of the character
2. Friends may 'jump into' the player from afar and take part in action on your ship

Disadvantages of using character slot characters

1. Requires real currency

Benefits of hiring NPC characters:

1. Does not cost real currency
2. Convenience

Disadvantages of hiring NPC characters

1. Cannot be customised
2. Friends may not jump into NPC characters to take part in ship actions
3. May be less effective than human crew.

## FAQ

**Q1.** Will I be able to break up my game packages eventually and transfer items around?

**A1.** Yes. It will be possible to break packages apart and distribute the items to different characters. Broken-up items may also be gifted to friends.

**Q2.** Do I have to purchase game packages to acquire character slots?

**A2.** No. Character slots will go on sale separately later on.

**Q3.** Must each of my characters take part in the Squadron 42 campaign before entering the persistent universe?

**A3.** No, Squadron 42 is optional and new characters need not take part.

## PLAYER BIRTH



Upon beginning the game, you will find yourself standing before the two doors of restrooms. The door you enter dictates your character's sex. Once you're satisfied with the person in the mirror, you leave and head to the recruitment desk, where an individual asks you for your personal details...

### **The UEE Navy: Enlist Today, Die Tomorrow!**

Character creation is conducted in-universe and with as little damage to immersion as possible. Players begin their lives at a UEE Navy recruitment station, ready to start a career in the Navy and begin the Squadron 42 singleplayer experience. If players enlist in the Navy, they will take part in Squadron 42 as they wish and may leave at the end of their service.

During character creation, players have the ability to opt-out of joining the Navy and enter the wide, persistent universe without military experience if they wish to do so.

This marks the beginning of their new lives.

### **Luck is opportunity meets preparation**

Players will need to acquire their first ship, or find employment aboard another ship and begin making their living amongst the stars. As they rise in wealth and experience, they may find themselves undertaking new and exciting roles in the universe: criminals and producers, law enforcement and traders. Star Citizen is a universe of opportunity for those prepared to seize it, and it begins with which bathroom you enter in the beginning.

## FAQ

**Q1.** What will leaving military service be like?

**A1.** Upon leaving the military, you will take your accumulated pay, experience, citizenship and reputation with you when you begin your life as a freelancer.

**Q2.** If I do not join the military, how will I acquire my first ship or funds?

**A2.** You may take out a loan and purchase your own ship, or work on ships belonging to other individuals for money prior to acquiring your own.

## PLAYER DEATH

LIFE IS A CONDITION WITH A 100% MORTALITY RATE.

*“People die when they are killed.”*

- Shirou Emiya, on death

### **Your body is mortal**

Playing on the persistent world; Star Citizen will subject players to death. In Star Citizen, player characters are absolutely mortal and after particularly nasty injuries, you may simply find yourself watching your funeral, rather than seeing an insurance payout and a wheelchair.

In Star Citizen, players may find themselves suffering critical injuries. These injuries include being caught in ship explosions, small arms fire, escape pod destruction and more.

Once such an injury is sustained, a player loses a *life*. Each character has a set number of invisible *lives*. These are not hearts in a row at the bottom of the screen and are variable and invisible. Once these lives run out, the player character is considered impossible to revive after their last severe injury and you will be witnessing your own funeral.

When you sustain heavy injuries, you may find your character's appearance changing. You'll awake in hospital with a prosthetic limb, severe facial scarring or other permanent reminders of your adventures in the universe, but one day, when you run out of luck, you'll wake up in the boots of someone else who is watching your funeral.

### **Your legacy is immortal**

The game doesn't end at your death. When players create their characters and begin their journey into Star Citizen, they are asked to select a next of kin. Your next of kin is an individual who may or may not be closely related to you who will receive all of your assets and wealth in case of your death.

When you are killed, you will begin again in your next of kin's shoes. You are the new owner of the previous individual's work. You will watch your beneficiary's funeral and take ownership of everything they had and you will be able to decide what to next from that point.

For most players, assigning a next of kin is as simple as making your alternate character next of kin, but some players may have different ideas about how to handle their mortality. Part of your beneficiary's reputation will be transferred to you as well, but it won't be quite the same. Their story begins when yours ends.

## FAQ

**Q1.** Do I have to die?

**Q2.** Yes.

**Q2.** Is my number of lives set in stone?

**A2.** No, the number of invisible lives you have may be increased.

# SPACECRAFT OPERATION



# CORE SPACECRAFT FUNCTIONS

## HOME WITHOUT THE HASSLES OF EARTH

*“Ships in the Star Citizen universe aren't just pretty shapes, they are fully functioning vehicles with hundreds of components,”*

- Roberts Space Industries, on spacecraft



The heart and soul of interstellar activity is the interstellar vessel. Spacecraft are the primary form of vehicle interaction in Star Citizen and they will be the core gameplay element for the majority of players, whether captaining their own ship or crewing that of another.

Spacecraft in Star Citizen range from the diminutive to the immense, but the majority of spacecraft have a few straightforward core mechanics that govern them all. All vessels are composed of three primary elements, as well as a number of secondary ones.

### Primary spacecraft systems

**Crew support** – All manned spacecraft include facilities that allow human operators to survive and control the vessel, whether it's cramped snug fighter cockpit or square miles of corridors and rooms within a carrier vessel.

**Primary thrust** – A ship's largest engines are used to propel the ship to desired velocities for travel. Alone, they are effective at launching the ships to desired velocities and burning away velocity once pilots desire to slow down. They are also useful for basic manoeuvres. Primary thrusters are generally aligned to one end of the ship, but may gimbal or swivel for manoeuvring.

**Manoeuvring thrust** – Spacecraft are equipped with manoeuvring thrusters that are used for precision manoeuvres. These thrusters are placed evenly on a ship and can quickly pivot or roll an entire vessel at the operator's demand. Equally useful in engagement and evasion.

### Secondary systems

**Equipment hardpoints** - The primary system of equipping weapons and special equipment to a ship is the external hardpoint. These positions on a ship allow for the fitting of tools and weapons ranging from missile racks and cargo bays to manned turrets and tractor beams.

**Other** – The full extent of ship customisation is unknown, but massive. Additional systems that ships can make use of include fighter bays, cargo support, refineries, salvage and more.

# SPACECRAFT CLASSIFICATION



There is an immense variety of ships, all classified based on certain criteria based on role and size. Ship classification allows for ships to be slotted into general size and role brackets that make organisation and understanding simpler. Star Citizen will make use of a large number of ship sizes, all with fully modelled and interactive interiors.

**Speculation** – The section below contains author speculation.

**Snub/Parasite Fighter** – Single-occupant light fighters. The smallest manned craft in the game and the only one wholly unable to mount jump drives. Snub fighters are entirely reliant on the motherships that launch them and rarely have longevity or amenities. E.g. P-52 Merlin

**Starter Ship** – Starter ships are a class of small, affordable ships aimed at players who want a simple, cheap and versatile platform for basic tasks. These ships vary in design, but are built to be accessible, easy to modify and simple to operate. E.g. Aurora, Mustang, Reliant

**Fighter** – Hosting one or two occupants, these ships are the first of the jump-capable fighting ships. Swift and able to kill other fighters or harass larger ships in groups, these are the staple of fast, light, tactics. Some have sleeping quarters and cargo space. E.g. Aurora, F7C Hornet

**Bomber** – Supporting one or two occupants, bombers are less wieldy than fighters, but durable and able to tackle capital ships with dedicated anti-capital ship weapon systems. This comes at the expense of firepower and speed – bombers rely on fighter escorts. E.g. Gladiator

**Freighter** – Available in many makes and configurations, freighters are baseline ships for the transportation of cargo, though they vary in size, role and versatility by far. Freighters are commonly modified for other roles as well, and find themselves acting in smuggling, exploration and more E.g. Freelancer, Caterpillar

**Heavy Bomber** – Large bomber craft fielding anti-capital ship weapon systems. They compensate for the weaknesses of small bombers by mounting point defence turrets on their hulls for protection against smaller craft, while punching above their weight. E.g. Retaliator

**Corvette** – The first of the capital ships, corvettes are fast attack ships, patrol craft and light fleet escorts employed in a variety of combat roles. The fastest and lightest of the capital ships, corvettes should not be underestimated, as they are well-prepared to kill anything they can't outrun, and out run anything they can't kill.

**Frigate** – The first of the 'slow' frontline warships, frigates are employed as escort ships and fleet ships. Fielding the first good complement of capital ship weaponry, but not skimping on point defence, these ships are designed to be the ideal, light fleet warship. E.g. Idris-M

**Destroyer** – The largest ship players are able to purchase directly from NPCs, the destroyer is a true ship of the line. With anti-capital ship firepower and stubborn defences, destroyers are designed for raining destruction other capital ships. All ships larger than the destroyer must be captured or salvaged. E.g. Javelin

**Cruiser** – Confirmed ship class above destroyers. Presumed to be a powerful direct combat warship class. No details known.

**Battlecruiser** – Confirmed ship class above cruisers. Presumed to be a powerful warship used in direct engagements. No details known.

**Battleship** – Confirmed ship class above battlecruisers. Presumed to be the largest and most powerful combat platform that doesn't rely on fighter deployment for firepower.

**Escort Carrier** – The escort carrier is a scaled down version of a full-sized carrier. Like its big brothers, the escort carrier deploys squadrons of fighters and bombers, but does so with the grace of a smaller ship. Escort carriers are lighter, faster, smaller and cheaper than full-sized carriers designed to fulfil a fleet support and command role, rather than fight in the meat of it with the ships of the line.

**Carrier** – The largest known warships are sluggish, heavily armed and thunderously armed carrier ships. Equipped with a dazzling array of hull-mounted weaponry, the carriers also field deadly squadrons of fighters, bombers and heavy bombers for use in engagements of any size. When the carrier arrives, the clouds stop and listen.

# SPACECRAFT ROLES

All vessels in Star Citizen are assigned a basic role. This role is generally what a given ship is most effective at doing, but the vast majority of ships have room for upgrades and modifications that allow them to branch out of their assigned role. Some ships also have variants which have the characteristics of a base ship, but apply a new role on top of it.

## Variants

Some ships have variations that are heavily modified versions of a ship built on a base hull. These variants are normally geared toward a different role than the original ship and tend to have strength and drawbacks of their own. For example, the MISC Freelancer is a base ship developed for freight and protecting its cargo. The MISC Freelancer DUR is a variant of the Freelancer aimed at exploration. A variant's base hull greatly impacts how it performs. The MISC Freelancer DUR is an exploration variant of a ship. The RSI Constellation Aquila is an exploration variant of a ship. They are both ships with the same role, but they perform differently at that role due to the characteristics of their base ship.

## Some Roles Explained

Due to the early nature of Star Citizen's development, roles that are assigned to ships are preliminary and are only a vague indicator of their actual uses. It's important to recognise a ship for its characteristics and potential, as well as its role. The below list is not a full list of roles in Star Citizen, but lists most of the major roles.

**Space Superiority** – Designed to engage targets in space and defeat them in head-on combat. These ships normally combine good defensive, offensive and mobility traits.

**Interdiction/Interception** – Star Citizen uses a traditional definition of interdiction. Interdiction consists of intercepting supplies and targets of opportunity before they arrive at a battlefield. Interdiction ships are generally swift and able to engage in combat comfortably.

**Bomber/Heavy Bomber** – Bombers are small to mid-sized ships designed to use anti-capital ship weapons in order to engage and destroy much larger targets. Equipment includes anti-capital ship torpedoes.

**Exploration** – Designed to seek out hidden objects and locations which can later be exploited for profit. Equipment includes scanners, long-range jump drives, enhanced fuel bays.

**Racing** – Designed to compete in contests of speed or manoeuvrability. Racing ships are generally extremely fast and manoeuvrable, at the expense of other areas.

**Transport** – Transport ships tend to be equipped to move cargo from place to place, often having defences needed to protect their cargo from harm. Transport ships tend to feature large cargoholds and at least average durability.

**Mercantile/Trade** – Mercantile ships differ slightly from transport ships in that they are designed to move cargo to markets where they may be sold, rather than simply delivering them. These ships are similar to transport ships and their roles are often interchangeable.

**Salvage** – Salvage ships are designed to recover salvage from destroyed or damaged vessels. Equipment includes tractor beams and modified docking apparatus.

**Search and Rescue** – These ships are designed to seek out, recover and treat wounded people. Equipment includes medical facilities, modified docking apparatus and hull cutters.

# CREW SUPPORT

Manned spacecraft do not function without their operators and operators have certain demands they need fulfilled before they'll operate their spacecraft.

The survival of a ship's crew is more important than that of a ship. All ships have built-in systems that allow pilots to function optimally and in case of emergencies – abandon their ships safely. Crew support systems include all life support components and life-saving components of a ship that keep the crew from death.

All manned ships in Star Citizen feature pressurised crew compartments that allow crew the freedom to operate without the need of respiratory gear. Ships with floors are equipped with artificial gravity generators. There exist a number of other devices that make interstellar living more bearable – from functional toilet and shower facilities, to dining room tables and largescreen TVs. Living in space need not be a journey of barely surviving.

## **An idiot goes down with the ship designed to save them.**

Truly the most irreplaceable part of a ship is its crew and its crew may find themselves in danger. When a situation calls for abandoning the vessel, the ship will oblige: Systems ranging from escape pod/sleep quarter combinations to multi-crew lifeboats and folding, protective shells will ensure that anybody who makes it to an escape system will be able to abandon ship without hassle.

## **Sleeping in on weekends**

Though ships require crew to function, crews require facilities to survive for long periods in space. Some ships, notably fighter-class ships may not include sleeping and living quarters. The initial role of sleeping quarters was to give the owners a way to log out safely in space and log back in at that location. This has been changed and ships with or without sleeping quarters can log out safely in space. The full usage of sleeping quarters is currently unknown.

## FAQ

**Q1.** When I escape my ship via escape pod, how long must I wait before I am rescued?

**A1.** Rescue of an escape pod may only take place once the area is clear of combat.

**Q2.** What is the penalty for attacking crew that has ejected from their ships?

**A2.** The penalty for firing on defenceless crew is severe in civilised space. Less so elsewhere.



# ENGINES



There are two main types of thrusters universal to all spacecraft. A ship's primary thrusters are universally more powerful than its manoeuvring thrusters. The primary thrusters are used to accelerate and decelerate the ship to and from tremendous speeds, as well as providing limited manoeuvring capability.

Manoeuvring thrusters oriented around the ship allow for fine-tuning the behaviour of a ship and are the cornerstone of combat manoeuvres. Manoeuvring thrusters ensure that a ship in combat is able to take action quickly in response to changing battlefield environments. Manoeuvring thrusters act in conjunction with the primary thrusters and Intelligent Flight Control System (IFCS) to turn the controller's instructions into movement.

## Engine components

All ship propulsion systems are composed of a number of basic components that work together to generate thrust. These components are:

**Engine** – The engine is the ship's power plant and fulfils all of a spacecraft's energy needs. The power output of an engine is limited and captains are able to direct the power supply to various ship systems at will. Captains are able to decide whether they want to harden their shields, increase engine thrust, energy weapon output or more, at the expense of other systems.

**Hydrogen intakes** – Unlike air-breathing engines of Earth, spacecraft require hydrogen to aid in powering their engines. Intakes are positioned at points on a vessel and collect spaceborne hydrogen for the ship's use.

**Thruster** – These devices output thrust that propels or manoeuvres a spacecraft. Hydrogen gathered from space and engine power is used to generate a spacecraft's thrust.

## Thrust Rating and you

The strength of a given thruster is given as a simple rating called Thrust Rating. Higher ratings are more powerful than lower ratings. All vessels are equipped with primary *and* manoeuvring thrusters. Therefore, all ships will be equipped with a mix of higher rated and lower rated thrusters.

**Example:** An Aurora LN features 1 TR3 thruster as the primary thruster and 8 TR1 manoeuvring thrusters.

**Rule of thumb:** Manoeuvring thrusters on big ships are often main thrusters on small ships.

**Example:** An Aurora LN features 1 TR3 thruster as the primary thruster. The Constellation features 8 TR3 thrusters as manoeuvring thrusters.

# HARDPOINTS

Spacecraft fitting and modification is built around hardpoints. A hardpoint constitutes any space on a vessel that allows for the fitting of equipment or other modification. Hardpoints are divided into *internal* and *external* categories.

Hardpoints can only support modifications of appropriate size and type, and all ships have a number of essential hardpoints that can support fittings.

## **Internal Hardpoints**

Internal hardpoints are spaces within a vessel that allow for modification or fitting. Internal hardpoints are secured within the hull of the ship and are normally only visible from the interior. Internal hardpoints consist of essential ship systems and interior modifications.

**Power Plant** – Consumes fuel to supply other systems with energy required to function.

**Shield Generator** – Generates, maintains and shifts protective barriers for the ship.

**Primary Thrusters** – The primary propulsion system used for general interstellar operations. Their size directly affects ship resource requirements, signature and velocity.

**Manoeuvring Thrusters** – Network of small thrusters that enable the ship to perform zero-g manoeuvres.

**Avionics** – Collective term for sensors, radar, computerised navigation and additional electronic subsystems.

**Fuel Tanks** – Supplies fuel to the power plant.

**Afterburners** – Secondary propulsion system that provides significant velocity increases at increased fuel expenditure.

**Modular Space** – Space that can be fitted with non-essential modular components. Examples include living quarters, cargo space and weapon support systems.



*Aegis Dynamics Retaliator living quarters concept*

## **External Hardpoints**

External hardpoints are external spaces on a vessel that allow for modification or fitting. External hardpoints are visible on the exterior of the vessel and primarily consist of tools and weaponry that can be used externally.

**Fixed** – Mount equipment fixed in a single direction.

**Gimbal** – Mount equipment onto a hardpoint with partial traverse and articulation.

**Pylon** – Equipment pylons. Examples of equipment that can be mounted to pylons include missile racks and detachable fuel tanks.

**Unmanned Turrets** – Small, computerised turrets. Turrets have a wide traverse arc and can mount weapons and special equipment such as tractor beams.

**Manned Turrets** – Manned turrets. Turrets large enough to seat an operator. They are only mounted on multi-crew ships. Primarily used for weapon mounts.

**Class 6 Hardpoint** – Heavy manned turrets. These turrets seat a gunner and their weapon fittings are designed to engage and damage capital ships.

**Class 7 Hardpoint** – Spinal-mounted weapon systems. These weapons are mounted along the long axis of a ship and require that the entire ship be oriented to fire. These weapons are extremely dangerous to capital ships and are of the kinetic or energy type.

**Class 8 Hardpoint** – Capital ship weapons. Large, extended range weapons used by capital ships against very large targets to inflict maximum damage at maximum range.

**Class 9 Hardpoint** – To be announced

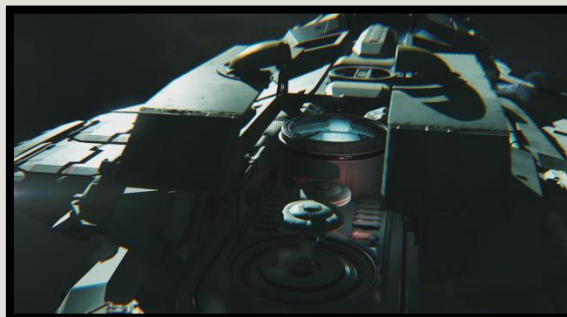
## **FAQ**

**Q1.** Am I able to change the hardpoint configuration of my ship?

**A1.** Hardpoint configurations of ships cannot be easily modified without drastic modification.

**Q2.** Are the statistics and definitions related to the hardpoint system set in stone?

**A2.** No, the hardpoint system is subject to change significantly as the game is developed.



**Constellation Aquila planetary scanning suite**

# INSURANCE

Space travel isn't always safe and like any other expensive asset, spacecraft can be insured to avoid a total loss if they are destroyed. The majority of spacecraft in the game can be insured against loss. Once an insurance contract is acquired, the spacecraft is considered covered and if destroyed, it will be replaced according to the specifications of the contract, normally replacing the hull and stock equipment. Not insuring ships is inadvisable, as any item not insured is not compensated for if lost.

Cargo and ship fittings can be insured separately. In theory, losing a ship can take place at minimal cost, if insurance is valid and up to date.

## **Useless until you need it**

Insurance is bought by a ship in contracts lasting 1, 2, or 6 months, generally. Once paid for, the ship is considered insured for the duration and will be replaced if the terms of the insurance contract are met.

## **Insurance fraud: for naughty kids**

Insurance fraud, such as transferring a ship to a partner and filing it as stolen for insurance money or other acts that attempt to defraud the insurance company are prohibited. If you are caught in an act of insurance fraud, your insurance contract will be terminated immediately.

## **Life-time insurance**

Life-time insurance (LTI) is a form of insurance available to individuals who own ships from the pledge store that have LTI at the end of their names. These ships are permanently insured. LTI insurance is identical in coverage to standard insurance except that it does not run out.

## **Risk**

Insurance companies will tend to make their insurance contracts valid for only certain reasons or parts of space. Venturing into extremely dangerous territory and being destroyed may cause your cargo and equipment to be void. Insurance companies are also legitimate companies and will deny service to you if you are a criminal. There are criminal elements who will insure you if you are willing to deal with them.

## **FAQ**

**Q1.** Do I receive my ship back instantly after it's lost if I insured it?

**A1.** No, all ships have time period before replacement during which your replacement ship is prepared for you. Larger and more advanced ships take longer to replace.

**Q2.** If I lose an uninsured ship, will I be compensated in any way?

**A2.** You will only be compensated on an insured item if it was lost under acceptable terms.

**Q3.** If my ship is lost in lawless space, will I receive an insurance payout?

**A3.** Ship insurance applies everywhere, but cargo and equipment insurance may become void if the items are lost in certain areas of space.

**Q4.** How do I acquire life-time insurance after the sales of LTI ships has ended?

**A4.** The only way to acquire a ship with life-time insurance after the end of their sale is through the gift system by receiving one from a player who has a LTI ship.

# SPACECRAFT MAINTENANCE AND SUNDRIES

Although spacecraft are as self-sufficient as can be, all spacecraft have certain needs that have to be met. Spacecraft are complex vehicles that cannot function without regular maintenance, supplies and combat repairs. These needs must be accounted for as part of the day-to-day running of a ship.

## Docking Fees

Captains must pay tariffs for docking at stations. Larger ships are costlier to dock.

## Fuel

Ship power plants power all primary systems aboard a vessel and require fuel. Fuel is stored in fuel tanks and is a severe limitation to ship operating ranges.

## Field Repair

Out in space, damaged ships can be partially repaired by AMX repair droids. These droids can make simple repairs to vital ship systems such as thrusters, but are unable to fix severe damage that requires docking. An extensive system of repairs is also being developed, involving the construction of scaffolding and the use of dedicated ships like the Anvil Aerospace Crucible.

## Insurance

If a ship does not have life-time insurance, its owners will need to periodically renew their insurance contract, normally in 1, 3 and 6 month packages. Insurance is confirmed to be a relatively minor cost, with life-time insurance being only a minor convenience.

## FAQ

**Q1.** Will docking fees apply to my ship while I am offline or taking a break from the game?

**A1.** Fees do not apply when a captain is offline.

**Q2.** Are fuel, insurance and docking fees going to be significant costs?

**A2.** Fuel, insurance and docking fees will be relatively minor compared to the cost of the vessel and will not impede gameplay in noticeable ways.



# HIDING

Sometimes, it's best to simply not be seen. For those situations, refit your ship to minimise the chance of being spotted, or even simply using a ship specialised for stealth. Ship detection requires that a number of different factors be considered, and no single item or fitting will make your ship sneakier than modifying and reworking multiple systems.

## **Stealth in a sneaky nutshell**

To modify a ship for stealth work, several factors need to be considered.

**Cross-section** – The cross-section of your ship is the surface area and profile your vessel presents to sensors. This is the most difficult to change and can make certain ships completely un-viable for stealth.

**Infrared** – Heat produced by your engine, thrusters and weapon fittings. Fitting stealth-specialised engines and thrusters, or simply down-sizing will lead to a colder ship, but this comes at the expense of ship mobility, firepower and power supply.

**Electro-Magnetic** - The ship's EM signature is a measure of EM radiation given off by current, active systems on the ship. In order to minimise this, it is possible to buy items that produce less EM radiation to start with or simply shut down certain ship systems.

**Ship Signature** – A ship signature is a ship's unique identifying marker. This is an electronic tag that broadcasts essential pilot and ship ownership information to other pilots in space. The ship signature can be modified to display false readings, if less scrupulous pilots desire so.

With these above aspects in mind, it becomes clear that 'stealth' is not as simple as adding a module or two. Rather, a ship's overall stealth signature is comprised of several major factors and refitting your ship for stealth may seriously hinder it.

The alternative to this is to simply fly a ship built for stealth. Certain ships are built with low-power, low-visibility systems into them, such as the Anvil F7C-S *Ghost*. These ships are built from the ground up to be slightly less powerful directly than their cousins, but have the benefit of not dragging their pilot through the trouble of refitting and possibly downgrading their usual vessel.

## **Other stealth options**

Besides the big three stealth options, there are other methods of making a ship stealthier. This includes stealth armour kits that are fitted with radar absorbent material (coloured black for additional awesome) or using stealth jump engines to make your arrival a bit less noisy.

## SEEKING

There are methods that allow for pilots and objects to hide away. There are also effective methods of discovering the hidden. Chief of these is every single ship's onboard sensors that provide vital information about surrounding, non-hidden objects.

The two main modes of scanning surrounding space are via active and passive methods. Active methods project signals, such as using radar to seek out signatures. Passive methods use onboard sensors to detect signatures emanating from interstellar sources.

### **Hide and seek**

For the peaceful explorer, high-end sensor packages become a godsend. When on the lookout for cosmic anomalies, hidden caches and entirely new solar systems and jump point routes, a good sensor package is the explorer's bread and butter. The bravest explorer is worthless without their eyes.

### **Search and destroy**

Combat pilots interested in seeking out and eliminating hidden prey, upgraded sensor suites allow for pilots to sniff out the enemies and installations who think to hide. Not only do advanced radar packages allow for detection of hidden enemies, they also greatly increase the effectiveness of default radar systems on a ship. Dedicated radar support ships have the bonus of being able to offer a powerful command and control solution on the battlefield.

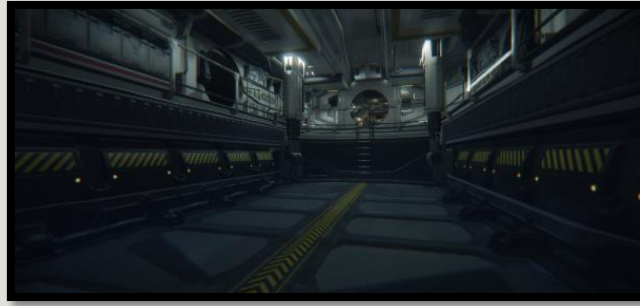
In combat, players wishing to track enemies will do so based on the target's profile, heat signature and EM signature. Variations in these can make detection more difficult. Explorers will be in search of disturbances in space that may be caused by a jump point.

## FAQ

**Q1.** Will my combat ship's radar systems have use in non-combat situations?

**A1.** Yes, high-power radar systems can be used in exploration.

# INDUSTRY AND CARGO



Not all interstellar pursuits in Star Citizen are violent. In fact, the backbone of every conflict rests on logistics: transportation and resources. Behind every monstrous war machine is a drill and tank. It is just as good to take part in war as it is to harvest and trade to prosperity amongst the stars.

Despite the fact that the captains of these ships tend to be harmless and operating peacefully, war doesn't have any illusions about sparing the innocent: freighter and resourcer pilots operating in dangerous areas are advised to have escorts nearby.

## **Bloody harvest**

Industrial pilots will be at the forefront of resourcing operations: Mining and gas harvesting. Mining is conducted through breaking apart asteroids and using a tractor beam to retrieve the ore for transport and processing. Ships may utilise their upgrade slots to fit refinery equipment that can break ore up into materials. Once harvested, your haul may be shipped and sold to whoever needs it.

Certain ships may also make use of gas harvesting systems that will be able to draw valuable gas supplies from gas giant planets for use as fuel.

## **Diamonds in space**

Conflict between the stars leads to a great deal of wreckage and destruction. It would be a shame to let all the surviving components drift forever. Salvagers operate legally and otherwise in salvaging operations, sifting through wreckage with their tractor beams, they pull out still-functional components and usable scrap onto their vessels. Ships fitted with refinery equipment can process these components into raw materials for higher resale value.

## **Hauling ass**

What good are resources without transportation? The freighter is the lifeblood of industry, taking materials and products where they are needed. For the cargo running player, there are a variety of freighters ranging from the armed to the stubborn and everything in between for all of your cargo running needs.

Those wishing for a bit more excitement may opt to smuggle goods to and from secure space. The people spread across dozens of worlds and many races demand various goods and services that their homes might not legally provide. It's just business.

## **Make Ordnance, Not War**

For pilots of a less warlike bent, there are a great deal of vital resourcing and logistical tasks to accomplish billions of miles from home. Be it harvesting and processing gas for fuel or running supplies to locations, work never ends for the people who fly industrial ships.

# LUXURY



Even in the far future, there will always be people with more discerning tastes. Star Citizen will cater to those just as much as anyone else. Although space travel can be likened to submarine travel (stuck in a closed tin-can with a deadly environment just outside), travel needn't always be an affair filled with hardship.

## **Good taste**

Luxuries on spacecraft are general optional, expensive or both. Although not necessary for function, luxury additions certainly make a spacecraft a better home to be. Given their sometimes ostentatious nature, luxury elements generally come in at a much higher price. Luxury additions generally have little to no practical use, but are still in demand. Captains who wish a life of touring the stars, visiting exotic destinations and just taking in the views will find great enjoyment in having a more comfortable way to travel.

In 2945, space travel is a routine and common thing. Why should your routine be difficult?

## **Does it have cupholders?**

Luxury elements integrated into spacecraft include interior decoration (padding, wooden accents, artwork), spacious interiors, observation areas, entertainment systems, dining areas, bars and large beds. Optional add-ons to ships such as comfortable apartment modules or entertainment stations also exist, and can be added to the ship separately.

A number of different manufacturers have luxury options in their ship offerings, but the chief of luxury and expense is Origin Jumpworks GmbH. Origin's core design philosophies is a focus on aesthetics and luxury. Their lowest range ship, the 300 Series is fairly spacious and features things like leather seating and padded walls, with a sleek exterior. At the higher end, there is the 890 Jump, a massive yacht built for interstellar touring, featuring large common areas, multiple personal transport craft, spacious bedrooms and more.

Other manufacturers also have luxury offerings, including Roberts Space Industries' Constellation Phoenix, but no company focuses on design and comfort as much as Origin Jumpworks.

## YOUR SHIP, YOUR RULES



One of the key concepts stated by the developers is the ability to make ships your *own*. An extensive system of ship customisation and role defining is in development to allow players to take the base hull of a given ship and make conversions and modifications to suit their playstyle and role perfectly.

This can be seen partly in ship variants. A number of popular ships in Star Citizen currently have multiple variants. Each variant has a differing role from the base model ship, while still retaining the overall characteristics of the base ship.

### **Ship Variants Now**

The chief example of ship customisation is seen in the 300 Series. The 300i and its variants were among the earliest released. When inspecting these different variants, one finds that the variants themselves have barely changed from the base model. This has led to complaints.

The reality is that the 300i can be seen as a testbed for ship *customisation*. The majority of 300 Series variants generally have very minor changes from the basic 300i. Instead, they all have additional equipment to suit their new roles. For instance, the 315p is essentially a 300i fitted with a jump engine, scanner and tractor beam to turn the 300i into an explorer. The 325a is essentially a 300i fitted with a larger shield generator and more weapons by default.

The base model 300i has the same maximum size power plant, shield generator and hardpoint layout as the 315p or 325a. The 300i, with adequate modifications and equipment changes, can perfectly mimic the 315p or 325a, due to having the same base hardpoint layouts and equipment slots.

In the case of the Aurora and 300 Series, these two ship hulls were the earliest released with variants and developers have stated that certainly the Aurora was mean to simply be a testbed to showcase the potential of ship customisation. The 300i has the potential to be equipped in an identical manner to the 315p or 325a. 315p and 325a owners are not left behind, as their ships start with these modifications by default and have a head start on a 300i owner to their role. It is important to see a vessel as a collection of characteristics and potential, rather than a vessel with a strictly defined place.

## Ship Variants in the Future

Ship variants after the Aurora and 300 Series are a better example of the future of ship customisation. Newer ships with variants, such as the Freelancer or Constellation actually have fairly significant changes made to the hull to aid in their new role. These changes shift the ship's characteristics and it means that variants have their own, exciting potential now.

A new example would be a comparison between the Constellation Andromeda (Base) and Constellation Aquila (Exploration). The Constellation Aquila loses a manned turret and 4 Class 3 slots outright. It has an exploration rover, but still retains the dock for the Andromeda's light fighter. Both ships share the same stock jump engine, but the Aquila features expanded fuel tanks, a long ranged scanner and a specialised sensor array.

Based on these characteristics, it can be said that the stock Constellation Andromeda is a better combat ship and the stock Constellation Aquila is the better explorer.

The developers have stated that all ships will feature room for optional additions, including medical facilities, exploration equipment or luxury add-ons, there is already untapped potential in a vessel. The developers have also stated that each hull and variant should be a baseline to work from and modify to a captain's tastes. There is no force stopping a player from turning an Andromeda into a better-armed exploring ship than the Aquila, or exploiting the Aquila's advanced sensors in combat and fitting a P-52 Merlin for added firepower.

Ship variants are not simply ships with strict, different roles. Rather, they come in stock configuration with changes and modifications that suit a certain role, but it is up to individual captains to build on that and create their own ship.

An example of ship customisation could be taking a Constellation Andromeda, mounting a rover into the cargo bay and fitting basic sensors into locations where there is space. The result is an exploring ship that is better armed than the Aquila, though probably inferior at exploring due to the lack of fuel tank expansions and advanced sensor arrays.

Another example would be removing the Aquila's rover to increase cargo space and not adding a fighter to reduce mass. Then the captain can exploit the built-in expanded fuel bays to use their Aquila as a long-distance cargo vessel. This ship could compete with the Constellation Taurus. The modified Aquila would be more durable (higher maximum size shield generator), have longer reach and better firepower than an unmodified Taurus and could therefore make a dependable long distance hauling ship. The downside is of course, the Taurus has a much larger cargo hold to start with.

While some players might balk at the idea of dropping cargo room on a freighter, others may find the increased durability and longer travel range to be useful. In this case, neither player is wrong in acquiring their ship, but both players have ships that suit their playstyle and career.

Star Citizen will emphasise immersion and finding your niche in the universe. Rather than giving a set of ships with strict limitations, Star Citizen gives a variety of hulls and equipment with differing characteristics, then allows the players to choose their favourite combination.

# SPACECRAFT DEFENSIVE TECHNOLOGY

## **Rapid, unplanned disassembly and you**

With all the important people and systems housed on a vessel, there needs to be a way to protect them from the environment of space and other, harsher things. Spacecraft defences include any system on a spacecraft that is designed to prevent the aforementioned spacecraft from undergoing rapid, unplanned disassembly. Ship defences include energy shielding, armour, counter-measures and evasion.

## **I feel the need; the need for not dying.**

**Evasion** – The surest defence is to not be struck. Pilots have a combination of powerful thrusters that allow for highly unpredictable manoeuvres in combat and their own wit at their disposal. No matter their style of flying, 9 out of 10 pilots agree that not being struck by anti-spacecraft weaponry is a great way to start your day.

**Shields** – The first direct layer of defences is energy shielding. This is also the first indicator that your piloting skills have failed you. All ships are fitted with shield generators that project fields around the ship that impede incoming fire and objects.

Shields are used to prevent damage to the ship structure, though kinetic weapons are naturally more effective against shielding and may even pierce shields before depletion. The directionality and power supply of shields is dictated by the ship's captain and the captain may choose to strengthen their shields or power them in different directions depending on where fire is coming from. More enterprising pilots may use hardened shields projected to the front of the ship for ramming.

**Armour** – Once the shields are penetrated, it is up to the ship's armour to resist damage. Armour comes in a wide variety of materials and designs that allow for effects ranging from radar absorbance to lowered vessel weight, but they are universal in that they will attempt to support the ship's systems under fire.

Armour resists damage by being dense and made of materials that can absorb a great deal of trauma, but laser weapons are better at piercing armour than shields. When incoming fire breaks the shields, a ship is in danger of sustaining damage to internal systems.

**Counter-measures** – Some ships are equipped with counter-measure deployment aimed at spoofing incoming missiles and other intelligent weapons. If these are deployed in a timely manner, the attack may not strike the ship at all. These are equipped onto capital ships for countering anti-capital ship torpedoes, and other ships.

## **FAQ**

**Q1.** If I am in a part of a ship that is penetrated by attack, could I die?

**A1.** Yes. This is especially true for manned turrets and cockpits.

**Q2.** Will I be able to make repairs to systems and armour in combat?

**A2.** Yes. AMX repair droids are available and will attempt to repair minor ship damage.

# SPACECRAFT OFFENSIVE TECHNOLOGY



The chief offensive system in space combat is the ship-to-ship weapon system. All ship-based weapon systems are designed to be able to damage other vessels to some extent. Ship-to-ship weaponry ranges in size from fighter weapons to massive anti-capital ship missile and direct-fire weaponry.

The three chief weapon types in Star Citizen are:

1. Missile
2. Kinetic
3. Energy

## **Missile**

Missiles are complex devices launched by ships that feature self-propulsion and a damaging warhead. The majority of missiles are also equipped with some form of guidance system such as infra-red guidance. Missile weapons tend to be extremely limited in number and the most expensive per unit, but their chief advantages are that they may guide themselves to targets without pilot input and can do a large amount of damage on impact.

## **Kinetic**

Kinetic weapons are weapons that do damage by transferring energy or a dangerous payload to a target via a projectile that is launched by a weapon. Kinetic weapons include weapons that fire bullets and shells. Kinetic weapon ammunition is limited in quantity and must be reloaded into weapons after firing. Kinetic weapons are more effective against shield-based defence systems than armour. Kinetic weapon systems tend to produce less heat than energy weapons, except mass driver cannons, which produce a large amount of heat.

## **Energy**

Energy weapons cause damage by applying transmitted energy to the surface of a target. The resulting reaction can be electro-magnetic, thermal or be based on another form of radiation. Energy weapons include neutron guns and laser cannons. Energy weapons draw power directly from the ship's power core, so have no ammunition requirement barring the limitations of the ship reactor and heat production. Energy weapons are more effective against armour and ship plating than shield systems. Energy weapons tend to produce more heat than kinetic or missile weapons.

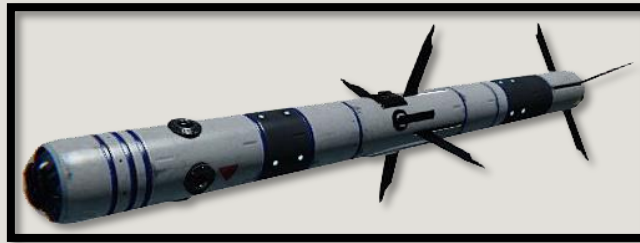
Ships can often fit a variety of weapon types and it is up to individual pilots to select the most ideal weapon to suit their vessel, environment, engagement and flying style.

## **FAQ**

**Q1.** Will I be able to reload kinetic weapons in space?

**A1.** Kinetic ammunition may potentially be carried on a ship and loaded in space.

## MISSILE WEAPONS



**Speculation** – The section below contains author speculation.

Despite being born with the misfortune of having the word *miss* in their name, missiles are some of the most intelligent and accurate weapons in existence. Missiles in Star Citizen are composed of a simple propulsion and warhead system, with optional guidance package. Once fired, missiles either streak ahead and detonate, or are guided to strike potential hostiles.

While missiles are extremely limited in number for a given ship compared to kinetic and energy weapons, they make up for this with their nature as smart, high-impact weapons. Like other weapons, missiles come in a variety of shapes and sizes that are fit for many roles. Missiles may currently be fitted to Class 3 and Class 4 hardpoints.

### **Click-whoosh**

**Unguided** – Unlike their smarter brothers, rockets are ‘dumb’ self-propelled weapons that have no guidance package and will only fly in the direction they are launched. The plus-sides to this are lowered cost and the potential for deadlier payloads and less space wastage

**Heat seeking** – All ship powerplants, engines and energy weapons give off a heat signature. This signature is tracked by heat-seeking missiles to their target. Heat-seeking missiles can be fooled by cold ships – ships with low-heat powerplants, smaller thrusters and fewer energy weapons.

**Image recognition** – Image recognition missiles select a target based on visual profile and will track that specific profile until they make contact. These missiles are reliant on accurate visual data of their target ship.

**Friend or Foe** – FoF guidance systems differentiate between friendly and hostile targets on the field automatically, but will not make complex decisions about what targets to strike and may go on to simply attack the nearest hostile ship.

### **High explosives and electricity, whoo**

**Warhead payloads** - Known missile payloads include High Explosive (HE), Nuclear (fission and fusion types), Electro-Magnetic Pulse (EMP) or antimatter. Each has differing characteristics and effects on a target.

**Anti-capital ship torpedoes** – Anti-capital ship torpedoes, also known as bombs are high-yield warheads deployed primarily by bombers, heavy bombers, capital ships and other vessels as a missile-based anti-capital solution.

These weapons are slow enough to be shot down when incoming and also face the dedicated counter-measure systems of their target capital ship, but once they make contact, their damage output is tremendous.

## GUNNERY



**Speculation** – The section below contains author speculation.

Spacecraft gunnery includes of the two main, barrelled weapon types in Star Citizen; the energy weapon and the kinetic weapon. The weapons are different in functioning, but both have the same role: launching unguided projectiles at targets to inflict damage.

### **Pew pew**

Energy weapons make use of highly concentrated pulses of light to cause damage through radiation and heat. These weapons are famed for their ability to penetrate armour-based defences. Energy weapons come in a variety of styles from high rate-of-fire laser cannons to high-impact neutron guns.

All laser weapons are fuelled by the ship's powerplant. Thus, they have an extremely high rate of power drain and extremely high heat production. The upside to this is that lasers have no reliance on physical ammunition and will operate for as long as the powerplant can supply them.

### **Reach out and touch someone**

Kinetic weapons are straightforward. All kinetic weapon systems launch a projectile of some sort that causes damage to a target by impacting it. Kinetic ammunition may also make use of shells with explosive payloads.

Though older fashioned, kinetic weapons are deadly against shield-based defences. Types of kinetic weapons include scatterguns, which spray projectiles over an area, gatling guns with extremely high rates of fire and mass drivers which hurl projectiles at extreme velocities.

Kinetic weapons rely on physical ammunition supplies for firing, which are finite and need to be reloaded. However, with the exception of mass drivers, kinetic weapons generally produce much less heat than energy weapons.

### **Pick your poison**

There is a tremendous number of gunnery combinations, weapon types and possible effects. On top of the various models of these weapons, there are also ship fittings that can enhance gunnery systems. These include cooling systems that allow for increased rates of fire, capacitors that increase energy weapon power draw and firepower, suppressors for kinetic weapons and more.

## CARRIER CAPABILITY



**Speculation** – The section below contains author speculation.

Starting at a certain size range, some ships are able to carry a smaller, manned vessel for additional utility. These carrier ships are equipped with the facilities to launch and retrieve their ships.

The carried ships have a variety of possible roles, with the most common being that of light escort – it is greatly beneficial for a ship to be able to field a single escort at any time, with little hassle. On the larger end of the scale, carriers become dedicated ships launching large numbers of full-sized fighters and bombers for use in large battles.

### **Bellyful of wasps**

The smallest known carrier-capable ship is the popular RSI Constellation Andromeda. The Andromeda is a 4-crew ship able to launch and retrieve a single P-52 Merlin snub fighter as a scout or escort for its mothership.

The next fighting carrier-capable ship is the Aegis Dynamics Idris class corvette. This is the first vessel able to field multiple, full-sized fighter craft including F7C-M SuperHornets, Gladii and Auroras.

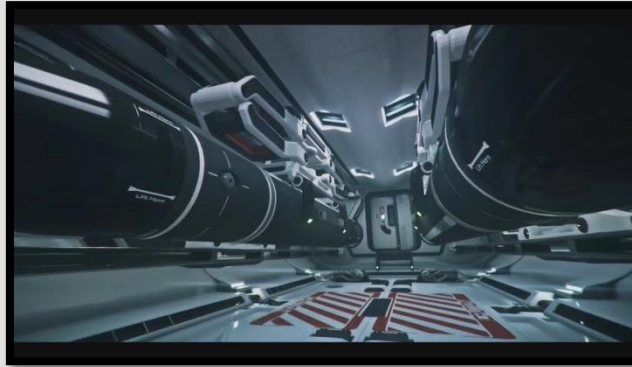
A non-standard carrier-capable ship is the Origin Jumpworks GmbH 890 JUMP. This luxurious interstellar cruising yacht is fitted with a small bay able to deploy two small vessel for use by its owners as personal transport or light escort.

### **Force projection unrivalled**

At the larger end of ships that field fighters, are the carriers. Currently composed of lighter, cheaper and faster escort carriers and full-sized carriers, both of these ships were built around the hangar bays.

All carriers are designed with the function of their fighters and bombers in mind. They have the facilities necessary to support and maintain their aircraft and fighters. In battle, they are effective force projection solutions and can bypass the capital ship's classic weakness: Speed. Carriers have no issue with catching up to enemies. Once fighters are launched, fighters can pursue and engage targets independently of the carrier while it stays back and provides other services to the fleet, such as command and control.

## ANTI-CAPITAL SHIP WEAPONS



Capital ships (corvette-class and up) are significantly better protected than anything beneath them –to the point where simple anti-fighter turrets and missiles will not even penetrate their hulls to do effective damage. Though small ship fire can still disable external systems if the shield generators have been destroyed, there is still the problem of crippling the ship itself.

Enter the anti-capital ship weapon. Much like the name implies, these weapons are best used against capital ships for various weapons, commonly due to their inaccuracy or low rate of fire. These weapons are able to do immense damage to targets they happen to strike, and can break the shields and skins of capital ships to cause destruction inside.

### **Big destruction for big ships**

All existing capital ships mount anti-capital ship weaponry to some extent. The Idris-M fields 3 hardpoints capable of using anti-capital ship weapons and even the lighter-weight Idris-P has 2 hardpoints that can mount such weaponry. Capital ships are generally not designed for engaging fighter and bomber sized targets, being built with fighting other capitals in mind.

### **Biting the ankles of giants**

Though capital ships are able to fight and take tremendous hits from each other, the fact that they're normally ill-equipped to face small, light targets leaves room for swift, light anti-capital vessels that can out-maneuvre and evade their target's inadequate point-defence systems while dealing hefty punches back.

Bombers and heavy bombers are two ship classes brewed to tackle capital ships. Though lacking in the pure speed and mobility of their contemporaries, they proudly display thick skins that can suffer damage from the enemy's fighter escorts and sharp teeth in their bays – a complement of deadly anti-capital ship torpedoes. Though bombers are stubborn, their low mobility and lack of truly effective anti-fighter weaponry make them vulnerable. They should not engage without escorts.

## FAQ

**Q1.** If I lack a bomber, will I still be able to mount anti-capital ship weapons?

**A1.** Yes, non-bombers may field anti-capital ship weapons if size permits, but in significantly smaller numbers.

**Q2.** How will capital ships defend themselves from bombers?

**A2.** Aside from direct negotiation with the attacker, capital ship captains can also make use of counter-measures to anti-capital torpedoes such as flares or even shoot the torpedo down.

# ELECTRONIC WARFARE



## Welcome to the Chair Force

Electronic warfare is a broad term that refers to defensive and offensive tools used by pilots in conflict that do not cause immediate, physical damage. They are normally used to disrupt, interfere or nullify the function of opposition to make them easier to destroy conventionally.

## Offensive electronic warfare

Offensive e-war refers to e-war methods used to directly disrupt enemy ship functions. They are deployed from a ship against their targets through the use of special projectors, missiles or as ammunition.

Types of offensive electronic warfare include EMP devices which necessitate a restart of target systems, data spike missiles that grant control over target ship functions to an attacker and signal interception.

## Defensive electronic warfare

Defensive e-war encompasses electronic warfare tools used to protect a ship from weaponry and opposition e-war. They normally require less specialised equipment, or are simply replacements of existing systems (e.g. specialised chaff), but can still be overwhelmed by concentrated electronic attack.

Types of defensive electronic warfare include specialised chaff and flares used to disrupt weapons and e-war, decoy missiles that mimic a ship's electronic signature and shielding systems that prevent scanning of a ship.

# GAME CONCEPTS



# GAME CONCEPTS

## OVERVIEW

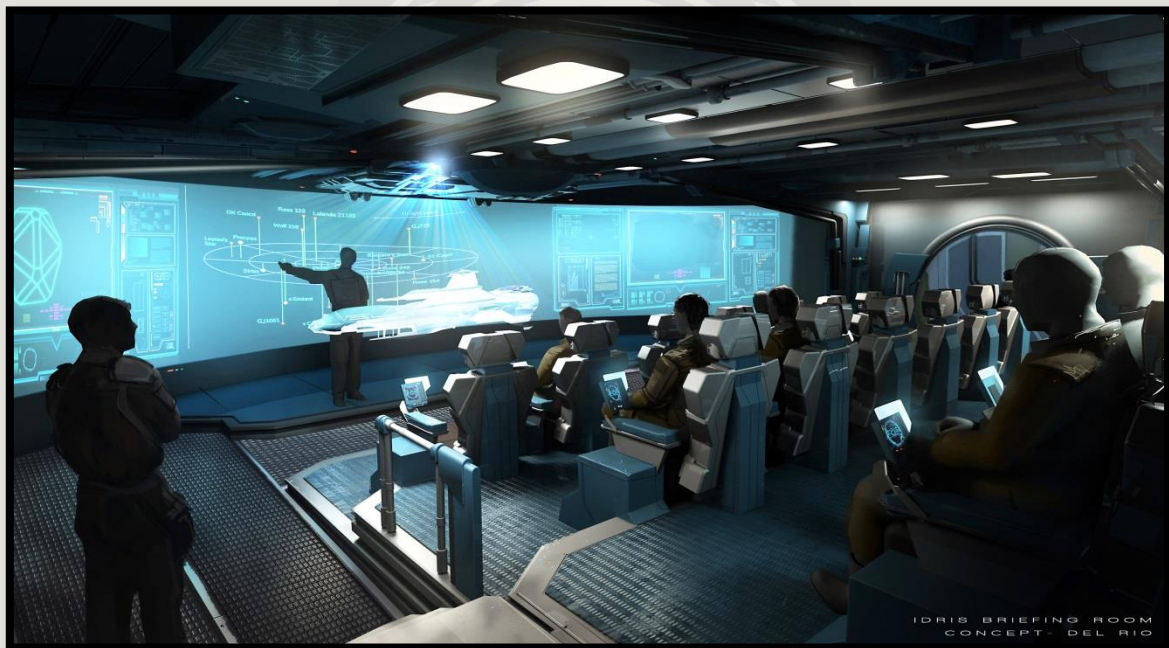
THE LASERS GO PEW PEW PEW. THE GUNS GO BANG BANG BANG.

*“Not confirmed.”*

- Eric *Wingman* Peterson and Robert *Vampire* Irving, on the possibility of a woodchipper for use in ship boarding action.

Star Citizen is slated to feature a combination of ship-to-ship combat and interaction at a variety of scales combined with first-person action. Star Citizen will make use of a relatively new game engine in order to implement a number of unusual features that are not commonly seen in gaming.

This section will detail what is known about major game mechanics of Star Citizen. Note that game mechanics are currently deep in development and may change at any time. This section seeks to remain as factual as possible and will remain up to date if able.



# FLYING

## OBJECTS IN SPACE.

*“I am a leaf on the wind. Watch how I soar.”*

- Hoban ‘Wash’ Washburne, on freedom



Spacecraft interactions in Star Citizen have a large number of flavours, but chief amongst them is *flight*. Though spacecraft vary tremendously in their roles and sizes, the forces that impact them and they impart on the universe are the same. Flying is integral to Star Citizen and follows and breaks a number of conventions in space video games.

### **The first and only time I will use the word *Newtonian***

All spacecraft present in space are governed by a physics engine that is programmed to reflect realistic, Newtonian physics. In a vacuum environment, there is no artificially induced drag. Ship movement in Star Citizen will take place solely based on forces applied to the ship. Ship manoeuvres will be accomplished through the use of a ship's main and manoeuvring thrusters, which are generally positioned to the rear and around the ship, respectively.

### **Your ship is smarter than you**

Pilots in Star Citizen are not expected to manage possibly dozens of thrusters manually. All piloted spacecraft are fitted with an Intelligent Flight Control System (IFCS). This system is analogous to an autopilot and flight computer system. The IFCS will take the pilot's controller input and apply the pilot's intent to all the ship's thrusters in order to manoeuvre the ship in the way the pilot desires.

This allows the pilot to perform the manoeuvres they desire in a vacuum environment without the hassle of micromanaging every single thruster. IFCS systems vary in behaviour and pilots are able to select options that they prefer, such as G-force limiters and other functions that add depth and additional options to pilots.

The IFCS limits a ship's top speed in dogfighting circumstances as any strong change of direction will apply G-forces to the ship and pilot that may damage either. As a rule of thumb, the faster a ship goes, the less manoeuvring it'll do. Top speeds of ships in combat are strictly limited, though the cruising speed of a ship travelling out of combat is capped at 20% of the speed of light.

In Star Citizen, combat manoeuvres will adhere to the laws of motion, but will take place at limited velocities to preserve game balance and fun. Cruising speed is a significant portion of the speed of light, and all ships are equipped with a computer that interprets your control inputs as instructions for the ship thrusters to carry out correctly.

## COMBAT OVERVIEW

LET'S TALK ABOUT THE EXCHANGE OF OPINIONS.

*“Violence, naked force, has settled more issues in history than has any other factor, and the contrary opinion is wishful thinking at its worst.”*

- Robert A. Heinlein, on conflict resolution

Combat in Star Citizen will have two primary focuses: Ship-based and individual. Ship-based combat constitutes the exchange of hostilities between two space vessels with intent to hinder each other, and individual combat will take place with characters engaging each other in combat using small arms.

Combat in Star Citizen will be primarily first-person, with players in control of ships and ship systems from the first-person perspective, or engaging each other in first-person shooter style combat. Combat is a significant, core feature of Star Citizen that is continuously in development and being refined.

Ship combat will feature ships of varying sizes and their pilots engaging each other in the vacuums of space. Ship captains have a variety of equipment at their disposal that will aid in accomplishing their goals. Such equipment includes:

- Defensive shields and armour plating
- Kinetic weapons
- Missile weapons
- Energy weapons
- Electronic warfare
- Stealth technology

First-person shooter combat in Star Citizen will primarily take place aboard ships and on certain ground locations. First-person combat in Star Citizen will be a by-product of boarding a target's ship with intent to disable the crew and capture the ship intact, or as part of other disputes on the ground.

Players taking part in combat against other players without ships may make use of a variety of tools that will aid them in achieving their goals including:

- Personal protective equipment
- Sidearms
- Rifles
- Crossbows

Combat in Star Citizen will therefore be varied and rely on a variety of different skills and possible equipment, ship and environmental options that may change its outcome. This section of the guide will attempt to explain the major combat mechanics.

## SPACE CONFLICT



A simple fact of space combat is that space combat would realistically take place at ranges well beyond vision using pin-point accurate weapons and flawless computer targeting. Combat would devolve into designating a particular blip on your screen to fire on and then ordering your ship to plot a firing solution and accomplish the rest automatically.

But that would be boring. Or EVE Online.

### **Knights of the sky**

In Star Citizen, the bread and butter of ship-to-ship combat is the *dogfight*. Easily comparable to WWI and WWII sky aces preparing daring manoeuvres in an effort to outsmart and out-think their targets so they may notch another kill onto the sides of their aircraft.

In Star Citizen, small-scale fighting takes place at short distances and relies on pilot reflexes, manoeuvring and directed firepower. The entire process is dependent on the pilots and their ships, not targeting computers or automated fire.

### **Take command**

As you climb up the ladder of ship size, combat becomes slower and more passive. You come to rely on gunners for firepower instead of your own thumbstick. Your ship is no longer evading and dodging fire, but making small manoeuvre adjustments to reposition its hull and firepower. Capital ships have a multitude of internal systems and controls that their captains must handle: firefighting, boarder control, navigation and more.

Captaining a capital ship is more akin to management than daring combat, but they take a role just as, if not more important than the hotshot Hornet pilot.

### **Dealing death**

Space combat in Star Citizen begins with dealing damage to your target to overwhelm their defences, while remaining alive. This is simple on the surface, but with Star Citizen's complex damage model that can lead to ship components and crew being killed, or shield damage mitigation, ramming, boarding action, weapon types and zero-G manoeuvring, you really have to ask yourself: is rocket science easy?

Pilots wishing to test their mettle in space combat can do so in *Arena Commander*, the playable testbed for space combat in Star Citizen, available to all backers who have purchased an Arena Commander Pass.

**When in space**

Players will have a large variety of tools and weapons at their disposal when in space. Single-seat fighters dogfight using mobility, counter-measures and their hull-mounted weapons. Larger vessels may have manned or automated turrets that engage close-flying targets and ordnance. Immobilised ships can be boarded and captured, though potentially at great risk. Some vessels can launch smaller ships to engage the enemy, while others may shut off their systems and attempt to hide in ambush, or to avoid detection.

Space combat in Star Citizen is the interaction of many different mechanics, from diverting power plant output to firing at targets to stealth to ambush and stealth. Almost any player will find a suitable place in space combat to enjoy.



## FIRST PERSON CONFLICT



One of the major reasons that Star Citizen is built in CryEngine is that in Star Citizen, the vast majority of action will take place in the first-person view in order to enhance immersion. A core feature of Star Citizen's combat is first-person shooter gameplay, which will take place primarily within the confines of your ships and at certain ground locations.

### **Bearing arms**

First-person combat revolves around the use of hand-held weapons and tools to accomplish goals. A variety of weapons, powerful and different will be used alongside tools such as explosive kits, unmanned turrets and more. It is known that the hand-held weapons will be based roughly on ship-weapons and are likely to include kinetic and laser types.

### **Arming bears**

Personal protective equipment for players in combat includes the use of armoured fighting suits to go with weaponry. Players will also require spacesuits, propulsion packs and magnetised boots if they wish to fight in zero-G outside of their ship, which is another feature confirmed for first-person combat.

### **Baby steps**

Movement in first-person gameplay will feature the basic stances (standing, crouching, prone) and basic speed changes (sprinting, sliding). The game will feature a dynamic system of cover. Rather than attaching the player to objects, the player will interact with objects based on proximity. For example, player are not glued to a wall when they approach it, but instead, can approach it and continue using their controls to lean around, make adjustments to their positions, etc. Although more dynamic, this system can result in more cases of players being unable to act due to bad positioning. The current, terrible system of walking and camera control in the hangar will be replaced with a system that is said to reduce nausea and be more effective overall.

### **War without the hassle of death**

First-person combat in Star Citizen will lean toward caution and realism. The system of permanent character death and severe injury is in full force and this will not be a game containing fast-paced gunplay. Rather, it will favour planning, teamwork and caution. Head wounds are likely incapacitate instantly. Players will not have a HUD without wearing a helmet. Wounds to limbs will impede the player's mobility and aim and more. Engaging enemies in close-quarters combat is a dangerous proposition – as it should be.

### **Slow and steady**

The core gameplay of first-person action in Star Citizen is focused on tactical gameplay. Some of the core influences for Star Citizen's first-person action include Counter-Strike, Rainbow Six, ArMA and more. Action will emphasise careful decision-making as well as precision. Planning and tactics will be vital to winning a firefight, with players operating with the risk of permanent injury or death. Combat is kept 'realistic'. HUD elements are only present if the player has a helmet-HUD. Weapon magazines will be stowed if not emptied and characters will attempt to load the fullest magazine. All equipment will be modelled on the body and can be destroyed during gameplay by incoming fire.

### **Mediiiiiiiiiiiiic!**

Close-quarters combat generally involves a certain risk of injury and/or death. It is known that *medkits* of varying sizes exist in the game. Ships may also include medical facilities, with at least one dedicated ambulance ship already existing (Cutlass Red). Injuries in combat can seriously impact performance, and some injuries may be permanent, requiring the amputation and replacement of a limb.

One feature to aid in storytelling and immersion is the existence of permanent scars or prosthetics acquired from combat being visible on a player.

### **Feeling lucky?**

The three known environments for first-person combat are aboard ships, on certain ground locations and in zero-G around spacecraft. First-person action in Star Citizen is variable, dangerous and unpredictable with players required to make the best use of their limited tools and lifetimes to win a battle against vicious enemies who are taking the same risks.

## **FAQ**

**Q1.** What sort of weapons are currently known for use in first-person combat?

**A1.** Known weapons include crossbows and laser pistols, with rifles seen in concept art.

**Q2.** Is it possible for my character to die in first-person action?

**A2.** The risk of severe injury and character death is present in first-person combat.

**Q3.** What other tools do I have at my disposal in first-person combat?

**A3.** A variety of grenades, special gadgets and body armour will be available for use.

**Q4.** Is it possible to use the UEE towel hangar decoration as a melee weapon?

**A4.** Unknown.



# SHIP BOARDING



Captains who engage targets with intent to secure the ship or its crew may find themselves engaged in a boarding action. Whether legitimate bounty hunters are acting in search of contraband and criminals, or pirates are raiding for cargo, boarding action is an unpleasant but sometimes necessary part of life in space.

## **Knock-knock**

Boarding action involving hostile spacecraft is rather more complex than extending a ladder to the opposition. A number of steps must be taken prior to boarding.

- 1. Incapacitate target defences** – It's rather inadvisable to board a ship that is currently trying to destroy your ship. Disabling the target's turrets and other weapons, if they pose a threat is an ideal first step to not dying in your attempt.
- 2. Disable target engines** – One of the most difficult tasks in the process falls to the attackers: Disabling the target's main thrusters and jump drives without serious harm to the ship. Once a ship is unable to escape or manoeuvre, it is possible to board it.
- 3. Dock and cut** – When the attacker has docked against the target craft, it falls to the attacker to use hull breaching equipment to slice through any obstructions and force an entry. This process takes time and it gives the defenders a chance to prepare their stand and allows attackers a few moments to double-check their plan and equipment.
- 4. Assault** – It is up to the attackers to enter the target ship and do whatever is necessary to disable the crew. This is most likely to be done through combat in the confines of a ship, with two determined forces squaring off against each other in fearful short-range combat.
- 5. Recovery** – If the attacker succeeds in incapacitating the crew, they may then accomplish what they need to accomplish while on board. This could be taking prisoners, cargo or even conduct field repairs on the ship to bring it back into operation in order to steal it. The victor has no bounds on what to do with the loser. Ship recovery comes at the risk of flying while under possibly damaged life support, hull breaches or damaged controls.

## **FAQ**

**Q1.** What measures will defenders have against attackers in a boarding situation?

**A1.** Defenders can use of self-destruct systems, gun turrets, dead-man switches and more.

**Q2.** Will damaged ship systems affect the combat environment in the ship?

**A2.** Yes, crippled ships may have sustained damage to the hull or life support systems, necessitating different tactics.

## CAREERS

### A PLAYER'S PLACE AMONG THE WIDE STARS.

*"It is better to have permanent income than to be fascinating."*

- Oscar Wilde, on degree selection

Star Citizen's expansive universe is a place of many possibilities for players to undertake. A number of major roles have been defined at times, but the number of sub-roles players may take up is up to the players to create.

In Star Citizen, the majority of jobs will involve spacecraft in some way. With dozens of spacecraft designed with different roles and characteristics in mind, every single player can find a ship or two that'll suit their playstyle. Ships in Star Citizen do not become *better* as they grow in size. Rather, larger ships face higher maintenance, fuel, docking and crew requirements due to their size. Small ships can fulfil many roles in Star Citizen and selecting a ship is a matter of personal taste, experience and playstyle.

The major professions of Star Citizen are:

**Bounty Hunting** - Tracking stolen contraband or criminals in exchange for profit is a combat-related profession and will be a major part of anti-criminal activities in Star Citizen.

**Combat** – Fighting men and women of all stripes are needed in Star Citizen, whether to take part in contract action, fighting for a cause or fending off aliens.

**Exploration** - Seeking out hidden locations, jump points and entirely new star systems in exchange for reward and fame is the cornerstone of the brave explorer.

**Cargo Running** - The economies of Star Citizen rely on raw materials and it's up to cargo runners to deliver those materials. Smuggling is another potentially lucrative profession.

**Trading** - Buy low, sell high. Find the people who want something and let them have it in exchange for money, be it materials, salvage or contraband.

**Piracy** - Raid ships for goods and prisoners. Make use of boarding, non-lethal weaponry and other tools to capture hapless, innocent ships or hunt for legitimate targets as a privateer.

**Information Running** - Legal or not, information runners transport the most valuable good: knowledge. These couriers are called up when normal transmission is impossible.

**Racing** - Live fast. Die fast. Take part in races with your souped up, high-speed ship to receive prizes, fame and admiration. The ideal career for pilots wishing to go very fast.

**Mining** – Civilisation is built on raw materials and it's up to miners to retrieve these materials from asteroids and planets for others to use.

**Salvage** – It wouldn't be right to let components and ship parts go to waste after a conflict and it's the salvagers who are retrieve what's been destroyed so it can be destroyed again.

# LIVING ECONOMY

## PENNIES TO BENGALS

*“Recession is when a neighbour loses his job. Depression is when you lose yours.”*

- Ronald Reagan, on economics

Star Citizen will feature a dynamic economy, in which the actions of large numbers of players can affect the manner in which the universe at wide develops. In particular, the effects of supply and demand from players will affect prices of raw material and goods.

The effects players can have on the economy are not completely unlimited, but will be sufficient for players and NPCs alike to generate more content for players to enjoy.

### **Fetch, boy.**

One aspect of the dynamic economy is NPC missions. The economic system in Star Citizen will generate missions for players based on supply and demand, so an area that needs a particular resource will assign missions to players to collect that resource. If players do not undertake the mission, then AI entities will attempt to do so.

### **False colours**

In turn, since the economy is being driven by movement of goods and demand, there is room for criminal elements to take hold. Players will be able to stage pirate attacks against haulers, which can lead to good not reaching their intended destination.

### **Wanted: Dead.**

The AI overseer of the market will detect it if pirate incursions begin to disrupt supply lines and respond accordingly. One possible response is offering bounty hunting missions to players nearby in order to reduce the pirate problem. Alternately, escort missions may be generated based on these events.

### **Destruction is Good**

Although seemingly counter-intuitive, a constant level of loss, expenditure or destruction is necessary to support the economy. If no ships are destroyed and no munitions are expended, then ship and munitions manufacturers will not produce, thereby reducing freight pilot incomes. Additionally, if losses aren't constantly being taken, salvagers will also lack content. Even though loss is generally bad to the individual, as a whole, it ensures that producers continue to produce their goods and have a steady supply of buys.

The above is a gross oversimplification of extremely complex topics, however. Take with a large grain of salt.

## PLAYER ORGANISATIONS

BECAUSE NONE OF US CAN BE AS STUPID AS ALL OF US.

*“People who enjoy meetings should not be in charge of anything,”*

- Thomas Sowell, on the characteristics of good leaders

It can be said that Star Citizen’s largest and deepest element will be multiplayer gameplay. Star Citizen will feature official support for a variety of organisation types and tools for all organisations that can be used to recruit, inform and coordinate their members. Though players can fare perfectly well on their own or with a small group of friends, organisations represent a home for players who want larger communities and unified goals.

All organisations are given a name and a code. The name of the organisation is not unique to an organisation and may be changed, but the organisational code cannot be changed or shifted.

There are four officially supported organisation types in Star Citizen.

### **Corporations**

Corporations are for-profit or non-profit businesses that are legal entities with liabilities and rights. They are separate from the members of the corporation and are established with legal documentation such as charters. Corporations are aimed at groups seeking a general organisation or one aimed at business.

### **Faith-Based Organisations**

Faith-based organisations are centred on a unified, central group of rulings that govern the members. Members of faith-based organisations tend to be united in belief and conduct humanitarian work, advocacy for the oppressed or charity and welfare. In other cases, they may become violent, extremist cults and sects taking part in harmful action.

### **Private Military Companies**

Private military companies provide security and militant services to clients. Private military companies make use their contractors’ skills and equipment and are seen in various military roles in Star Citizen – whether escort, asset recovery or conflict. Private military companies avoid the term *mercenary* and are legitimate businesses, rather than uncouth guns for hire.

### **Criminal Syndicate**

Criminal syndicates are formed by various criminals or criminal organisations gathering and forming agreements with intent to engage in criminal activity as a unified group. Criminal syndicates represent an upgrade from petty crime toward large-scale forays into crime such as mass-scale piracy, smuggling or terrorist acts, primarily for money or other agendas.

## FAQ

**Q1.** Must I join an organisation to enjoy Star Citizen?

**A1.** No. Star Citizen can be played in singleplayer modes and the level of player interaction is dictated by the players themselves.

## BASIC ORGANISATIONAL CONCEPTS AND TOOLS

All organisations contain four primary concepts pertaining to their members that dictate the organisation's structure and member hierarchy. These concepts are completely flexible and organisations can modify them as they please to suit their particular running style. These organisational concepts form the base of how an organisation will practice.

### **Ranks**

The basic element of hierarchy is the rank. Organisations will be able to assign ranks to their members, with different ranks having different responsibilities, privileges and roles. Ranks are generally assigned in such a way that more valuable members receive higher ranks.

### **Roles**

Roles consist of the members' individual duties, rights and privileges. These vary wildly depending on the organisations' needs and hierarchy. Members in an organisation are assigned roles based on their duties which may tie to various ranks.

### **Divisions**

Organisations may be divided into distinct divisions with separate duties, specialisations and operating locations. These divisions may operate independently of oversight and interference, or work together in larger operations.

### **Jobs**

Jobs are tasks assigned to an organisation that the organisation agrees to undertake. Jobs are performed for income or with other benefits in mind. These jobs can be assigned to different individuals in the organisation and an organisation can accept multiple jobs simultaneously.

### **Organisational Tools**

In order to make the task of herding cats and maintaining the organisation easier, all organisations will have access to a battery of useful tools that are used to inform the membership, delegate tasks or increase awareness of the organisation.

### **Recruitment**

Organisations will feature tools that make it easier to new members from outside the organisation, as well as fulfil internal posts in divisions and organisational openings.

### **Organisational Communication**

Organisations have access to a private forum for use by its members, as well as blogging and news tools that can be viewed internally or by the public. Organisations may make use of private chat channels, events calendars and a notification system for recreation and information.

### **Other Tools**

Tools that allow for the customisation of the organisation's pages are provided, as are tools to create charts and graphs. Organisations are encouraged to place effort into their design and branding in order to present a good image to potential members and clients.

## ORGANISATIONAL STRUCTURES AND IDENTITY

**Speculation** – The section below contains author speculation.

### **Player-Owned Structures**

Player organisations in Star Citizen will be able to own their own stations for the use of their membership. Organisations can also make use of shared hangar spaces for ship storage in docking areas. Players are able to lease their ships to other players temporarily.

The size and scope of player owned structures is now known yet, but it is presumed that it will extend to space stations that can host a reasonably large number of players. Defence platforms for such structures are confirmed.

### **Ship Visual Customisation**

A decal and logo system for player ships is in development. Players will be able to apply decals onto their ships independent of the ship skin. A system of decal screening is also planned to prevent players from displaying inappropriate decals.



## CRIME, PUNISHMENT AND REPUTATION

*“Now they earned that with the sweat of their slave-trading brows. Aw, terrible shame. ‘course they won’t discover it ‘til they go order their next round of drinks,”*

- Captain M. Reynolds, on stealing from businessmen

### **Be polite**

There are a large number of ingame civilisations, factions and organisations that player will find themselves interacting with. Reputation in the game is a key element to how different species and people will respond to you. Bettering your reputation consists of accomplishing tasks for a given organisation or behaving in a way that they would approve of.

### **Choose your friends**

Organisations that players can interact with include many allegiances, affiliations and operating methods. Players of all stripes will be able to find a group they identify with and may want to support. Groups range from the United Earth Empire to Banu Merchants, the Xi’an, pirate factions, ship manufacturers and more.

### **Being bad guys**

It is no secret that crime is a part of the ecosystem of Star Citizen. Places who are regular criminals may find themselves barred from civilised space, losing their Citizenship privileges or being hunted for their crimes with bounties on their heads by their victims and other players.

### **Ghettos and suburbs**

Space in Star Citizen will be divided into various sections based on affiliation and level of law enforcement. Criminals may find themselves banned from civilised space. Additionally, certain parts of uncivilised space may not be covered by insurance for your losses, or may host vast pirate empires and other criminal elements.

### **He’s no good to me dead**

All this talk of crime opens up a new branch of honest employment for captains: bounty hunting. Bounty hunters are individuals who track stolen goods or criminals, capture them and return it to civilised space for a monetary reward. Ironically, bounty hunters rely on criminals in order to exist, and as crime rates increase, bounty hunters find themselves being called on more often.



# THE LORE OF STAR CITIZEN



## TIMELINE OF MAJOR EVENTS

3 May, 2075 – Dr. Scott Childress and his team at Roberts Space Industries complete the first sustaining quantum drive engine, able to achieve 1% of the speed of light.

2113 – RSI patents terraforming technology and design a machine that can process the existing atmospheres of worlds and convert them to oxygen environments that can sustain human life.

2120 – Terraforming of Mars begins

2125 – The Great Mars Tragedy takes place, with 4876 scientists killed after an atmospheric collapse of Mars.

2140 – RSI introduces the first commercially available spacecraft, the RSI Zeus. This small, exploratory vessel is the first widely distributed and owned spacecraft.



RSI Zeus

2157 – Mars successfully terraformed to support human life. A memorial to the Great Mars Tragedy is erected.

2214 – The latest model of the RSI quantum drive engine achieves 10% of the speed of light and exploration of the Solar System begins in earnest.

2232 – The Artemis, a 5000-colonist generation ship was launched to fly for the super-Earth GJ667Cc. Contact is lost, but components and evidence of the crew are recovered centuries later on various worlds.

2262 – A number of ships disappear in the same area of space. The Neso Triangle is declared a no-fly zone.

2271 – After a nearly a decade of study, Nick Croshaw investigates the Neso Triangle himself and discovers the first jump point and becomes the first human to travel to another solar system successfully.

2380 – The Croshaw System is terraformed. Humanity sets aside political and social differences in order to begin exploring for new Jump points and the United Nations of Earth is formed.

2438 – First Contact. An explorer encounters a Banu in the Davien system. General Neal Socolovich negotiates the first peace and trade treaty with the newly discovered Banu.

2460 – Expansion and terraforming take humanity away further and further away from Earth.

2516 – Terra is established, after its discovery at a convergence of jump points. An inhabitable world and the nexus for many jump points, it is an ideal world for humanity.

2523 – By now, 70% of humanity lives off-world and begin lobbying for equal representation in the UNE. The government restructures to form the United Planets of Earth and is run by a Tribunal consisting of a High-Secretary, High-General and High Advocate, responsible for maintaining infrastructure, military and legal matters, respectively.

2530 – Xi'an Empire encountered. Humanity blunders into Xi'an territory and begins terraforming without noticing the alien species. The High-General is criticised for being aggressive and a cold war erupts between humanity and the Xi'an.

2541 – Tevarin encountered. The tribal Tevarin are less technologically advanced than humanity and the UPE attempts to annex them. The annexation fails and the First Tevarin War begins. Ivar Messer distinguishes himself during this war and becomes a war hero.

2546 – Messer captures the Tevarin leaders and uses his popularity in politics. He becomes the High-General and begins to lobby against the Tribunal system while propagating a fear of the Xi'an. Messer proposes a Prime Citizen position that will make final, binding decisions rather than spend time debating. Once he is elected into this position, he rapidly restructures the government and proclaims himself Emperor of the United Empire of Earth.



United Empire of Earth Seal

2603 - 2610 – The Second Tevarin War begins. The Tevarin repopulate and rebuild on the fringes of space in preparation to retake their homeworld of Kaleeth. The invasion fails and the surviving Tevarin make a suicidal rush to Kaleeth, planning to die there as a species.

2638 – Senator Assan Kieren of Terra denounces the UEE and its militarisation. He calls for the independence of Terra and nearby systems. Messer's propaganda machine discredits Kieren and Kieren disappears without a trace.

2681 – Vanduul encountered. These nomads begin raiding human settlements with their roaming fleets in search of resources.



Vanduul Harvester Ship

2715 - 2788 – The military regime of the UEE begins to fail and protest and insurgency become popular. The military is stretched thin, facing the threat of the Xi'an and hunting the Vanduul as uprisings begin.

2789 – Senator Terrence Akari of Terra brokers a peace with the Xi'an Emperor Kray. Terra denounces Earth's imperialistic governance. The Xi'an begin to see Terra as an opportunity to weaken the UEE.

2792 – The Massacre of Garron II takes place. The planet is sold by Messer XIX to a terraforming corporation. The developing race on the surface is wiped out due to the terraforming process. This genocide begins a full-on uprising. The Emperor is overthrown with Xi'an assistance and Erin Toi becomes the new Emperor.

2795 – The UEE ratifies the fair chance act, declaring the act of terraforming a planet with life to be a crime.

2800 – The UEE constructs The Ark, a database containing information on all the species in the universe. The Ark is built as a form of reparation and an olive branch to species the UEE has previously wronged.

2872 – The UEE embarks on the SynthWorld Project. This project would be the first attempt to convert a barren rock into a habitable world, rather than terraform existing worlds with atmospheres. Construction begins in the Chronos System and the project will take decades or centuries to complete.

2920 – The SynthWorld Project progresses slowly and is a severe drain on Imperial finances. The UEE is wracked by income disparity and protest. Vanduul attacks grow fiercer while the UEE appears to stagnate.

2945 – Present day

# THE UNITED EMPIRE OF EARTH

*"That's what governments are for... get in a man's way,"*

- Captain M. Reynolds, on fair governance



United Empire of Earth Seal

The United Empire of Earth (UEE) is the chief human governing body. The UEE governs all civilised human territories and is composed of legislative, justice and military branches.

## Unification

The UEE's ancestor was formed in 2380. The United Nations of Earth (UNE), a governing body formed when the nations of Earth put aside their major conflicts in order to expand to the stars. Once large-scale colonisation took place, dissatisfaction from colonies toward the UNE led to its restructuring as the United Planets of Earth (UPE). This restructuring added three new offices which oversaw military, legal and development goals for the UPE.

## The Tevarin

In 2541, humanity encountered the alien Tevarin and this led to the first of two major wars between humanity and the Tevarin. Humanity would eventually drive the Tevarin to the outskirts of the galaxy. During the war, a notable human emerged: Ivar Messer was a war hero come politician who called for a different form of governance that wasn't entrenched in conflict and debate. His call would be answered and he was elected as the Prime Citizen, a leadership position tasked with listening to debate and making final decisions.

## Imperator Messer

Messer becomes Prime Citizen and strips the High Advocate and High Secretary of their powers to declare himself Imperator of the United Earth Empire. In the 27<sup>th</sup> Century, the Tevarin would regroup under a new warlord and begin the Second Tevarin War. After a second defeat, the Tevarin are nearly wiped out. Ivar Messer's autocratic government would pass to his children, creating the Messer Dynasty. This dynasty would rule humanity through oppression and fear for centuries, making use of the Advocacy to silence opposition.

## Rebellion

After the planet Garron II was sold by Messer XIX and devastated by terraforming, a full-scale uprising overthrew the dynasty with Xi'an assistance in 2792. The old Tribunal was restored and the Imperator post was now symbolic, having limited time and power.

## Life after dictatorship

The new UEE desperately tried to make amends for centuries of trespasses and in doing so, would severely drain its finances. In its current state, the military is spread thin, finances are low and people remain disgruntled.

# STRUCTURE OF THE UNITED EMPIRE OF EARTH

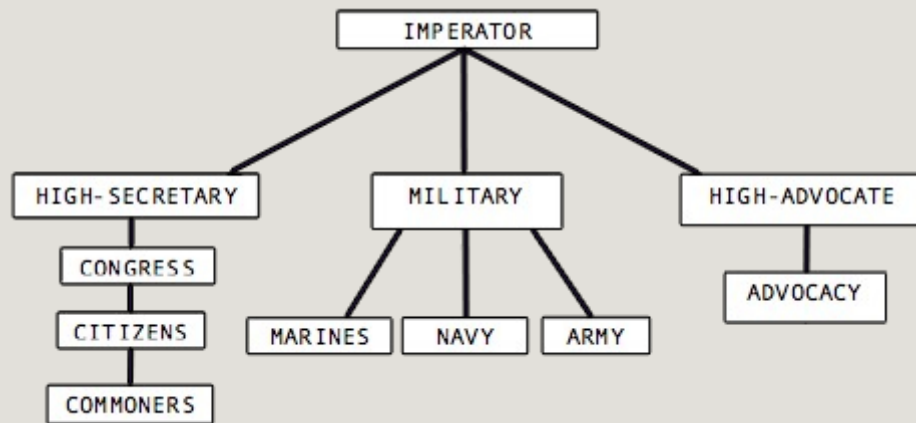


Diagram showing UEE structure

Despite the name, the United Empire of Earth is no longer governed by an emperor. Following centuries of oppression and dictatorship, the UEE is now a democratic state and the Emperor office is largely ceremonial.

## Imperator

The modern Emperor is a representative of mankind. This individual can propose legislation and changes, but is unable to enact them without support. Emperor terms are limited to 10 years and Emperors are elected via democratic process.

## Advocacy

Formerly a branch of oppressive secret police, the Advocacy is now returning to its former duty as elite law enforcement. Though most planets police themselves, the Advocacy's famous and deadly agents are called in when crime begins to cross borders.

## Senate

The Senate is responsible for debating and implementing legislature. The Senate is composed of Senators who are drawn from the various planets under UEE control. These Senators each represent the views and desires of their people.

## Military

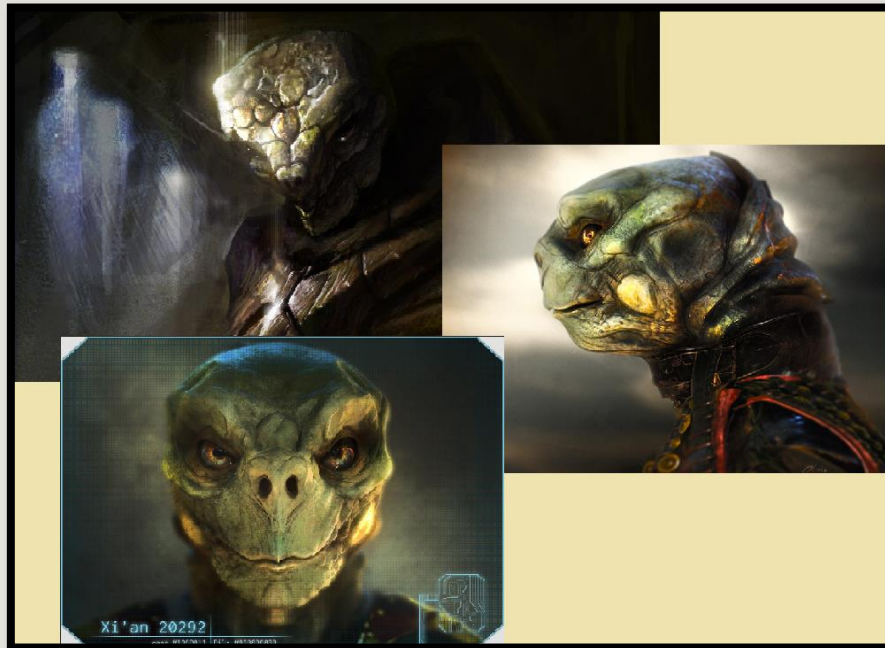
**Army** – Extremely mechanised and strategically sound, the Army's duty is peacekeeping and winning military operations in any and all ground theatres.

**Marines** – Elite, rapid assault and first-response troops, the Marines are composed of the best of the Army and Navy and are rigorously trained to undertake rapid, high-impact missions.

**Navy** – The largest branch and the face of the UEE military, the Navy transports all UEE military resources, conducts boarder guarding and force projection operations through all parts of UEE space. The Navy is formed around Squadrons, which are assigned a carrier and support fleet with an Admiral in command of each Squadron. The UEE Navy is responsible for the majority of ongoing UEE operations.

# THE XI'AN

Pronounced *SHEE-ahn* or *SHY-an*



## Xi'an people

The Xi'an are a species of intelligent, humanoid aliens. Xi'an are composed of rough, humanoid features and long lifespans. They are the second intelligent alien species encountered by humanity.

The Xi'an Empire is an alien race that dominates the Eastern systems of the Milky Way galaxy. The empire is an absolute monarchy governed by Emperor Kray. Xi'an society is militarised, with all individuals serving a mandatory 15 years in the military and remaining reserve members of the military for the rest of their lives.

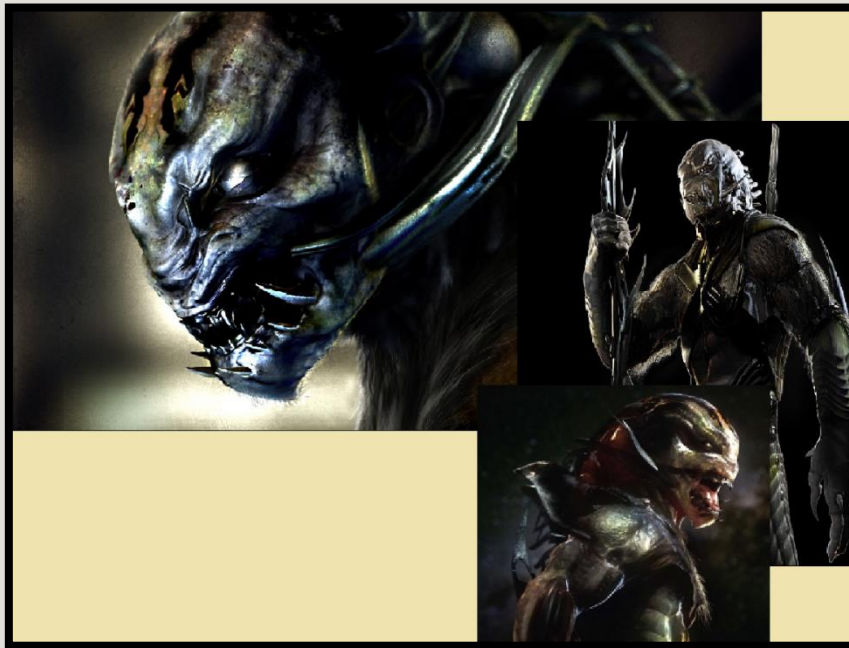
Historically, the Xi'an Empire has had a troubled relationship with the UEE, as the original dictatorship of the UEE launched a centuries long cold war against them with sabotage, espionage and terrorism from both sides. The current emperor, Emperor Kray remains in power after having negotiated the peace treaty with the UEE in 2789.

The Xi'an Empire has been in a centuries-long conflict known as the Spirit Wars against the enigmatic Kr'Thak. Significant human contact with the Kr'Thak has yet to be made and little is known about them.

The Xi'an generally have friendly relations with the trader Banu and are not directly hostile with Vanduul, but regard the Vanduul with suspicion.

# THE VANDUUL

Pronounced *VAN-dool*



## Vanduul people

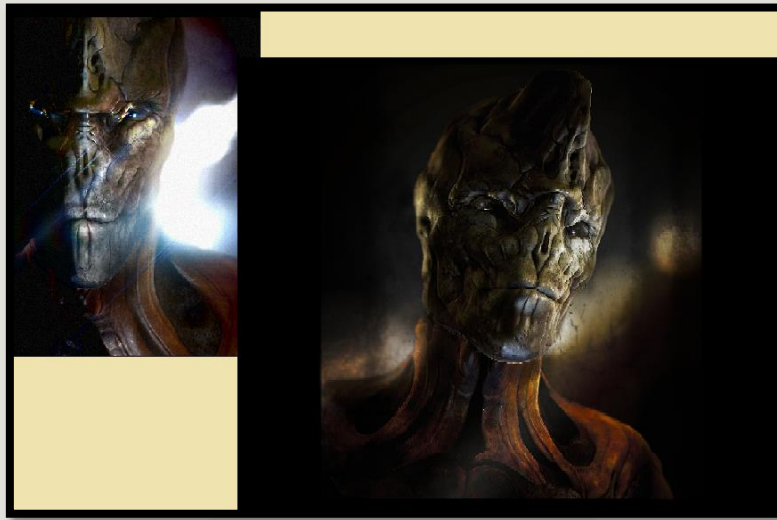
The Vanduul are a species of intelligent, humanoid aliens. Vanduul individuals have smooth features with sharp protrusions on their bodies. They are known to be hostile to humans and have waged open war with the UEE.

Little is known about the Vanduul, besides that the Vanduul are clan-based society and travel in massive fleets. These nomadic fleets acquire resources by raiding territories, including human colonies.

Though they have an intense like of knives and are aggressive, they are not inherently evil, despite evidence to the contrary.

# THE BANU

Pronounced *BAH-noo* or *BAH-new*



Banu people

The Banu are a species of intelligent, humanoid aliens. The Banu have rough, lean features and were the first intelligent alien species encountered by humanity. They are notable for their mercantile society and loose organisation. They were discovered by Vernon Tar and rapidly became trading partners with humanity.

Banu civilisation consists of a number of Planet-States. Each planet has its own system of governance and law. These states are independent of each other and have varying attitudes toward conflict, politics and other species.

At certain intervals, elected representatives from each state gather at the planet Baachus for The Gathering. During this time, they will debate and discuss various political issues, before parting and returning to their worlds. Gatherings do not take place often.

The Banu Protectorate does not have a formal military, but relies on planetary militias to maintain order. These militias are volunteer-based and rotated on an even basis.

Trade is central to Banu culture and their diverse culture and lack of regulation breeds an even mix of enterprise and crime. Trade and haggling are core to Banu society and the nation tends to maintain friendly trade relationships with almost every species in the galaxy.

Crime and trade go hand-in-hand in Banu space. The lack of central governance or organised policing allows criminals to pervade Banu territory. Treaties are in place that place Banu space out of UEE legal jurisdiction and Banu territory is a hotspot for UEE fugitives.

There are a number of Banu religions, with the most popular followings going to the Patron of Luck and Great Traveller. The Banu's religious centre is Trise, where The Council dictates social and moral edicts for the race.

# THE TEVARIN

Pronounced *TEV-are-inn*

First encountered in 2541, the Tevarin were the first interstellar enemy of mankind. Though not as technologically advanced as humanity, Tevarin were notorious for strategic thinking and adaptability. The Tevarin desired human resources and territory and invaded first, sparking the First Tevarin War.

Tevarin society was heavily militarised, with all achievements and advancement being based on military accomplishments. The Tevarin were not inherently vicious, but saw glory and honour in warfare.

The First Tevarin War was a war of conquest with a desire for human territory and resources. Once defeated and re-united under Warlord Corath'Thal, the second war was a war of reclamation which sought to recover their now human-owned homeworld of Kaleeth (now Elysium IV).

After two vicious wars with humanity, the second effectively destroying the species as a functional body, the few remaining Tevarin have become mercenaries, criminals or assimilated into other nations. Though officially allowed to join the UEE as Citizens, the Tevarin look upon the UEE with disgust for the annihilation of their people.

Tevarin society was formerly religious, with the Rijora code being dominant. Rijora was a warrior code based on honour and duty with extremely strict enforcement. The code lost popularity after the loss of the First Tevarin War and once the remaining die-hard Tevarin committed suicide in their ancestral homeworld, most Rijora texts were destroyed as well.

Modern Tevarin society consists of broken refugee groups and colonies that lack a central government. Tevarin are generally cynical and cold, following the genocide of their people and the realisation that they may be a dying species.

# THE KR'THAK

[Pronunciation unavailable]

The enigmatic Kr'Thak have yet to be contacted by humanity. Their homeworld is on the other side of Xi'an space, making access difficult. They have been at war with the Xi'an for over seven centuries, in a conflict known collectively as the Spirit Wars.

Their homeworld is in the Krell system, though the species is collectively referred to as the Kr'Thak. Their relations with species other than the Xi'an are unknown.



# SHIP MANUFACTURING COMPANIES

Star Citizen features a number of different corporations that manufacture spacecraft. Each has their own distinct history and personality and will construct the spacecraft that players fly. These corporations are outlined below:

## **Aegis Dynamics**

Growing to prominence during the First Tevarin War, Aegis Dynamics bombers and other craft became infamous in UEE's dictatorial years. The loss of the old UEE, their contracts and reputation has led to Aegis now manufacturing more spacecraft parts than spacecraft.

## **Anvil Aerospace**

Anvil Aerospace profits primarily from contracts with the UEE military and is a major arms supplier to the UEE. For civilians, Anvil Aerospace delivers de-fanged versions of military craft which are known for durability and reliability.

## **Drake Interplanetary**

Drake Interplanetary constructs ships for legitimate purposes that inexplicably find themselves in criminal hands. Drake ships tend to feature low prices and a high occurrence of salvage and hull breaching equipment, leading to their reputation as pirate ship builders.

## **Musashi Industrial and Starflight Concern (MISC)**

Produces lines of straightforward, efficient spacecraft that are known for reliability and effective functionality. MISC tends to focus on armoured cargo ships and have signed agreements with the Xi'an to integrate alien technology into their ships.

## **Origin Jumpworks GmbH**

This company is rooted in German origins and constructs expensive, sleek and stylish spacecraft that are still able to function in their roles. The company is notable for their emphasis on aesthetics and customisation, often at great expense.

## **Roberts Space Industries (RSI)**

Historically significant as the inventors of high-speed spacecraft engines, RSI remains a force in the market, constructing spaceships that are designed for ordinary consumers with a wide variety of applications ranging from combat to mining.

## **Consolidated Outland**

Founded by trillionnaire Silas Koerner, Consolidated Outland is the first major spacecraft manufacturer to be headquartered far from the cities of Earth and Terra. The corporation found success in body kits and is now moving into full spacecraft production.

## **Kruger Intergalactic**

Kruger Intergalactic manufactures the P-52 Merlin in an agreement with RSI.

# ARMS AND EQUIPMENT MANUFACTURING COMPANIES

Star Citizen features a number of major corporations specialising in the manufacture of weapons, defences and spacecraft components that are fitted to player ships. The majority of these companies have their own image and history, but they tend to be less important than the major ship manufacturers.

## **A&R**

Formed by a partnership of war veterans in the early Messer era, A&R is one of the oldest weapons manufacturers in the UEE. The company is perhaps best known for its Omnisky line of laser weapons, as well as their friendliness to members of the armed forces and veterans. They generally maintain a neutral political stance and have a generally positive public image.

## **Behring**

Massive, Terra-based manufacturer known for producing an extremely wide array of products, primarily weapons and vehicle systems for the UEE military. They also produce civilian variants of their products and have a focus on quantity before quality, but generally produce good quality goods. Their products are known to be utilitarian and straightforward.

## **Hurston Dynamics**

The largest distributor of quantum cascade lasers and electron guns, Hurston Dynamics is also one of the largest providers of standard warheads and antimatter related products. Though producing relatively few products, the components they produce are extremely widespread. The company itself is traditional and family owned.

## **Klaus & Werner**

K&W specialises in the production of firearms, primarily hand-held. They are experts in small arms manufacture and produce reliable, high quality arms primarily marketed toward civilians, but retain some government contracts. Though their focus is on small arms, they do manufacture a number of popular spacecraft weapons systems.

## **Preacher Armaments**

Founded by Kino Walton working out of his workshop, Preacher Armaments has grown to be a favourite supplier to bounty hunters, police forces and militia. Preacher Armaments makes good quality, reliable arms and their marketing is geared toward themes of justice and heroism. They were bought out by Eon Group, which has greatly increased their production.

# THE LOCATIONS OF STAR CITIZEN



# LOCATIONS

## OVERVIEW

BEACH RESORTS AND DOOM PLANETS.

*“Geography is just physics slowed down, with a couple of trees stuck in it.”*

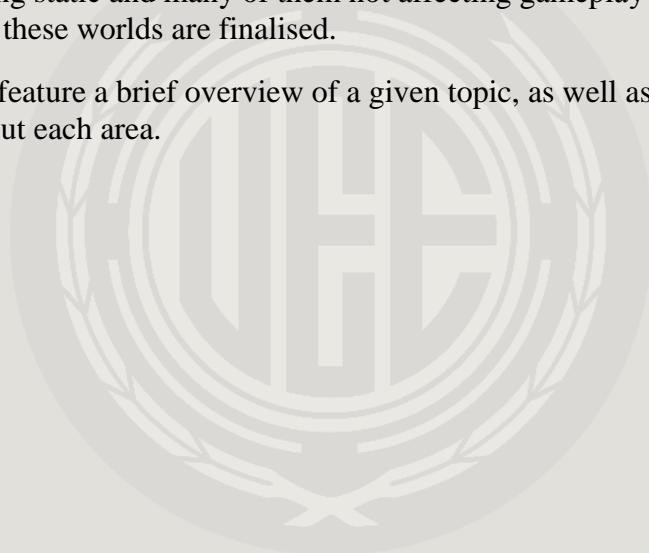
Terry Pratchett, on geography

On release, Star Citizen is set to feature several dozen known, mapped systems and jump points with over a hundred solar systems that are undiscovered and ripe for players to explore for. The known solar systems are generally developed and have a place in lore untouched worlds will have much of their future written by the players.

### **Finding yourself**

This section of the manual will cover the major locations of Star Citizen in lore and provide images and notable facts about the area, its planets and inhabitants. Due to the incomplete nature of the game, many facts of these locations are not likely to be final, though with planets generally being static and many of them not affecting gameplay outright, it's equally possible that most of these worlds are finalised.

Pages in this section feature a brief overview of a given topic, as well as a breakdown of notable locations about each area.



## SOL SYSTEM



Cities of Earth. Clockwise from top left: New York; Shanghai; Moscow

### Factbook

Sovereignty: UEE

Planets: Mercury; Venus; Earth; Mars; Jupiter; Saturn; Uranus; Neptune

Jump Points: Croshaw; Stanton; Vega

The Sol system is the birthplace of humankind and the seat of the UEE. The Sol system is the most secure and heavily policed system in human territories and is the heart of UEE administrative functions, including the Emperor's residence and Senate.

### Mercury

The smallest of the Solar System's recognised planets; Mercury is also the closest to Sol. Known for its rapid speed of rotation and extreme conditions, Mercury has remained relatively untouched, even in the 30<sup>th</sup> Century due to its lack of real value.

### Venus

Earth's sister planet, Venus is the closest to Earth in size and distance, however, it also has an extremely hot surface temperatures due to its proximity to Sol. Unusually, its atmosphere is the densest of the solar system's terrestrial planets.

### Earth

The cradle of humankind remains the capital and namesake of the United Empire of Earth. The planet's resources have long since been depleted, but its symbolic value to humanity has never been lost.

Earth remains the imperial capital and thus, all significant legislature and regulation is debated and implemented from Earth. The UEE aims to control the entire empire from this single location, despite other blocs such as Terra beginning to make claims for power.

Life on Earth is strictly in favour of the people born on Earth. Regulations placed by the UEE ensure that the billions of tonnes of cargo imported to Earth are sold at almost no profit to traders in order to provide more benefit for citizens of Earth. The planet is also the single most secure, on and off-world, with at least 5 Bengal carrier groups on station at any time to

protect the homeworld, and the Advocacy ever vigilant in space and on the surface, watching for anything that might affect life for the people of Earth.

Earth's best known cities are New York, Shanghai and Moscow, having become the primary starports of Earth and thus, beacons of culture, prosperity and development.

New York the UEE's cultural capital, blending in the latest construction techniques and structures with old landmarks from history. Ancient landmarks such as the Empire State Building and Central Park are preserved under domes of visicrete for viewing while the massive spires of New York grow around them. New York hosts the massive headquarters complex of Roberts Space Industries, featuring an enormous showroom and museum.

The market for general goods in New York is overwhelmingly in favour of locals. No city in the universe is more heavily regulated by the UEE and traders will not be able to find any useful profit in legal or illegal markets here, though there is a growing trend among the wealthy citizens of New York toward buying odd trinkets and curios from the stars. In spite of this, New York is Earth's largest single spaceport and most goods coming toward Earth will pass through here. If you cannot purchase it in New York, there's a likelihood that the item you are looking for does not exist.

Moscow is a major centre for physical goods imports and exports. Moscow's personality has evolved to become rigid and stoic, filled with hard workers on the docks and a general lack of nonsense. Moscow remains Earth's largest export spaceport and there's always a need for more labour on the docks. Surprisingly, the market in Moscow leans toward luxury goods, consumer items and collectibles. Despite the work ethic of Moscow, it is not a manufacturing town and there is a large market for luxury items, legal and otherwise.

Shanghai is the largest spaceport in Asia and the most likely location to find natural foliage or waterways. The sprawling waterways of Shanghai link to the East China Sea, allowing for the docking of a large number of craft on water and land. Shanghai's technology and manufacturing industry is always in need of advanced materials from the stars – the rarer, the better and unlike other cities, there is less regulation in Shanghai and a significant black market presence exists. Aegis Dynamics' China Division produces and tests the famed Idris corvettes from their factory present here.

### **Solar Asteroid Belt**

The Sol System features one major asteroid belt, located as a boundary between the smaller, rockier inner planets and the generally larger, gaseous outer planets.

### **Mars**

The first planet colonised by humans, Mars was initially surveyed for atmosphere processors in 2120. The initial colonisation attempt on Mars resulted in The Great Mars Tragedy. On 13 September, 2125, the atmosphere collapsed due to a processor malfunction. The atmosphere stopped sustaining oxygen instantly and all 4876 workers on Mars perished.

Mars was classified as life-bearing in 2157 and a memorial to the Tragedy was erected. Today, it still contains a significant human population.

### **Jupiter**

The largest and most massive planet in the Sol system is Jupiter. A gas giant, Jupiter is primarily comprised of hydrogen and helium and is known for a massive storm on its southern hemisphere that is larger than Earth.

**Saturn**

The Sol system's second-largest planet features the system's most prominent planetary ring structure. The planet is 95 times more massive than Earth and its outer atmosphere is composed of over 96% molecular hydrogen.

**Uranus**

The first of the Sol system's two ice giants, Neptune is largely gaseous, but has a number of ice elements such as ammonia and water in the atmosphere. Uranus' atmosphere is the coldest of any Sol system, reaching lows of  $-224^{\circ}\text{C}$ .

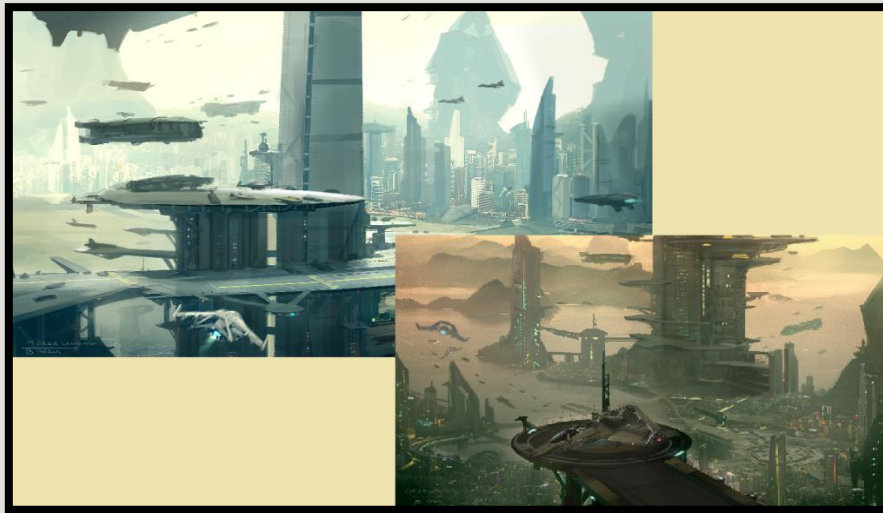
**Neptune**

The farthest\* planet in the Sol system and similar in composition to Neptune is known for its stunning blue colouration. The world also highly active weather systems and storms.



\*Debate over the planetary status of Pluto continues. Neptune is the farthest officially recognised planet in the Sol system.

## TERRA SYSTEM



### Cities of Terra

#### Factbook

Sovereignty: UEE

Planets: Aero; Pike; Terra; Gen

Jump Points: Baker; Goss; Kiel; Kilian

Earth's one and only rival, the Terra system is the de facto cultural capital of humankind. Composed of four worlds, the best-known of these is Terra III, or simply Terra.

#### Aero/Terra I

A small, rocky world placed extremely close to the sun with a short orbital period, Aero is known to be rich in minerals, but effectively uninhabitable for humans. Its rich mineral deposits are thus impossible to exploit.

#### Pike/Terra II

Pike is one of the most mineral rich planets in the galaxy and human mining efforts on Pike are immense. The planet is covered in sprawling, robotic cities that harvest the planet's massive reserves of mineral resources. Though Pike cannot support human life in the long term, it has a lack of weather effects that allow machinery to operate unhindered.

#### Terra/Terra III

Initially a super-Earth planet with an oxygen-rich atmosphere, ample resources, large oceans and plant life, Terra was an ideal world for human settlement. Now, it is one of the most prosperous worlds in the UEE. Terra is also at the crossroads of four major jump points, making it hub for trade and transit, creating prosperity and culture that only Earth can rival.

Terra's capital city is Prime, an enormous, coastal metropolis constructed on two of the original colony ships that arrived to settle it. Prime is a city planned since inception and features a tremendous integration of nature and technology not seen on most worlds. Notably, Prime places orbital landing zones are placed away from the city to reduce pollution and ship crews will need to make use of its monorail system for transit to the city.

Prime contains all of the features and development one can expect from any of Earth's finest city, despite it being a centre for culture and entertainment. Prime is divided between the stunning Downtown metropolis and the residential area known as The Block. Prime holds endless opportunities for any visitors.

Quasi is Terra's second largest city. Quasi was constructed at the foot of Terra's strange, ancient ruins. Though often looked at as more of a tourist trap, Quasi hosts a number of large corporate facilities.

New Austin is Terra's 'industrial' area. One of the original colony ship landing sites, it is an office park that is home to a number of megacorporation HQs, including that of Origin Jumpworks GmbH. The city's forum is The Old Hall, an old Miner's Guild meeting point that has been converted to the public gathering place for all businessmen, traders, brokers and industrialists.

Terra not only plays host to a number of megacorporation HQs, it is also a bustling location for arts, media and entertainment. Terra also hosts large, stone ruins that are indicative of an ancient, intelligent species, but evidence of this species has not been discovered.

### **Gen**

Terra's little sister is a small, inhabited world and the outermost of the system. Terraformed a century after Terra, Gen has become an administrative centre for Terran diplomacy and government, with a great deal of government offices and outposts being constructed here, essentially splitting the administrative and cultural portions of the system apart.

All efforts by Gen's inhabitants to pursue Senate representation in the UEE have been rejected, as it would be an obvious ploy to increase Terra's political influence.

## CENTAURI SYSTEM



Saisei - The only planet in the whole system worth a picture.

### Factbook

Sovereignty: UEE

Planets: Centauri I; Yar; Saisei; Centauri IV; Centauri V

Jump Points: Croshaw; Elysium; Nul

Centauri was one of the first systems to be colonised during their initial expansion into space, discovered by a survey ship taking particular note of the Centauri III. Colonisation was quickly established and overseen by a number of specialised colonial groups.

### Centauri I

A miniature proto-planet orbiting very close to the star. Centauri I is devoid of atmosphere or usable resources, but is the site of an incredibly famous photograph taken by the initial survey crew. It just goes to show that even in the far future, you can be completely empty, but if you're hot and look good in pictures, history will remember you.

### Yar/Centauri II

A world with a climate similar to Venus, terraforming by the UEE made the world habitable, but extremely arid. The planet's greatest geological feature is the Red Desert. It's presumably a desert that is red. Initially rapidly colonised due to a supply of valuable resources, but these soon ran out. Yar's significant infrastructure is now decaying and only a few surviving outposts and landing zones to support spacecraft. Yar is basically Saisei's deadbeat brother.

### Saisei/Centauri III

A planet pretty enough to make it into the Origin 890 Jump brochure. That alone should say something about it.

Saisei is a strikingly beautiful world and the one that initially caught the eye of surveyors. Once colonisation began, all building efforts were undertaken with a major focus on nature conservation and efficient planning. Saisei is one of the only worlds where the population is capped at a limit, but this has allowed the world to retain its natural beauty whilst being one of the most iconic human settlements.

Saisei is notable for being exceptionally well maintained and automated. All heavy industry on the world is strictly regulated and MISC is headquartered there.

### **Centauri IV**

A rocky world devoid of a molten core, Centauri IV once had an atmosphere, but it was eroded away thousands of years ago. Or I don't know. Maybe the atmosphere decided to move to that perfect jewel of a planet that is Saisei and live a life of beauty and efficiency.

Ahem.

Centauri is otherwise unremarkable, being a popular candidate for asteroid strikes from the nearby asteroid belt. Terraforming has been considered, but the resources and investment required to create a core make it prohibitively expensive.

### **Centauri Asteroid Belt**

A dense asteroid belt exists between the 4<sup>th</sup> and 5<sup>th</sup> planets in the systems and contains enough mass to form a planet, but never did. The belt does contain an abundance of valuable minerals and metals. A large number of mining operations exist here to support Saisei's heavy industry.

### **Centauri V**

Centauri V is a supermassive gas giant. Unusually large and of a composition similar to Jupiter, Centauri V is a popular location for ships travelling long distances to refuel. The planet is otherwise undeveloped.

You could say Centauri V is Saisei's unattractive sister that nobody wants to stay near for long, but long-haul truckers still stop by and use her because Saisei has high standards, is high maintenance and has a big thing about cleanliness. I'm not bitter.

## GOSS SYSTEM



Locations in Goss. Clockwise from top left: Olympus Pool; Cassel Bar; Cassel; Cassel Docking

### Factbook

Sovereignty: UEE

Planets: Goss I, Cassel, Goss III

Jump Points: Hades; Magnus; Terra; 1 Other

Goss is a binary star system located near one of the universe's most striking natural wonders: the Olympus Pool emission nebula. With its stunning natural beauty and three inhabitable planets, Goss has become a nexus for human tourism and colonisation. Despite the system's high tourist income, locals attempt to remain self-sufficient, and the majority of production in Goss is fuelled by resources harvested locally.

Despite being a tourist hotspot, Goss is still a minor hub for crime. The nebula itself is said to hide multiple major pirate operations and the planets themselves have thriving black market trades. Criminals operating out of Goss generally do not interfere with tourism efforts.

### Goss I

A largely barren, resource rich world, Goss I is the largest producer in the Goss System, accounting for 98% of the resources produced for the rest of the system. Resources from Goss I are generally shipped to Cassel and Goss III for use. Unusually, Goss I features a small ocean, but it is devoid of life.

### Cassel/Goss II

Cassel is the chief destination in Goss, being a lush, wealthy resort world. The planet's climate is primarily tropical, with a series of large dome-shaped resorts dotting the land providing various tourist experiences to visitors. Despite the nebula's sour reputation, Cassel remains one of the galaxy's foremost tourist destinations due to its incredible beauty. Violent crime generally does not take place in the safety of the resorts and domes of Cassel.

### Goss III

Goss III is a small, sub-tropical world with ownership claimed by the UEE. The planet is not well-developed, but houses naval refitting base as well as a massive naval hospital complex where the UEE dispatches its injured for recovery.

## STANTON SYSTEM



Locations in Stanton. Top: ArcCorp. Bottom: Crusader

### Factbook

Sovereignty: UEE

Planets: MicroTech; Hurston; ArcCorp; Crusader

Jump Points: Chronos; Kallis; Pelles; Sol

Stanton is an unusual solar system in that it has four, human habitable super-earths. The origins of the system are unknown and its unusual characteristics making it perfectly suited to human life have created theories that it was engineered.

Stanton's early history is unclear, but it was said that a single explorer discovered the system and news of this discovery spread slowly. However, by the time the UEE learnt of the solar system, every world in the system already had colonies numbering in the thousands. Seeing the value of a solar system with four human habitable planets, the UEE immediately stepped in and declared the Stanton System as part of their sovereignty. The existing settlers had their status changed overnight to squatters.

Even though the system was claimed by the UEE, in its economic and political climate of the time, the UEE could not properly colonise the invaluable system. UEE Navy engineers performed minor terraforming processes on the worlds and small military outposts were founded there. When it became clear that colonising these worlds was impractical, the UEE began auctioning off the worlds to the highest bidder in order to fund the SynthWorld project.

Megacorporations were contacted quietly and ushered into a historical opportunity: a chance to purchase their own planets. With untold trillions poured into the UEE's coffers, four planets in the system were given to the corporations that now owned them. The planets were then renamed in the stupidest manner possible and life continued.

Currently, the planets of the Stanton System are covered in factories, testing plants, office blocks and employee living space. The planets are also home to the facilities of countless, smaller corporations and businesses and Stanton has become a major hub for trade and galactic business.

### **MicroTech/Stanton I**

A colossal whoopsie made by the UEE Navy has led to MicroTech having a particularly cold atmosphere. Perhaps unsurprisingly, MicroTech was purchased by MicroTech, one of the galaxy's premier manufacturers of electronics and computer components. In particular, MicroTech is famed for their Glas technology, the ubiquitous system of communication, information transfer and storage present in the 30<sup>th</sup> Century. A large number of smaller technology firms are headquartered on MicroTech. Corporate espionage and business buyouts are not uncommon because of this arrangement.

### **Hurston/Stanton II**

Stanton II was purchased by Hurston Dynamics, an old-world, family-owned arms manufacturer that has decided that ecology and conservation were top priorities if a long, healthy lifetime for mankind is to be assured. Since coming into ownership of a beautiful, untouched world, Hurston Dynamics has found a new commitment to the environment.

Just kidding.

Hurston Dynamics' activities have stripped Hurston dry. Indigenous life on the planet has been almost wiped out due to the extensive resource extraction and manufacturing processes taking place. Workers are imported to Hurston on contract as labour and most do not renew these contracts. The planet is always hungry for more labour, as a result. Hurston's primary products are weapons, munitions and murder-related accessories.

### **ArcCorp/Stanton III**

ArcCorp is the most developed world in Stanton. Rather than settling for large-scale industry and mining operations to fuel their business, ArcCorp has opted to simply turn an entire planet into a single, continuous mining, factory and office complex.

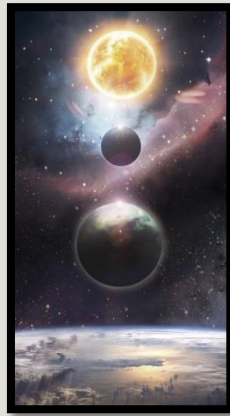
ArcCorp is an entirely constructed world, with 100% of its surface covered in built-up areas. While the company itself produces fusion engines, ArcCorp is willing to lease out lands on ArcCorp with no questions asked. Many smaller companies are housed on the world, particularly toward the North Pole and the planet has a thriving market for goods of all types, legal and otherwise. ArcCorp is also similar to the alien Xi'an factory worlds and scientists have theorised that human development is similar to that of the Xi'an.

### **Crusader/Stanton IV**

Crusader is an unusual world, being some mid-point between a terrestrial world and a gas giant. The planet is composed of a small, rocky core and an extremely deep atmosphere. Terraforming attempts did not make the surface fully habitable, but the air at high altitudes is breathable. Planetary infrastructure began as a large web of military-built, floating platforms that expanded as Crusader Industries moved in.

The characteristics of this world make it ideal for Crusader Industries. Their primary products are starships and constructing these in the high atmosphere, rather than in space represents a huge saving in production costs, which often goes to the customers. Crusader Industries also maintains high quality housing for employees, both in-air and on the surface in domes. A visitor's port has also been constructed and Crusader has become a tourist destination, due to its unusual aesthetics.

# RHETOR SYSTEM



Knowledge is power. Give it to the young and stupid.

## Factbook

Sovereignty: UEE

Planets: Rhetor I; Persei; Reisse; Mentor; Rhetor V

Jump Points: Ferron; Fora; Nemo

Rhetor is the heart of private education in the UEE, carrying three inhabitable planets, each with top-of-the-line educational institutes. Rhetor is the aspiration for students in any field of study, with degrees bearing the names of Rhetor's universities being a ticket to high end employment in most fields.

## Rhetor I

Details on Rhetor I are unavailable, but it is presumably a dead, terrestrial world with no notable features or possibility of terraforming.

## Persei/Rhetor II

Persei is the home to the UEE's best government thinktanks and research and development. Persei's UPARQ campus is the source of many of the UEE's technological advances in recent years and the planet as a whole is difficult to access. Government-issue security clearances are a necessity and an elite naval detachment is permanently stationed above.

## Reisse/Rhetor III

Reisse is the opposite of Persei. Rather than being a government supported institution, Reisse is the core of youth and student movements in the UEE. For over a century, Reisse has been the centrepiece of protest and opposition against the UEE and is the notion of university student life taken to a planetary scale.

## Mentor/Rhetor IV

Mentor has a similar numbers of students compared to Reisse, but the much colder climate prevents many of the student activities found on Reisse. Mentor focuses on practical studies, as a result of this.

## Rhetor V

A multi-coloured gas giant, Rhetor V is strikingly beautiful. A popular student activity is using the recreational drug *colour* and then watching Rhetor V for hours on end. Aside from being entertainment for drugged up teens, Rhetor V and has been classified a national park and refuelling there is forbidden.

# TARANIS SYSTEM



*The frontier: Where everything is rocks, dirt and dust.*

## **Factbook**

Sovereignty: Lawless

Planets: Taranis I – Taranis IV

Jump Points: Unknown

When first surveyed, the Taranis system was deemed unusable for significant colonisation or terraforming efforts, with multiple, high density debris fields circling a number of largely dead worlds. Right from the beginning, Taranis was claiming lives – a vessel deployed from the ship surveying the system was destroyed.

More recently, Taranis has seen growing traffic due to being part of a route that bypasses the pirate-infested Nexus system nearby. Pilots attempting to travel vial Taranis should take note of the two dense debris fields they must navigate to go from jump point to jump point.

## **Taranis I**

The first planet in the system is a non-descript, close-orbiting dwarf. Extreme temperatures and no atmosphere make the planet unviable for any colonisation efforts. The planet is notable for having a mountain range that resembles a human face when photographed at a certain angle. This Face of Taranis caused a minor craze when first discovered. Even though it has been proven to be a mountain range, conspiracy theories still persist around it.

## **Taranis II**

A core-less world bordered by an asteroid belt. Being deemed a bad choice of colonisation did nothing to dissuade the Messer government from attempting to colonise Taranis II. CRABSOS Inc. attempted to colonise the world by harnessing energy of orbiting moons to generate a core. The attempt broke the mantle of the moon and caused a massive ejection of particles and debris into orbit around Taranis II.

As a result, Taranis II is continually struck by meteors and the disaster caused terraforming equipment in orbit to enter a high powered state. Most of the terraforming machinery over Taranis II continues firing today at high power, destroying the planetary surface even further.

Taranis II and its moon's debris field forms the *Broken Moon of Taranis* map for Arena Commander.

### **Taranis II Asteroid Belt**

A high density asteroid belt is present further out from Taranis II and its lunar debris. This is one of the asteroid belts that must be navigated to pass through the system. The belt itself is low in usable resources. Occasionally, smugglers will use the belt as a hiding place, or pirates may stage ambushes, but both parties often find themselves struck apart by debris.

### **Taranis III**

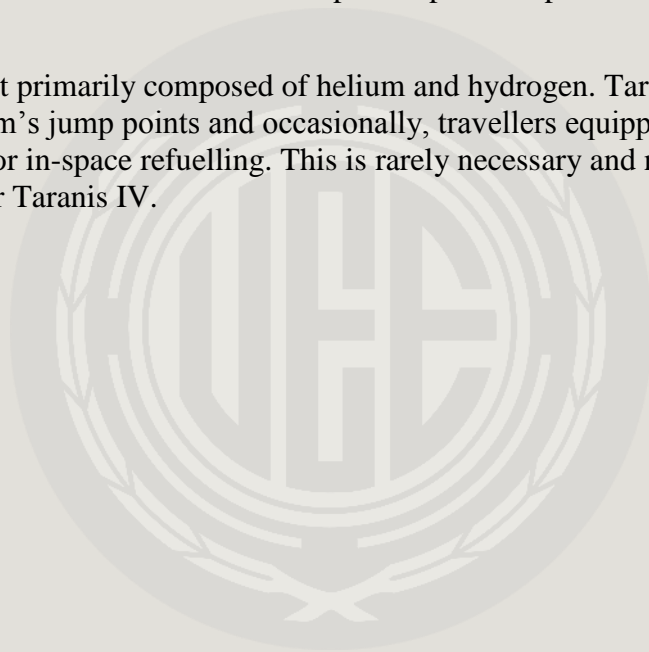
Taranis III is known for being a smoggy, storm-struck world and gives the system its name. Taranis is named for the Celtic god of thunder. The atmosphere is not able to sustain human life, but a research station, Bethor, was established on Taranis III to research weather control. The original owners of Bethor have long since left and rumours fly about who the new owners are and what sorts of activities they're conducting.

### **Taranis III Asteroid Belt**

Outwardly similar to the second planet's asteroid belt, the second belt is somewhat less dense and contains a few safe approach vectors. The belt is still infamous for seriously damaging the Bengal-class carrier *Indomitable* as it attempted to pursue a pirate ship through the belt.

### **Taranis IV**

A mid-sized gas giant primarily composed of helium and hydrogen. Taranis IV is positioned near one of the system's jump points and occasionally, travellers equipped to refine fuel will use it as a stopover for in-space refuelling. This is rarely necessary and no orbital station has been established over Taranis IV.



## NUL SYSTEM



**“If you idiots don't stop fighting right now, I'm turning this carrier around and dumping you on the nearest planet!”**

### Factbook

Sovereignty: Pretty much lawless

Planets: Nul I; Nul II; Cole; Nul IV; Ashana

Jump Points: Unknown

Nul was one of the first star systems discovered in humanity's early expansion by NavJumper Antoine Lebec. Folklore claims that the planet's name comes from a misunderstanding when Lebec said *nul* to indicate he found nothing interesting in the system.

Multiple terraforming and exploratory attempts have been considered, but always written off due to factors like the swelling of Nul's star, the lack of easily habitable worlds or useful resources. Terraforming analysts see the world as barely worth flying through due to some dangers posed by its star, much less colonising. On the flipside, Nul has thriving, nomadic slave market that travels and gathers at seemingly random times and places. Travellers are generally discouraged from going to Nul because the system isn't exactly worth much and they might get sold into slavery.

Today, the system is still mostly nothing interesting. The inner two worlds are impossible to terraform, the third 'habitable' world is habitable in the same way that used starship salesmen are reliable, trustworthy businessmen. The fourth world is a gas giant with a terrible sense of humour and the fifth world is only notable because somebody crashed one of the UEE's largest warships into it. Good job, UEE Navy.

### Nul I

Nul I is a world gradually being burned away by the star's expansion. Landing on the surface is impossible with existing technology, and finding someone willing to is equally impossible.

### Nul II

An unusually large, iron world, Nul II is too close to the expanding star to be terraformed or settled effectively. Recently, the star's expansion has caused Nul II's crust to fracture and it now spills gasses into space, mostly consisting of the planet's mantle.

### Cole/Nul III

Geologically similar to Earth, the problem of Nul's star being angry and growing larger means Cole cannot be terraformed with good long-term prospects. The atmosphere is not human-breathable and during the planet's hot seasons, liquids only exist in below the planet's surface. Environmental suits and breathing apparatus are non-negotiable.

The world's only unique resource is a crystal used by artists and clothing designers. Its only landing zone is Char, built out of an abandoned environmental research facility. Char is not officially aligned to the UEE or the slave traders that roam the system, and features an extremely well-developed black market. Inexperienced traders are not advised to dock there.

#### **Nul IV**

At a glance, Nul IV appears to be a normal gas giant. Unlike most, Nul IV is permanently wracked by electrical storms that disable any ships that approach the planet. The space around Nul IV is littered in the wrecks of travellers who attempted to scoop fuel from the world, and the salvagers who thought the travellers' wrecks were easy money.

#### **Ashana/Nul V**

Ashana itself is not a notable world, but like so many other things, the UEE stepped in and *made* it notable, with or without consent.

In 2571, UEES *Olympus*, a battle carrier was in pursuit of rebels attempting to reach their base on Ashana. The captain ordered a manoeuvre on the base that took the *Olympus* too deep into the atmosphere to recover and the ship crashed on the world's surface, lost with all hands. Congratulations, UEE. Really doing your best to make a mark on the universe, huh?

The crash attracted the usual sort of scavengers that follow these incidents, but when the scavengers realised that living in the ship was better than stripping it and going back to their holes in the desert, they moved in. The UEE Navy did not launch a force to destroy the *Olympus*, presumably because doing so would involve admitting that one of their finest had somehow missed an entire planet and collided with it. When the UEE abandoned *Olympus*, it became the world's largest settlement, the newly minted city of... Olympus.

Presently, the UEE has still not offered comment on the exact status or sovereignty of Olympus. Olympus has fairly lax regulations and visiting is easy. Local attractions include a Tevarin marketplace and hotly contested, limited living space. Olympus is a partial dictatorship, ruled by the Tevarin Nescus, who patrols the halls himself. It has a small black market, but locals are smart enough to not give the UEE reasons to come back and scour the settlement from the planet. But the UEE would never do that. Because then they'd have to admit that they did something wrong there in the first place. Four centuries ago.

Captains docking there are only given one guideline: Olympus welcomes careful pilots.

## FORA SYSTEM



*It's not just crime. It's crime coated in dust.*

### **Factbook**

Sovereignty: UEE

Planets: Fora I – Fora V

Jump Points: Banshee; Rhetor

Fora is a largely dead system at the border of Banu space. Four dead, terrestrial worlds circling the star are little more than grim hiding places for all manner of smugglers and criminals in starships.

The only inhabited world in the system is Hyperion. Terraforming has left the planet coated in a dusty, clay-like material. A floating, chocolate dusted ball with a delicious filling of criminal swine.

Unusually, Hyperion is a UEE sovereign world that is extremely high in crime. The world was initially an outpost planet and only has a single landing zone. This landing zone leads to one of the highest concentrations of smuggling and black market activities in known space, all well within UEE territory. The planet is primarily home to pirates, smugglers and other forms of life that nobody cares for.

The only other notable feature about the system is that it is the safest border zone between human space and Banu territory. Smugglers are common here, as well as the rare UEE Special Operations team.

## CHRONOS SYSTEM



SynthWorld - Or, how the UEE learned that making planets is hard.

### Factbook

Sovereignty: UEE

Planets: Chronos I; Chronos II; SynthWorld

Jump Points: Branaugh; Bremen; Kellog; Stanton

Chronos is a large, empty system featuring two close-orbiting dead planets and a semi-complete artificial world. A catastrophic event destroyed the outer set of planets in the Chronos system and the system was selected as the ideal site for the SynthWorld project.

Despite its relative isolation, the Synthworld project is a popular location for illegitimate trade, particularly in construction materials. Criminals operating in the area should beware, as the UEE 18<sup>th</sup> Battle Fleet is permanently stationed in Chronos and something about being parked in a dead system that everybody just wants to forget has caused serious irritation in their trigger fingers.

### SynthWorld

The SynthWorld project was an unprecedented attempt at converting a lifeless rock into a world, rather than terraforming a planet with an atmosphere. The project originally began with high hopes, but after half a century of stagnation and slow progress, the half-completed SynthWorld is little more than a tremendous drain on UEE resources and image.

## CATHCART SYSTEM



Locations in Cathcart. Top: Cathcart; Bottom: Spider

### Factbook

Sovereignty: Lawless

Planets: None notable.

Notable Orbital Bodies: Spider

Jump Points: Davien; Nexus; Min; Taranis

Modern Cathcart is a lawless system well known for its criminal and pirate presence. With no planets and no resources of note, Cathcart began as a perfect intergalactic ship storage yard.

When recovering their decommissioned ships became too impractical, the UEE simply abandoned the system. After the system was sold to the private sector, everything from dangerous waste to decommissioned and destroyed warships was dumped in Cathcart and forgotten with the only regulation for these activities being *do not allow dumping to obstruct routes between jump points*.

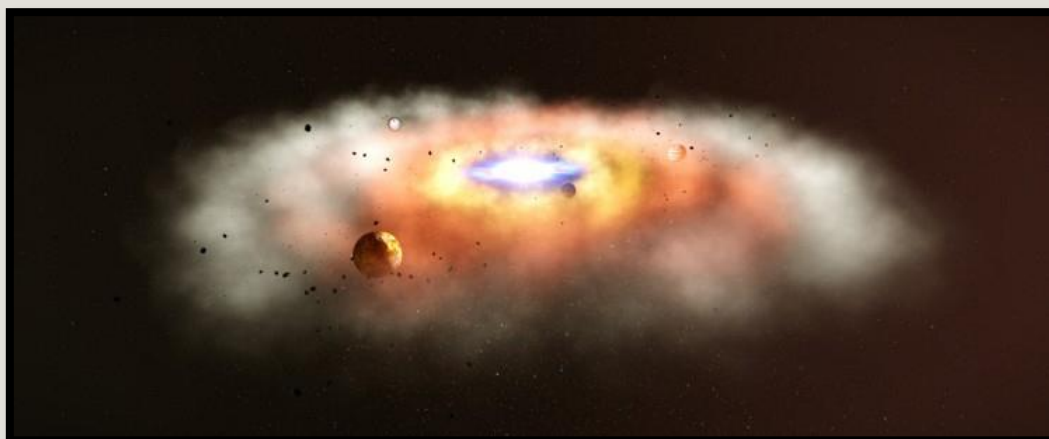
### Spider

Cathcart's only notable orbital body is Spider, a *world* composed of a massive number of warship wrecks and other debris lashed together by its inhabitants. Old hulks and platforms are re-pressurised and added to the growing entity that is Spider. Workplace safety is not a high priority and visitors are advised to keep pressure suits on hand in case the creative, local interpretation of engineering/urban planning fails.

Being composed almost entirely out of outcasts and criminals, Spider is a breeding ground for crime in every form. Despite this, Spider maintains a twisted sense of community and criminal business is generally conducted with openness and honesty unseen anywhere else.

Spider is also noted for being an enormous market hub for illegal and salvaged goods. Being a the universe's largest hive of scum and villainy means goods of almost any type can be acquired, if the buyer doesn't mind dubious methods of acquisition used by local merchants. In particular, Cathcart has a thriving market for ship spare parts due to the entirety of the world essentially being a collection of interstellar scrap.

## KALLIS SYSTEM



You don't want to see the afterbirth from the birth of a solar system.

### **Factbook**

Sovereignty: UEE Scientific Outlay

Planets: Kallis I – Kallis IX

Jump Points: Oso; Stanton

The Kallis System is a solar system in the process of forming. It is essentially a massive cloud of gas, particles and a few incomplete, orbital bodies. Most of Kallis' worlds are in their infancy, but the system is set to eventually have nine planets. Although completely devoid of colonisation potential (at least for a few million years), the system is a massive event for the scientific community. As a result of this, the UEE has given governance of Kallis over to scientific researchers.

The Kallis System has no native population and extremely low crime. Black market traders can find a small niche in Kallis in the research teams that crew its various orbital stations. After all, witnessing the birth of a new solar system is one of the few professions more boring and slow than a career in sloth observation. The good pioneers of human science could always use more to keep their hands busy.

### **Kallis IV**

Kallis IV has drawn attention to itself by having multiple similarities to the theorised formation of Earth. Orbital stations have been established over the world and it is monitored carefully at all times. Despite the excitement of seeing a potential earth-like world forming, all parties involved know that it would be many thousands or millions of years before significant progress can be seen.

### **Kallis VII**

The 7<sup>th</sup> planet in the Kallis System is a gas giant and has been singled out as a potential, future refuelling station. There is also speculation that the system could become a major jump point hub in future, making the value of Kallis VII even higher.

## TIBER SYSTEM



GRIIIIIND

### **Factbook**

Sovereignty: Vanduul

Planets: Tiber I; Tiber II

Jump Points: Garron; Orion; Vega; Vendetta

Dubbed Korathen by the Vanduul, Tiber by the UEE and The Grinder by UEE military servicemen, the system is first and foremost: conflicted.

Historically, Tiber was a major staging point for Vanduul forces preparing to assault UEE space. This has led to multiple attempts by the UEE to drive the Vanduul from the system and secure it. These attempts range from large-scale bombardment of its two barren worlds to massive fleet operations intent on scattering the Vanduul. Each effort has failed and with the defeats, countless UEE servicemen have died.

Although Tiber's name is uncertain, there is at least one certain fact about the system: every cubic inch of space is up for grabs and the only accepted currency is blood.

### **Tiber I**

Resource rich, but barren. Tiber I was at first, the victim of anti-matter bombardment from orbit by the UEE in their attempts to drive the Vanduul out. This failed and in the intervening decades, the Vanduul have begun harvesting the world, carving the crust up piece by piece into molten resource for more of their warship production.

### **Tiber II**

Affectionately known as The Tomb, Tiber II is a spacecraft graveyard. The larger of the two planets, Tiber II attracts debris and spacecraft wreckage in limitless amounts. Then, occasional bombardment rearranges the enormous piles of rubble. Exceptionally courageous or stupid salvage crews will find a wealth of technology and resources in amongst the wreckage, but Vanduul operations in the area prevent all effective salvaging.

## PYRO SYSTEM



Exploding stars. Devoured planets. No resources. It's all so metal \m/.

### Factbook

Sovereignty: Lawless

Planets: Pyro I – Pyro VI

Jump Points: Min; Taranis

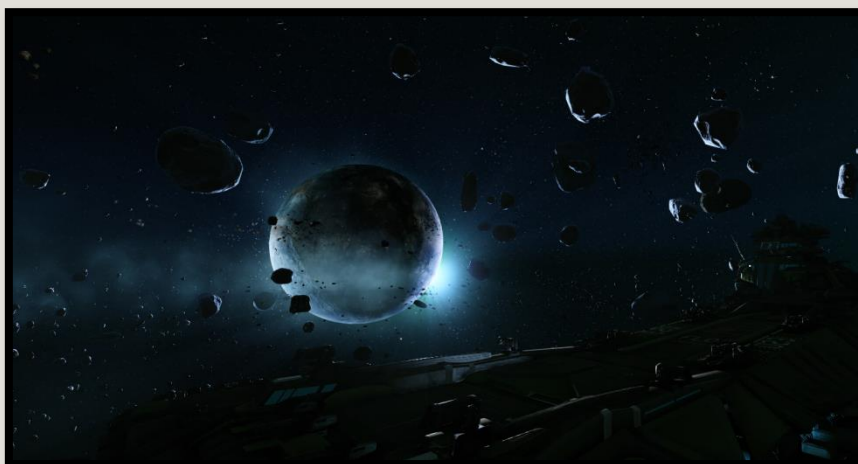
Pyro is a frontier system whose star is undergoing a prolonged nova phase. The system is gradually dying, with six uninhabitable planets remaining. Notably, Pyro I is gradually being devoured by the growing star and Pyro IV was knocked out of orbit by a colossal meteor and is being absorbed by the gas giant Pyro V. All in all, it's a bad millennium to be a planet here.

The Pyro system's planets were rapidly mined out for their remaining resources upon discovery. Pyro V is also not a good refuelling point due to the lack of a good hydrogen supply in its atmosphere.

Unknown individuals have established an orbital station around Pyro VI, the least destroyed planet in the system. The reason for its construction is unknown, but the station is currently inhabited by pirates and criminals looking for a safe haven.

All travellers to Pyro are advised that spacecraft attempting to travel through Pyro will suffer damage from the star unless properly shielded.

## TYROL SYSTEM



Tyrol.

### Factbook

Sovereignty: Lawless

Planets: Tyrol I - Tyrol VII.

Jump Points: Charon; Xi'an Territories

Located near Banu and Xi'an territories, the Tyrol system is unremarkable except for one feature: Tyrol's star has entered the final phase of its lifetime and is expected to erupt in a supernova in the near future. The UEE has designated Tyrol a system open for research and scientific activities and does not officially hold sovereignty there.

The space around Tyrol is dominated largely by research facilities. Going to the surface of various planets will lead to people finding various small settlements filled with criminals, squatters and all manner of other people the galaxy doesn't want, but still hang on to life. The largest settlement in the system is Haven, located on Tyrol V. Though Tyrol's atmosphere is seriously damaged and humans outside require extensive anti-sun protection, Haven sprung up regardless. Dug into a canyon to keep the sun out, Haven is home to a sizable criminal and fugitive presence.

With no official police or UEE presence on the planets, Tyrol has grown into a minor nexus for criminal activity and life off the grid. The majority of criminal services, from smuggling to trafficking, narcotics and more are available on Tyrol. Prospective visitors should note that while almost any less-than-legal good can be acquired in the settlements on Tyrol's worlds, these settlements are not actually permanent. It is generally inadvisable to be in the Tyrol system when the star goes supernova.

## HADES SYSTEM



*It's so pretty. And dead.*

### **Factbook**

Sovereignty: Lawless

Planets: Hades I – Hades IV

Jump Points: Goss; Oso

Hades was once the cradle of what appears to be an ancient, intelligent civilisation. This unknown civilisation did not take well to interstellar puberty and destroyed itself in what appears to be an enormous civil war, using weapons of destructive power that is unknown to humanity.

Three of the four planets in the Hades system are marked by massive weapon impacts and the fourth planet was split in half outright, but still remains in orbit.

Unlicensed archaeologists can be found attempting to scrounge up any evidence of the weapons the unknown civilisation used to destroy itself. The alien natives to Hades were apparently extremely thorough and there is no known evidence of their technologies. Passing traders claim that the system is haunted, with many stories alluding to a strange *blue man* seen near the star.

## BAKER SYSTEM



Start your engines!

### Factbook

Sovereignty: UEE

Planets: Baker I – Baker IV

Jump Points: Terra

Baker is a binary star system with two main sequence stars, and a collection of barren planets. Planets in the Baker system are effectively uninhabitable and the two main human outposts in the system are *Xenia*, a massive Covalox owned space station and a mining outpost on Baker IV. Baker being an extremely rare example of a binary star system accessible via jump point has made it a subject of scientific study. The system is also known for the Able Baker Challenge, the most dangerous Underground Racing event in the galaxy.

### Baker I

Baker I is a small, iron-cored world in an unstable orbit around the two binary stars. Its orbit is gradually destabilising and it is expected to eventually be consumed by the larger of the two stars in the system.

### Baker II

A smog world with an extremely corrosive and toxic atmosphere, Baker II was written off for terraforming almost as soon as it was discovered. Close enough to the stars to be affected by their gravity and having an atmosphere that can effectively dissolve standard spacecraft hulls makes it inhospitable to settlement or even hiding.

### Baker III

Baker III is an ice giant, unusual for having observable increases in its circumference since discovery. Baker III is the subject of some scientific study due to this unusual characteristic.

### Baker IV

Baker IV is a mineral-rich devoid of atmosphere. Shubin Interstellar has established a mining post on the world – the only surface settlement in the entire solar system.

### Able Baker Challenge

The bi-annual Able Baker Challenge is considered the most dangerous underground race in the entire galaxy. Held between the three inner planets, the pilots must navigate environmental hazards in a race where weapons fire is permitted. Casualties are high, as is the prestige for successfully completing the challenge.

# THE SHIP DATABASE



# THE SHIP DATABASE

## INTRODUCING THE SHIPS OF THE UNIVERSE

This section of the guide is a listing of each and every single player-usable spacecraft in Star Citizen. Each page will provide a description of the ship, its roles and basic fittings. Each article also describes any special features or notable elements of a given ship.

The Ship Database is designed in such a way as to provide a short overview on a vessel using known information about it without overwhelming the reader with information. As such, the pages do not hold complete information on each and every single vessel. There are better sources for that kind of information.

The Ship Database will be updated continuously as information about ships becomes available and new ships are released.

The Ship Database is arranged in order by manufacturer for easier navigation, with vessels having a basic, statistical overview.

### Rarity and value

Limited issue spacecraft are for sale for only limited periods of time and are inaccessible from via the store after that timeframe. Limited issue ships can still be obtained via gifting or in-game.

The current limited issue ships come in two variants: Stand-alone ships and special variants.

**Stand-alone** limited issue ships are sold on their own and do not fit into the general lineups of ships that are sold. Examples include the Origin M50 and Retaliator.

**Special variants** are based on a base hull and are released at the same time as the other variants of a hull. The main difference being that the special variant ship is taken off sale after a time and the standard variants remain. Examples include the 350r and Freelancer MIS.

### Acquisition

Acquisition of limited issue ships takes place through the same sources as any other ship. Barring their limited nature, they are no different from standard pledge packages and can be gifted, redeemed for store credit normally. This may be inadvisable as the act of converting items to store credit or gifting them is irreversible.

The only officially supported means of acquiring limited issue ships are via direct purchase and via the official waitlist. Trading these ships through any other means is unsupported.

Owners of limited issue ships buy them with intent to use or sell at a profit. Keep in mind that any form of transaction outside of the Pledge Store or waitlist is not supported.

**NOTE:** Limited issue ships may be acquired through normal means ingame and are only on sale at limited times during the pledge sale.

**NOTE:** Values and statistics given for ships are by no means final. Additionally, it is extremely common for official works such as brochures and Ship Specifications pages to contradict each other. Numbers given here are sourced from CIG, but are likely to be wrong or not final.

## USEFUL TERMINOLOGY

Below are some terms and mechanics that are useful to understand when selecting a ship and getting an idea of its capabilities.

**Crew** – The total number of crew a ship may support in terms of accommodation (if a ship has beds) or the number of seats on a ship that has no beds.

**Sleeping quarters** – Sleeping quarters used to be necessary to allow ships to log out safely in space. Their current usage is unknown. Ships that lack sleeping quarters are generally less than 30m in size. Even some of the smallest ships, such as the Aurora have sleeping quarters.

**Jump drive** – A ship may not leave a solar system without a jump drive. Jump drives can be bought and equipped separately, but have their own fuel requirements and other attributes.

**Engines** – Ships generally have primary engines and manoeuvring thrusters. Primary engines tend to be more powerful and are used for propulsion, whereas manoeuvring thrusters are used to perform manoeuvres in space.

**Cargo capacity** – A ship's cargo capacity with its basic equipment is measured in Standard Cargo Units. I do not use Freight Units because then, the abbreviation would be FU.

**Shield generator** – Shield generators project a field around the ship that absorbs damage or hinders incoming projectiles. Shield mechanics are not fully detailed, but it is known that shields have *layers* and ships with more than 1 layer can have a layer recharging after being broken while another layer protects the ship. Shields are also projected in different directions and the projection direction can be changed. Certain weapons can destroy shields relatively easy and some ammunition types will pass through shields. The largest sized shield generator a ship can fit is given as a number.

**Fixed** – Forward-fixed weapons. Class 1 hardpoints mount weapons fixed in a set direction. The upside to this is that larger weapons can be mounted to class 1 hardpoints.

**Gimbal** – Articulated weapons. Weapons mounted on a class 2 hardpoint have a limited arc in which they can traverse. Class 2 hardpoints fit smaller weapons than class 1 hardpoints and can mount tractor beams or other traversable equipment.

**Pylon** – Missile weapons, drop-capable fuel tanks and special equipment are mounted onto these hardpoints. Class 3 hardpoints are almost always external.

**Unmanned Turret** – Small turrets. Turrets have a wide traverse arc and generally mount smaller weapons than those on fixed hardpoints. They can also mount special equipment such as tractor beams and can hold cargo replacements on some ships.

**Manned Turret** – Manned turrets. Turrets large enough to sit a gunner who is required to manually aim and fire the weapon. They are only mounted on multi-crew ships

**Class 9 Hardpoint** – Unmanned point defence systems. These turreted systems are designed to shoot down incoming heavy ordnance and possibly smaller manned spacecraft.

# THE GREY MARKET

This section contains author opinion.

The grey market is the general term for the external, unsupported market of players selling limited issue ships or ships with Life Time Insurance for real currency. These sales are commonly performed with the services of middlemen, who receive a commission for their services in brokering a deal.

This market is wholly unsupported by the developer and should players incur any losses of any form in grey market activities, the developer will not compensate the player for their loss.

There is currently no official way to trade goods from between accounts. The only way to transfer goods from one account to another is through the Gift system, which is single-way.

The current, official stance of the developers on the grey market is that the developers will not compensate players for any losses incurred on the grey market and all discussion about the grey market in official channels are forbidden. However, grey market usage or involvement will not lead to direct punishment from the developer.

## Supply

You may notice that a large number of the ships you will read about in the Ship Database or elsewhere cannot actually be accessed through the pledge system.

A very large number of ships are sold in limited numbers or for a limited time period, thus excluding individuals who did not purchase these from accessing those ships until full release of the game. These ships are said to be *limited issue*. The developer occasionally runs sales in which limited issue ships will be sold again, after their initial sale, but this is uncommon.

## Demand

Players who wish to access limited issue ships, but have missed their chance to buy one through the pledge system will often turn to the grey market and find middlemen or sellers of the ship they desire, and then purchase these ships using real currency, thus circumventing the developer and official channels entirely.

Extremely rare ships such as the Vanduul Scythe have fetched extremely high prices on the grey market due to a lack of supply and extreme demand. The grey market has been a useful measure to players who cannot otherwise access ships they want, but have additional money. Conversely, the grey market also deprives the developer of some amount of potential funding, as well as being a place where scams and theft can take place.

The author neither supports nor opposes grey market activities and has included this section on the grey market in order to inform players about the existence of an element that affects Star Citizen. The author neither encourages nor discourages grey market use and cannot be held responsible for losses incurred on the grey market.

# ROBERTS SPACE INDUSTRIES



## Overview

Roberts Space Industries (RSI) is one of the galaxy's most venerated spacecraft manufacturers, known for the invention of the quantum drive that spurred humanity to the stars, the first working terraforming device and a highly innovative, early spacecraft, the RSI Zeus.

Today, RSI manufactures a wide variety of ships to many different contractors, primarily focused on high end military contracting for the UEE and a range of basic, configurable ships for spacefarers from all walks of life.

Notable Roberts Space Industries products include:

X-7 – The vessel to test the first quantum jump engines.

Zeus – The first relatively affordable interstellar craft.

Bengal-class Carrier – The UEE's largest warship currently deployed.

# AURORA



**Baby's first spaceship.**

## Overview

RSI's Aurora is modular, affordable and lightweight. Lacking luxuries, it's all about giving new captains a great deal of versatility at a low price.

RSI's Aurora is the newly launched single-occupant spacecraft built by the old, reliable giant. The Aurora is designed to be an ideal all-round craft for aspiring captains just entering into the universe and comes in a number of variants suited to different tastes.

On the Aurora, no space is wasted. The cockpit leads right to a small sleeping compartment in the rear of the ship. Cargo is hauled on external, underside rigs.

**Note:** This spacecraft has a commercial. Watch it [here](#).

## AURORA ES (ESSENTIAL)



Look ma, I got basics!

### Overview

The Aurora ES is the most basic variant of the Aurora line of ships and in stock configuration, is fitted with the most basic systems to allow it to undertake small-scale freight, escort or exploration roles.

Although un-luxurious, the Aurora ES has the hallmark of all base RSI offerings: Versatility. The ship has ample room for changes and upgrades that allows each pilot to make their Aurora a home of their own.

**Role:** Starter/exploration

### Base Fittings:

Crew: 1

Fixed: 2

Pylon: 1

1 mini storage crate

Power plant size: 2

Primary Engines: 1x TR3

Manoeuvring Thrusters: 8x TR1

Shield generator size: 3

Base cargo capacity: 13 SCU

Sleeping quarters inclusive

## AURORA MR (MARQUE)



*Little Aurora with teeth.*

### Overview

The Aurora MR is an upgraded and pre-fitted basic Aurora hull. It is designed to be a cheap, basic combat ship with room for user upgrades and changes when necessary. The Aurora MR is fundamentally a basic Aurora ready to fight as soon as it's delivered. An unusual feature is the laser cooling system, allowing for a greater rate of damage from its twin lasers.

**Role:** Interdiction

#### Base Fittings:

Crew: 1

Fixed: 2

Pylon: 1

1 laser cooling system

1 mini storage crate

Power plant size: 2

Primary Engines: 1x TR3

Manoeuvring Thrusters: 8x TR1

Shield generator size: 2

Base cargo capacity: 13 SCU

Sleeping quarters inclusive

## AURORA CL (CLIPPER)



Space pickup truck extraordinaire

### Overview

The Aurora CL is an old friend to the cargo hauler just starting out. Featuring doubled cargo space on top of the basic Aurora fittings, the CL is an ideal starting point for pilots looking to make their way into the universe and start carrying its heaviest loads.

**Role:** Light mercantile

#### Base Fittings:

Crew: 1

Fixed: 2

Pylon: 1

Power plant size: 2

Primary Engines: 1x TR3

Manoeuvring Thrusters: 8x TR1

Shield generator size: 2

Base cargo capacity: 23 SCU

Sleeping quarters inclusive

## AURORA LN (LEGIONNAIRE)



**Problem Solver: Basic Edition**

### Overview

The Aurora LN is the combat variant of the Aurora. It is built to be a fighting craft that can hold its own against other small ships and be a serious threat in numbers or when well-flown. The LN is geared with much greater firepower than other Auroras.

The greatest feature of the Aurora LN is the addition of 2 extra class 1 hardpoints and a more powerful shield generator. This allows it to defeat any other Aurora assuming all other factors equal and even compete effectively against other single-seat fighter craft. Additionally, a powerful engine with overdrive is fitted in its stock configuration.

**Role:** Militia/patrol

### Base Fittings:

Crew: 1  
Fixed: 2  
Gimbal: 2  
Pylon: 1  
1 mini storage crate  
Power plant size: 2  
Primary Engines: 1x TR3  
Manoeuvring Thrusters: 8x TR1  
Shield generator size: 3  
Base cargo capacity: 13 SCU  
Sleeping quarters inclusive

## AURORA LX (DELUXE)



*I'm an Aurora short and stout. This is my engine, this is my snout.*

### Overview

The Deluxe edition Aurora is built as the ideal ship for those who desire a step up from the basic Aurora, but dislike the brutishness of the Aurora LN. Developed for basic exploration and mercantile efforts, the LX carries a few small luxuries that other Auroras find lacking, while still being an affordably priced ship.

Notably, the LX is the only Aurora fitted with a jump drive in stock configuration, and also features an engine capable of overdrive.

**Role:** Exploration/light mercantile

### Base Fittings:

Crew: 1

Fixed: 2

Pylon: 1

1 mini storage crate

Power plant size: 2

Primary Engines: 1x TR3

Manoeuvring Thrusters: 8x TR1

Shield generator size: 2

Base cargo capacity: 13 SCU

Sleeping quarters inclusive

Jump drive equipped.

**Special features:** Leather seat. Slick, maroon paintjob. Limited issue.

# CONSTELLATION



RSI Constellation Andromeda in flight

## Overview

RSI's Constellation is an effective and versatile multi-crew ship. The Constellation is targeted at those who want a step up from piloting a ship. *Captaining* a ship. To that end, they've developed a versatile but still efficient platform on which budding space travellers and captains can live while earning their living amongst the stars.

The Constellation's hull is marked by a utilitarian, rear-heavy design and four bulky engines. Its living quarters are situated to the fore of the ship, with cargo hold and engineering to the middle and rear, respectively.

The Constellation has four major variants and is the go-to for pilots searching for an effective, mid-sized ship suitable for a variety of roles.

**Note:** This spacecraft has a commercial. Watch it [here](#).

# CONSTELLATION ANDROMEDA



*The crossroads of adventure, ruggedness, versatility and affordability.*

## Overview

The *classic* Constellation hull, the Andromeda is the baseline ship for captains of all stripes. A strong, multi-role platform, this ship features fair armament and ample cargo room coupled with respectable defences and mobility to create a vessel that anyone can call home.

The Andromeda's stock configuration features two manned turrets, missile launchers and a small, P-52 Merlin fighter for escort and scouting. The vessel's interior also features living quarters and even minor luxuries like a shower and dining table.

Although initially appearing to be a ship that doesn't know what it wants to be, a competent captain recognises that the Andromeda is strength built upon strength. Whether you want a good freighter that can easily fend for itself, or a versatile light warship with ample cargo capacity, the Andromeda will deliver every time.

**Role:** Multi-role

### Base Fittings:

Crew: 5

Gimbal: 4

Pylon: 6

Manned Turret: 2

Power plant size: 6

Primary Engines: 4x TR5

Manoeuvring Thrusters: 8x TR3

Shield generator size: 6

Base cargo capacity: 134 SCU

Sleeping quarters inclusive

Jump drive equipped.

**Special features:** P-52 Merlin light fighter deployable from vessel.

# CONSTELLATION TAURUS



**Taurus: Charging bull, majestic auroch and jingling wallet.**

## Overview

The RSI Taurus is aimed squarely at pilots bent less adventurously and simply looking for straightforward, honest work. This Constellation hull is the most affordable of the four and is geared toward simple, honest cargo hauling.

The Taurus features the largest cargohold of its family by eschewing the light fighter for additional storage space. In order to achieve its much more affordable status, the Taurus sacrifices a turret, utilises a smaller maximum shield generator and room for one crewman, but for captains looking for a high-volume platform that can still fend for itself, the Taurus is the perfect ship.

**Role:** Transport

### Base Fittings:

Crew: 4  
Gimbal: 4  
Pylon: 2  
Manned Turret: 1  
Power plant size: 6  
Primary Engines: 4x TR5  
Manoeuvring Thrusters: 8x TR3  
Shield generator size: 5  
Base cargo capacity: 243 SCU  
Sleeping quarters inclusive  
Jump drive equipped.

# CONSTELLATION AQUILA



Find untouched paradises! Seek out incredible treasures! Deliver light to places that didn't even ask for it!

## Overview

The Constellation Aquila is the ideal vessel for those with wanderlust aimed at the heavens, and a desire to find the hidden. A dedicated exploration vessel built on the Constellation hull, the Aquila is the premier dedicated exploratory vessel. Not only aimed at seeking out treasures in space, but also kitted to turn its exploration groundward and seek out riches on the many planets in the universe.

The Aquila's basic configuration retains the Andromeda's good cargo space, while fitting expanded fuel supplies for long trips and the necessary imaging equipment to seek out resources and treasures. The Aquila also features a small rover, replacing the light fighter of other variants, but sacrifices a turret and missile firepower to better fulfil its peaceful, exploratory goal.

**Role:** Exploration

### Base Fittings:

Crew: 4

Gimbal: 4

Pylon: 2

Manned Turret: 1

Power plant size: 6

Primary Engines: 4x TR5

Manoeuvring Thrusters: 8x TR3

Shield generator size: 6

Base cargo capacity: 134 SCU

Sleeping quarters inclusive

Jump drive equipped.

# CONSTELLATION PHOENIX



"Luxury is the name of the game at Roberts Space Industries" - Nobody, ever

## Overview

There are those captains who believe that a life amongst the stars is one of isolation and utility. Captains who feel that living amongst the stars is a calling that requires frugality, care and mediation. Phoenix captains spit on those other losers.

The Phoenix is a touring vessel designed to host a number of passengers across the expanse of space in comfort and luxury, but woe betide any pirate who thinks they've found a juicy piñata with a soft, high profile VIP interior. The Phoenix is a capable fighting ship like its brothers, potentially *more so*. Mounting two manned turrets, a heavy point defence turret and an array of lasers and missiles, the Phoenix is a stubborn force on its own. If that's not enough, it deploys a P-72 Archimedes fighter to support it in any combat action it enters.

But if you're a Phoenix captain, you never cared about that anyway. The Phoenix has a hot-tub (why not), a massive, king-sized bed, large-screen TV and *two* bars. It sacrifices cargo capacity, but has a small, shielded cargohold to transport goods that call for discretion (e.g. cocaine) and a rover for exploration/beer runs. Ask not why this ship exists. Ask instead: how many shots *you* can do out of a stripper's navel before liver failure.

**Role:** Luxury touring

### Base Fittings:

Crew: 4

Gimbal: 4

Pylon: 4

Manned Turret: 2

Power plant size: 7

Primary Engines: 4x TR5

Manoeuvring Thrusters: 8x TR3

Shield generator size: 6

Base cargo capacity: 66 SCU

Sleeping quarters inclusive

Jump drive equipped.

**Special features:** 2 bars, hot tub, largescreen TV, king-sized bed. Limited issue.

# ORION



## OM NOM NOM SPACE ROCKS

### Overview

The RSI Orion is RSI's premier mining civilian mining vessel. The Orion reflects RSI's goal of making space travel more accessible by providing an effective, all-in-one mining solution. The Orion features a number of turret-mounted tractor beam arrays, external mineral storage and the classic RSI cabin.

The RSI Orion was Star Citizen's first purpose-built mining ship and was designed to excel at the task at the expense of effectiveness in other area. It mounts multiple, turreted tractor beams and enhanced ore storage to fulfil its role.

**Role:** Mining

#### Base Fittings:

Crew: 6

Fixed: 1

Unmanned Turret: 8

Power plant size: 6

Primary Engines: 4x TR6

Manoeuvring Thrusters: 12x TR3

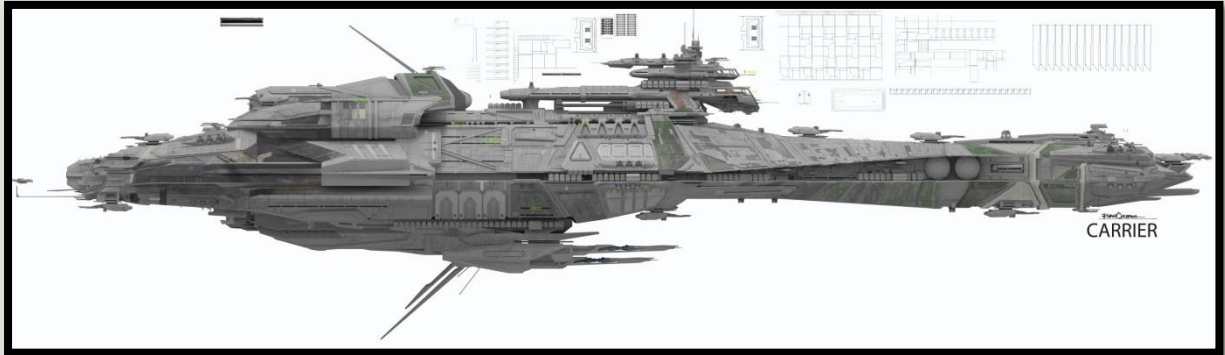
Shield generator size: 6

Base cargo capacity: 14040 SCU

Sleeping quarters inclusive

**Special features:** Limited issue.

# BENGAL-CLASS CARRIER



## Pride of the UEE

### Overview

The Bengal-class carrier is the largest warship fielded by the UEE.

This iconic symbol of Imperial might is a thick-skinned and hard-hitting behemoth, featuring arrays of anti-capital ship weaponry and monstrous layered shield and armour systems. The true might of the Bengal is stored in its belly: squadrons of dozens of fighter and bomber craft that turn an impressive warship into the ultimate symbol of UEE power projection.

Acquisition of a Bengal is extremely difficult, though possible. The UEE will never make this craft available for sale on the open market, but Bengal carriers have been known to have been destroyed or disappear. Should an organisation come across one of these hulks, they will be able to refurbish the monster at a massive expense and take ownership.

### Base Fittings:

Crew: 755 (approximately 30 player crew and 700+ NPC crew)  
x1 Behring Quad 130mm railgun turret  
x18 ASD STS turrets, dual ion cannon fitted  
x40 MaxOx AA turrets, dual heavy duty laser fitted  
x16 K&W Rolling Space Frame missile racks, 21 missiles per rack  
x4 Talon Sweeper Mine Dispensers  
14× Phalanx point defence systems, gatling laser fitted  
14× Phoenix-class Shield Generators  
6× HT-2000 Burst Shield Generators  
Maximum shield generator size unknown.  
Base cargo capacity unknown  
Sleeping quarters inclusive  
Jump drive equipped

**Special features:** Cannot be purchased. Largest ship that can be acquired by players. Large facilities for spacecraft maintenance and deployment.

# ORIGIN JUMPWORKS GMBH



## Overview

Origin Jumpworks GmbH is a German-rooted company founded on the principles of precision engineering and luxury. Having begun as an engine manufacturer, they would eventually branch into spacecraft production, emphasising aesthetics and luxury.

Origin Jumpworks' focus on image has driven them to move from Earth to Terra, as well as maintaining a strong anti-piracy reputation, outright denying sales of their ships to known criminals.

Whether described as the pinnacle of luxury travel, or an extravagant waste of money, Origin Jumpworks vessels are widely known for being powerful status symbols.

Notable Origin Jumpworks GmbH products include:

X-3 – The first ship produced by Origin Jumpworks, and the beginning of many successes

890 Jump – Luxury interstellar yacht

## 300 SERIES



350r in flight.

### Overview

Origin Jumpworks' 300 Series of spacecraft is the luxury alternative to a starter ship from the luxury company. Offering swiftness and elegance in a pricier package, the 300 series should be neither underestimated nor overestimated. Though appearing ostentatious, the 300 Series ships are notably swift fighter craft.

All 300 Series ships are fitted with a top docking port. Main access is via the side middle of the vessel. The first sight upon entering the ship is the cargo hold. Small living quarters are present in the corridor leading up to the elegant, open cockpit.

300 Series vessels are a major visual upgrade over similar starter ships and all 300 Series ships are fairly versatile. Although arguably lacking modularity, these ships are no less swift and elegant, fulfilling their assigned roles easily.

**Note:** This spacecraft has a commercial. Watch it [here](#).

## 300i



Money doesn't buy happiness, but it does buy stuff. And I *love* stuff.

### Overview

The 300i is the baseline model of the 300 Series. A slick, plain hull is the starting point for a ship that can be fitted in various ways to become a dogfighter, explorer, light hauler and more. Although somewhat lacking in flash, the 300i's interior is just as comfortable as its sisters and its low price point makes for an attractive choice to many pilots.

Despite its initial role being defined as *touring*, the 300 series platform has enough hardpoints and space to make a competent, versatile ship for a variety of roles, all while having elegance a step above similar single-seat ships with the same aim.

**Role:** Touring

#### Base Fittings:

Crew: 1

Fixed: 2

Gimbal: 1

Pylon: 2

Power plant size: 3

Primary Engines: 1x TR4

Manoeuvring Thrusters: 12x TR1

Shield generator size: 3

Base cargo capacity: 4 SCU

Sleeping quarters inclusive

## 315P



Who says pioneers and explorers need to be dirty and grizzled?

### Overview

The 315p is the dedicated 300 Series explorer. Similar to the 300i at a glance, the 315p features a pre-fitted tractor beam and a jump drive for use in exploration careers. It also has the same basic hardpoint layout for pilots who want to gear it for other duties. The 315p is unique among the 300 Series as it has a jump drive and tractor beam fitted as part of its base equipment, along with an expanded cargo hold.

Aside from the different base fittings, the 315p is identical to the 300i in hull, hardpoint and equipment configuration.

**Role:** Exploration

### Base Fittings:

Crew: 1

Fixed: 2

Gimbal: 1

Pylon: 2

Power plant size: 3

Primary Engines: 1x TR4

Manoeuvring Thrusters: 12x TR1

Shield generator size: 3

Base cargo capacity: 6 SCU

Sleeping quarters inclusive

Jump drive equipped

## 325A



"Yeah, babe. The pirate I caught was *this* big. And did you know the 325a has a really nice bed? Let me show you..."

### Overview

The 325a is the dedicated dogfighter of the 300 Series, featuring the classic elegance of the 300 series coupled with a deadly weapon loadout right from the start. The 325a takes the 300 Series' natural swiftness and turns it into a deadly weapon against a variety of targets, making it a capable, precise dogfighter.

The 325a is the result of mounting a full weapons loadout onto the stock 300i and pairing this with a more powerful starting engine and shield generator. The result is a competent, durable dogfighting craft based on the 300i.

**Role:** Interdiction

### Base Fittings:

Crew: 1

Fixed: 2

Gimbal: 1

Pylon: 2

Power plant size: 3

Primary Engines: 1x TR4

Manoeuvring Thrusters: 12x TR1

Shield generator size: 3

Base cargo capacity: 4 SCU

Sleeping quarters inclusive

## 350R



For rich, young hotshots: twin-engine, streamlined and high velocity – a luxury ticket to the stars.

### Overview

The 350r is unique among the 300 Series by being the fastest ship in a line of fast ships. The 350r's chassis is extensively modified to accommodate a second engine. Built for the discerning speed demon, the 350r features the major perks of the 300 Series ships such as manoeuvrability, reasonable armament and elegance in a high-speed package.

The 350r sacrifices all of its cargo capacity in order to accommodate a second engine, but can mount an enlarged power plant.

**Role:** Racing

#### Base Fittings:

Crew: 1

Fixed: 2

Gimbal: 1

Pylon: 2

Power plant size: 4

Primary Engines: 2x TR4

Manoeuvring Thrusters: 12x TR1

Shield generator size: 3

Base cargo capacity: 0 SCU

Sleeping quarters inclusive

**Special features:** Twin engine. Goes fast. Black and gold paintjob. Limited issue.

# M50 INTERCEPTOR



*Zero to the morgue in seven seconds or your money back.*

## Overview

The M50 is a purpose-built racing craft, interceptor and high-speed shuttle. Lightly defended and lightly armoured, this is a ship designed for speed, featuring two engines normally mounted on fighter craft on an even lighter chassis.

Essentially a pair of high-powered engines and weapons lashed to a cockpit, the M50 is surprisingly minimalistic for an Origin Jumpworks craft, but it retains the famous sleekness of its manufacturer. Whether spending a day at the track, or evading enemies, the M50 lets you do it in total style.

**Note:** This spacecraft has a commercial. Watch it [here](#).

**Role:** Racing/interception

### Base Fittings:

Crew: 1

Fixed: 2

Pylon: 1

Power plant size: 2

Primary Engines: 2x TR2

Manoeuvring Thrusters: 8x TR1

Shield generator size: 2

Base cargo capacity: 0 SCU

**Special features:** Twin engine. Zoom zoom. Limited issue.

# 890 JUMP



Look, mother! Peasants in their little Constellation Phoenixes. How quaint.

## Overview

The 890 Jump is a luxury interstellar yacht designed for touring, trading organisational leadership and more. The 890 Jump was designed with luxury in mind and is an exceptionally stunning vessel that embodies a valuable message that truly transcends time and culture: If you have to ask, you can't afford it.

The 890 Jump features a luxurious, furnished interior with two 85X runabout craft intended for personal transport and light escort. Interiors are all lavishly modelled and the vessel features a high visibility bridge and multiple, elegant bedrooms.

In combat, the 890 Jump fields five turrets, two missile launchers and two point defence batteries. The 85X runabout craft is also lightly armed.

## Base Fittings:

Crew: 5

Unmanned Turret: 3

Manned Turret: 2

Class 9: 1

Power Plant Size: 6

Primary Engines: 6x TR5

Manoeuvring Thrusters: 10x TR3

Shield Generator Size: 6

Base cargo capacity: 360 SCU

Sleeping quarters inclusive

Jump drive equipped

**Special features:** High level of sexiness. Limited issue.

## 85X



Oh. You use your spacecraft for transport and work? That's nice.

### Overview

The 85X is the 890 Jump's deployable runabout craft and light escort. Deployed from the 890 Jump's integrated hangar, the 85X is primarily used for touring or light personal transport.

The 890 Jump has room for two 85X craft in default configuration.

The 85X is fast, elegant and designed with luxury to match its mothership. The 85X is lightly shielded, armed, and can take up an escort role when necessary, but is by no means designed to be a dedicated fighter craft.

**Role:** Runabout

### Base Fittings:

Crew: 2

Fixed: x2

Power Plant Size: 1

Shield Generator Size: 2

Base cargo capacity: 0 SCU

**Special features:** Purchased with and deployed from Origin 890 Jump.

# AEGIS DYNAMICS



## Overview

Aegis Dynamics began life from a merger of two corporations, with the newly minted company entirely focused on spacecraft construction. Aegis Dynamics was created as a company dedicated to warship production, in a time of conflict and never found itself short of customers, notably the rising Ivar Messer.

After the fall of the Messer Dynasty, Aegis Dynamics suffered heavily, having spent decades associated with the tyrannical regime, having been one of its foremost suppliers of spacecraft. Despite losing many clients and its reputation suffering from the past, Aegis Dynamics has rebranded itself and is fast finding a new market in civilians.

With interstellar travel opening, civilian demand for Aegis Dynamics' reliable, war-ready craft rose quickly and Aegis now finds itself supplying (often de-fanged) versions of its fearsome naval power to a growing civilian space industry, whether demanding military grade quality or simply wishing for more safety.

Notable Aegis Dynamics products include:

Avenger – Premier patrol and police craft of the Advocacy, and popular pilot training craft.

Retaliator – The UEE's star long-ranged heavy bomber.

# AVENGER



Behold, the majestic space penguin!

## Overview

Originally conceived as a carrier launched fighter, the Avenger would instead flourish in other fields, where its ample cargo space and trademark Aegis stubbornness would serve it better than on a carrier deck.

The Avenger is a utilitarian, single-seat vessel featuring sleeping quarters and a large, modular cargohold for its size. Its primary armament consists of a gimballed front weapon and wing pylons. The Avenger sees heavy use in law enforcement, with other variants also on the market for roles including electronic warfare, training and light cargo.

## AVENGER STALKER



"What if he doesn't survive? He's worth a lot to me."

### Overview

The Avenger Stalker is a police and Advocacy workhorse. Specially outfitted with prisoner transit pods on top of its signature durability and firepower, the Stalker is a well-suited to bounty hunting and prisoner transport work.

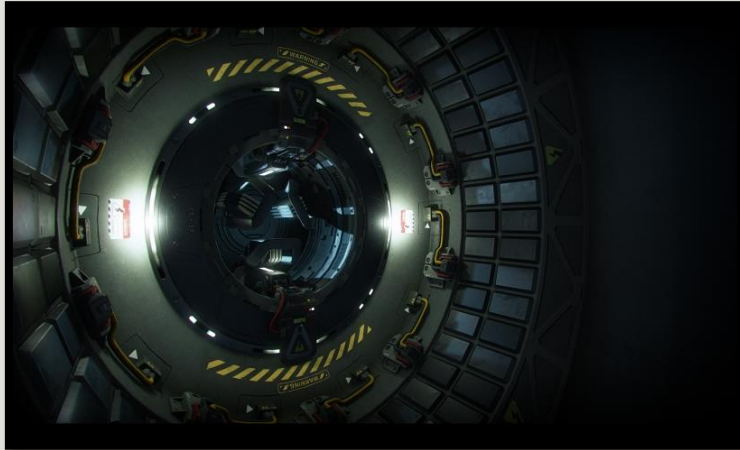
**Role:** Interceptor/bounty hunting

#### Base Fittings:

Crew: 1  
Fixed: 2  
Gimbal: 1  
Pylon: 2  
Power Plant Size: 3  
Shield Generator Size: 3  
Primary Engines: x1 TR4  
Manoeuvring Thrusters: x8 TR1  
Base cargo capacity: 4 SCU  
Sleeping quarters inclusive

**Special features:** Prisoner storage pods, also usable as additional sleeping quarters.

## AVENGER WARLOCK



Warlock! CoEx! Then hit it very hard!

### Overview

The Avenger Warlock is a specialised electronic warfare variant of the Avenger with a single role: deactivating other spacecraft. The ship is mounted with an advanced EMP generator that emits a powerful EMP used to shut down spacecraft systems within a limited radius.

**Role:** Electronic warfare

#### Base Fittings:

Crew: 1

Sleeping quarters inclusive

**Special features:** EMP projector. ELECTRIFIED PENGUIN.

## AVENGER TITAN



*They just stripped all the crap out of the cargohold and that somehow warrants a whole new name.*

### Overview

The Avenger Titan strips all unnecessary systems from its ample cargohold, opening it up for additional storage. The result is a stubborn, light cargo ship capable of defending itself as though it were a heavy fighter.

**Role:** Light cargo hauling

#### Base Fittings:

Crew: 1

Fixed: 2

Gimbal: 1

Pylon: 2

Power Plant Size: 3

Shield Generator Size: 3

Primary Engines: x1 TR4

Manoeuvring Thrusters: x8 TR1

Sleeping quarters inclusive

# GLADIUS



*Lightweight in the heavyweight's ring*

## Overview

The Gladius is the UEE's favourite light patrol and short-ranged fighter, mating high mobility and effective weapons to a cheap, lightweight hull. Although aging and lacking flexibility, the Gladius nonetheless excels in its given role.

Though lacking in flash, the Gladius is a nimble fighter with ample armament and ease of use. It is a born-and-bred fighter, with little room for other roles. Notably, it is one of the few ships able to be deployed from the Idris-class frigate.

The civilian version of the Gladius that is sold on the open market is stripped of its military-grade weaponry and a number of other classified systems. Base model Gladii are fitted with weapons legal for sale to the civilian market and stripping classified equipment allows the Gladius to have some room for additional modifications, including a jump drive.

**Role:** Light escort

### Base Fittings:

Crew: 1

Fixed: 2

Gimbal: 1

Pylon: 2

Power Plant Size: 2

Shield Generator Size: 2

Primary Engines: x2 TR2

Manoeuvring Thrusters: x8 TR1

Base cargo capacity: 0 SCU

# VANGUARD



Reach out and touch someone.

## Overview

A newer Aegis design, the Vanguard twin-engine deep space fighter is rapidly becoming a favourite amongst militias and combat pilots alike.

Seeing a need for a long-range fighter capable of operating without carrier support, the Vanguard was developed with the principles of survivability, redundancy and longevity in mind. The ship itself is a twin-engine heavy fighter, accommodating a pilot and a Radar Intercept Officer. It features respectable armaments and speed, but lacks in manoeuvrability. The RIO operates the ship's turret, optional missile systems and sensor suite.

The Vanguard has a massive number of backup systems built into it, giving it infamous durability in the face of damage that would cripple smaller ships. In addition, its extended fuel tanks allow for deep space operations unconstrained by a lack of resupply. Its chassis has also been reworked for a variety of variants with differing roles, although its function never strays from warfare.

## VANGUARD WARDEN



*Vanguard Warden, like, flying and stuff.*

### Overview

The Vanguard Warden is the base model of the Vanguard. The Warden is a long-range, heavy fighter geared toward extended operations, durability and forward firepower. It is commonly deployed from informal bases on the fringes of space to face pirate and Vanduul threats, all it is well equipped to handle.

**Role:** Deep space fighter

#### Base Fittings:

Crew: 2

Fixed: 5

Pylon: 2

Manned Turret: 1

Power Plant Size: 2

Shield Generator Size: 2

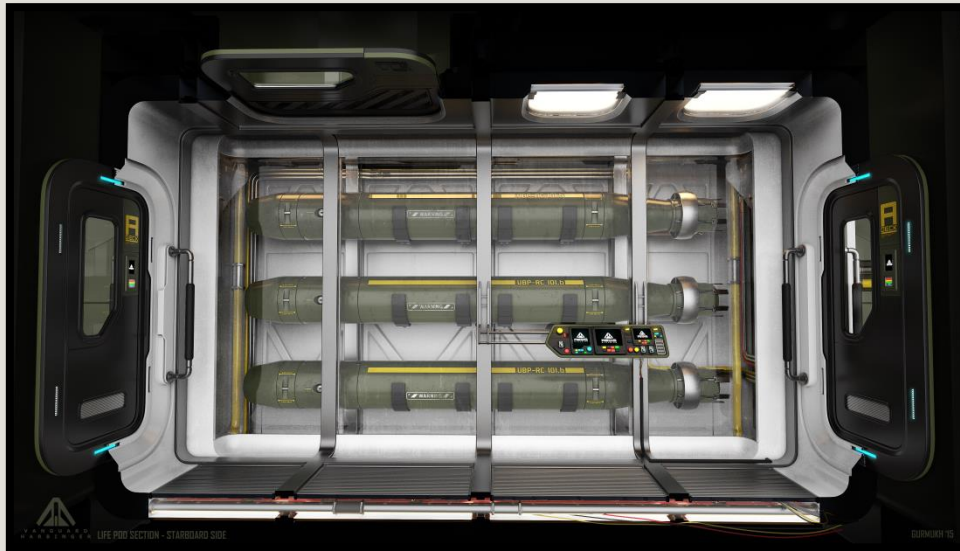
Primary Engines: x2 TR4

Manoeuvring Thrusters: x12 TR2

Base cargo capacity: 0 SCU

**Special Features:** Limited issue.

# VANGUARD HARBINGER



Free delivery to Vanduul aligned craft and structures!

## Overview

The Vanguard Harbinger is the UEE's premier fighter-bomber. Filling an important role that carrier-served bombers and fighters can't, the Vanguard platform's range enables it to launch from outlying bases, reach far and strike hard while being hardy and able to survive a fight.

The key difference between the Harbinger and the Warden is the conversion of the Warden's escape pod into a bomb bay.

**Role:** Long range fighter-bomber

### Base Fittings:

Crew: 2

Fixed: 5

Pylon: 5

Manned Turret: 1

Power Plant Size: 2

Shield Generator Size: 2

Primary Engines: x2 TR4

Manoeuvring Thrusters: x12 TR2

Base cargo capacity: 0 SCU

**Special Features:** Limited issue.

# VANGUARD SENTINEL



Vanguard Sentinel electronic warfare suite

## Overview

The Vanguard Sentinel is a potent electronic warfare platform. Alongside the trademark ruggedness and firepower of the Vanguard Warden, the Sentinel features a versatile electronic warfare suite external decoy pods, EMP charges and decoy missiles.

The Sentinel is routinely paired up with other squadrons as an electronic warfare component where it can provide support and countermeasures alongside its less subtle kin.

**Role:** Electronic warfare platform

### Base Fittings:

Crew: 2

Fixed: 5

Pylon: 2

Manned Turret: 1

Power Plant Size: 2

Shield Generator Size: 2

Primary Engines: x2 TR4

Manoeuvring Thrusters: x12 TR2

Base cargo capacity: 0 SCU

**Special Features:** Limited issue. Advanced electronic warfare suite.

# SABRE



## Overview

The Sabre is Aegis Dynamics' thoroughbred space superiority fighter. Designed for rapid response, interception and interdiction, the Aegis brings considerable firepower to conflicts at the expense of versatility.

**Role:** Space superiority fighter

### Base Fittings:

Crew: 1

Fixed: 2

Gimbal: 2

Pylon: 2

Power Plant Size: Unknown

Shield Generator Size: Unknown

Primary Engines: x2 TR3

Manoeuvring Thrusters: x8 TR2

Base cargo capacity: 0 SCU

**Special Features:** Limited issue.

# REDEEMER



"Know what I call those flying ships that drop off soldiers? Trooper poopers!" – Gordon Frohman

## Overview

The Redeemer is a troop deployment craft and gunship, built around a role of infantry insertion and fire support. It was the winner of the *The Next Great Starship* contest and was developed by Team *Four Horsemen*.

The vessel is geared to point insertion of infantry teams and fire support, on the ground or in space. Once its payload is deployed, the Redeemer is able to remain on station and provide fire support or extraction. It should be noted that the Redeemer is not a dedicated boarding ship, but a dropship. It is not equipped to directly engage other spacecraft for long periods and is not equipped with hull breaching equipment as standard.

**Role:** Gunship

### Base Fittings:

Crew: 5 + 6

Pylon: 2

Unmanned Turret: 3

Manned Turret: 2

Power Plant Size: 6

Shield Generator Size: 6

Primary Engines: x2 TR5

Manoeuvring Thrusters: x12 TR2

Base cargo capacity: 24 SCU

Sleeping quarters inclusive

**Special features:** Player designed.

# RETALIATOR



[Military surplus stores have changed.](#)

## Overview

The Retaliator was the UEE's premier long-range heavy bomber, now released to the civilian market as a highly modular general purpose ship.

The Retaliator is highly modular, with multiple, large internal compartments for equipment fitting. Its original use as a long-range bomber has left it with a powerful, long-running power plant for deep space use. Externally, the ship is dotted with manned turrets for self-defence.

The Retaliator is a powerful, versatile ship in any configuration and its modularity has massively increased its popularity on the civilian market.

## RETALIATOR BASE



Ball turrets standard. Anti-capital ship torpedoes and widescreen TV optional.

### Overview

The base, civilian Retaliator is effectively a long-ranged navy bomber that has been defanged. The massive anti-ship torpedo bays are stripped to give the civilian Retaliator its signature modularity. From this base model, the Retaliator can be fitted with modules that allow for use as everything from luxury personal transport to cargo hauling, all while retaining its defensive abilities.

**Role:** Modular general purpose

### Base Fittings:

Crew: 6

Manned Turret: 5

Power Plant Size: 6

Shield Generator Size: 3

Primary Engines: x2 TR5,

Manoeuvring Thrusters: 12xTR1; x6 TR4

Base cargo capacity: 128 SCU

Sleeping quarters inclusive.

Jump drive equipped

**Special features:** High internal modularity. Limited issue.

## RETALIATOR BOMBER



There's a phallic joke here, but we're above that sort of thing, aren't we?

### Overview

The Retaliator Bomber gives the finger to pacifism and mounts the Retaliator's signature torpedo and bomb bays for use against hard targets in space.

Allegations about the sexual preferences of UEE Naval service members are not alleviated by this ship. The Retaliator Bomber's role is to utilise its long, hard weapons to deliver blistering payloads into the vulnerable rear armour of opposing ships and structures.

**Role:** Long-range heavy bomber

### Base Fittings:

Crew: 6

Pylon: 2

Manned Turret: 5

Power Plant Size: 6

Shield Generator Size: 3

Primary Engines: x2 TR5,

Manoeuvring Thrusters: 12xTR1; x6 TR4

Base cargo capacity: 128 SCU

Sleeping quarters inclusive.

Jump drive equipped

**Special features:** Makes capital ships cry. Limited issue.

# RECLAIMER



## OM NOM NOM SPACE JUNK

### Overview

The Reclaimer (originally Surveyor) is a specialised salvage spacecraft featuring a number of tools that allow it to excel in its role. The Reclaimer is a large ship with ample room for salvage related equipment for recovering spaceborne salvage or asteroid resources.

The Reclaimer features multi-purpose hardpoints that can be fitted with weapon systems, floodlights, scanners, tractor beams and other options. It also houses a payload of Surveyor-class drones for seeking out salvage. A small, manned cutter craft is provided for a secondary search and recovery function, allowing a small crew to conduct EVA salvage activities. The cutter will have necessary space to return salvaged items. The cargo hold is described as having adequate volume to store an entire Constellation.

**Role:** Salvage

### Base Fittings:

Crew: 5

Unmanned Turret: 2

Manned Turret: 1

Class 9: 4

Power Plant Size: 6

Shield Generator Size: 6

Primary Engines: x6 TR5,

Manoeuvring Thrusters: 8xTR3

Base cargo capacity: 6555 SCU

Sleeping quarters inclusive.

Jump drive equipped.

**Special features:** Heavy salvaging capability. Drone and cutter deployment. Limited issue.

# IDRIS-M (MILITARY)



Idris-M – Current Idris-M configuration

## Overview

The Idris-M is the military variant of the Idris frigate. Filling a role of heavy, fast attack and fleet support, frigates are the first class of large scale warships, a step up from the corvette.

The Idris-M is bristling with a wide variety of weapons and able to deploy a trio of single-seat fighters. The Idris-M is able to deploy into any combat situation and be a considerable force with its formidable weaponry and escorts.

The Idris-M is an extremely limited issue ship, having been removed from the store by RSI and not re-sold since. It is the most powerful combat ship purchasable by players to date.

**Role:** Combat

### Base Fittings:

Crew: 10  
Manned Turret: 6  
Class 6: 1  
Class 7: 1  
Class 9: 1  
Power Plant Size: Unknown  
Shield Generator Size: Unknown  
Primary Engines: x8 TR5  
Manoeuvring Thrusters: x8 TR3  
Base cargo capacity: 860 SCU  
Sleeping quarters inclusive  
Jump drive equipped

**Special features:** Deploys 3 single-seat fighters. Includes spinal-mounted railgun. Extremely limited issue.

# IDRIS-P (PEACEKEEPER)



Idris-class frigate in flight

## Overview

The Idris-P is a variant of the Idris geared toward cargo, humanitarian and defensive roles rather than unflinching warfare like its big brother. To that end, the spinal railgun of the Idris-M is removed in order to add additional cargo space. The Idris-P is also more mobile than the Idris-M.

Bristling with a wide array of weapons and capable of fielding three fighters, this ship is designed to face down a large variety of foes in combat or support civilian combat engagements on a large scale.

**Role:** Combat/civilian heavy support

### Base Fittings:

Crew: 10  
Manned Turret: 5  
Class 6: 1  
Class 9: 1  
Power Plant Size: Unknown  
Shield Generator Size: Unknown  
Primary Engines: x8 TR5  
Manoeuvring Thrusters: x8 TR3  
Base cargo capacity: 1720 SCU  
Sleeping quarters inclusive  
Jump drive equipped

**Special features:** Can deploy 3 single-seat fighters.

# JAVELIN



**Swift. Uncompromising. Expensive.**

## Overview

The Javelin-class destroyer is the first destroyer unveiled to Star Citizen. Built as a step up from frigates, destroyers are known to be the largest ship class that can be purchased conventionally by players, but have much of their weaponry stripped before sale to civilians.

The Javelin was the first destroyer available for pledging and sales began on 28 November, 2014. 200 were sold and they were priced at \$2500.

The Javelin features multiple turrets and limited fighter deployment capability.

**Role:** Combat

### Base Fittings:

Crew: Unknown

Class 6: 13

Class 7: 2

Class 9: 2

Power Plant Size: 8

Shield Generator Size: 14

Primary Engines: x4 TR7

Manoeuvring Thrusters: x12 TR4

Base cargo capacity: 5400 SCU

Sleeping quarters inclusive

Jump drive equipped

**Special features:** First destroyer unveiled. Fighter deployment capability. Limited issue. Largest vessel players could pledge for.

# ANVIL AEROSPACE



## Overview

Headquartered in Nova Kiev, Terra, Anvil Aerospace has consistently provided reliable, rugged hardware to military contractors for over almost centuries. The company's experience in military aircraft is unparalleled, with their iconic *Hornet* accounting for more monetary damage done in conflicts than any other naval craft.

With their livelihood in military contracts secured, Anvil Aerospace has turned its focus toward civilian markets, albeit with initial resistance. With frontier security and crime being a constant shadow over interstellar travel, Anvil Aerospace's offerings of near-military grade hardware to civilian markets has resulted in great demand.

Notable Anvil Aerospace products include:

F7A Hornet – Iconic interstellar fighter of the UEE Navy.

T8A Gladiator – The UEE Navy's most common carrier-based bomber.

# F7 HORNET



Anvil Aerospace F7A Hornet in flight.

## Overview

The Anvil Aerospace Hornet is perhaps the most famous fighter in the UEE, being the iconic craft of maverick dogfighters. The basic Hornet is a heavy dogfighter with an emphasis on firepower and durability, with variants that greatly enhance its potential.

Although less fearsome than their father, civilian variant Hornets are still amongst the most useful craft in any combat arena. They are slated to feature adequate manoeuvrability and speed alongside strong armour and great weapon selections for a variety of combat roles.

Hornets are commonly sought by pilots seeking short-range, dedicated combat. In exchange for their considerable firepower and stubbornness, Hornets give up versatility and non-combat applications to become the premier dogfighter in any conflict they engage in. Military variant hornets are not available legitimately to the civilian market, but Anvil Aerospace modified a line of de-fanged Hornets to the civilian market.

**Note:** This spacecraft has a commercial. Watch it [here](#).

## F7C HORNET (CIVILIAN)



**Highway to the dangerzone!**

### Overview

The F7C is the standard civilian model Hornet, providing an effective combat craft without neglecting cargo room. A toned-down version of the military-grade Hornet, the F7C should not be under-estimated in combat and its usefulness in small cargo roles shouldn't be ignored.

Despite being plain, the F7C is still very much a thoroughbred fighting craft and is normally used as such, making use of its wide variety of ordnance to stand toe-to-toe with any of its contemporaries.

**Role:** Civilian close-support

### Base Fittings:

Crew: 1

Gimbal: 2

Pylon: 2

Unmanned Turret: 2

Power Plant Size: 3

Shield Generator Size: 4

Primary Engines: x1 TR4

Manoeuvring Thrusters: x8 TR2

Base cargo capacity: 13 SCU

## F7C-S (STEALTH)



*"When war is declared, truth is the first casualty." - Aeschylus*

### Overview

Sacrificing some of the formidable weaponry of its brothers, the F7C-S brings radar and light absorbent material and a low-signature engine to the table. The F7C-S is geared for stealth operations, infiltration and ambush. Although lacking the patented ferocity of other vessels, it more than makes up for it by exploring more subtle roles and is still be a formidable craft in a dogfight when upgraded.

**Role:** Infiltration

#### Base Fittings:

Crew: 1

Gimbal: 2

Pylon: 2

Unmanned Turret: 2

Power Plant Size: 3

Shield Generator Size: 4

Primary Engines: x1 TR4

Manoeuvring Thrusters: x8 TR2

Base cargo capacity: 0 SCU

## F7C-R (TRACKER)



*The interstellar bloodhound.*

### Overview

Sacrificing weaponry to field an advanced sensor suite, the F7C-R is designed solely for the purpose of hunting and tracking enemy vessels. The sensor suite can be used to augment explorers in scanning for anomalies or to support combat operations in a command and control role. When threatened, the F7C-R is still a capable dogfighter and is by no means a weak contender in a fight.

**Role:** Scout/Command and control

### Base Fittings:

Crew: 1

Gimbal: 2

Pylon: 2

Unmanned Turret: 2

Power Plant Size: 3

Shield Generator Size: 4

Primary Engines: x1 TR4

Manoeuvring Thrusters: x8 TR2

Base cargo capacity: 0 SCU

## F7C-M (SUPER HORNET)



*For those who pride themselves in being straightforward negotiators.*

### Overview

The F7C-M Super Hornet is the highest end civilian Hornet variant available. It is an uncompromising brawler designed to engage and destroy a variety of targets using a dazzling array of weapons and stubborn defences mounted on the classic, rugged chassis. A second seat is provided for co-pilots, commanders or prisoners.

The ship is as modular as any variant before it and is the heaviest of the Hornet variants. The Super Hornet starts out well armed and ready to fight. Its major downsides are the lack of cargo room and subsequently, lack of use in non-combat roles. The Super Hornet is a born and bred fighter.

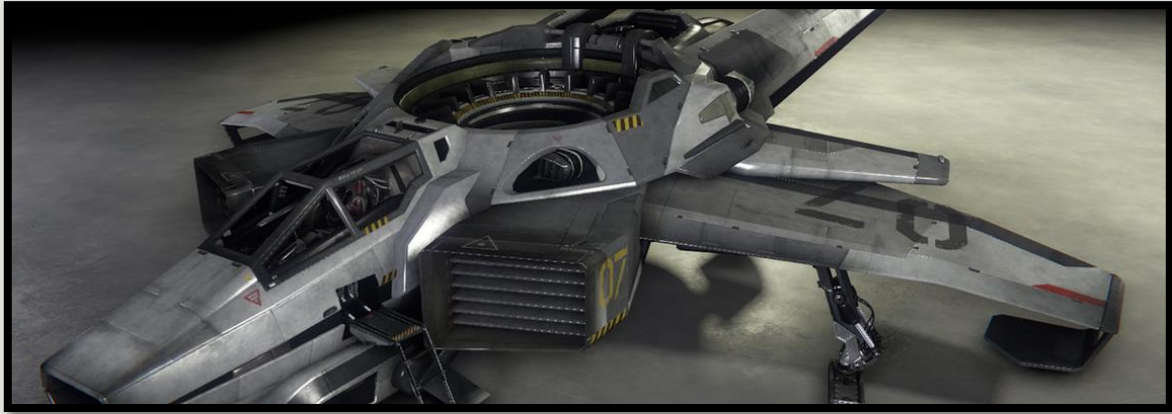
**Role:** Space superiority

### Base Fittings:

Crew: 2  
Gimbal: 2  
Pylon: 2  
Unmanned Turret: 2  
Power Plant Size: 4  
Shield Generator Size: 4  
Primary Engines: x1 TR4  
Manoeuvring Thrusters: x8 TR2  
Base cargo capacity: 0 SCU  
Jump drive equipped.

**Special features:** Two seats. Lots of guns. Limited issue.

## F7A (MILITARY)



*Don't touch it, civvie.*

### Overview

The F7A has been the gold standard of space dogfighting for many decades and remains the UEE Navy's premier dogfighting ship. Having a reputation for overwhelming firepower and durability, the F7A is an exceptional craft in any arena.

The F7A is not available for civilian purchase due to restrictions on the acquisition of military hardware by civilians. Civilians are provided with a range of civilian variant Hornets instead, should they desire similar ships.

The Hornet F7A is set to feature strongly in Squadron 42.

**Role:** Military close-support

### Base Fittings:

Crew: 1  
Fixed: 2  
Gimbal: 2  
Pylon: 2  
Unmanned Turret: 2  
Power Plant Size: 4  
Shield Generator Size: 4  
Primary Engines: x1 TR4  
Manoeuvring Thrusters: x8 TR2  
Base cargo capacity: 0 SCU

**Special features:** Unavailable to civilians (legally).

# T8A GLADIATOR



**Boom on a budget.**

## Overview

The UEE's favourite carrier-based bomber and space-to-surface bombing craft has somehow found its way into your hangar. The Gladiator is a rugged, stubborn craft geared toward punching above its weight class – preferably whilst escorted by friends.

The civilian variant is modular enough to be usable as a light cargo hauler while retaining formidable durability. The Gladiator features a second seat for a gunner who operates a turret directed to the craft's rear. The co-pilot can also fill command, radio and other roles.

**Role:** Carrier-based bomber

### Base Fittings:

Crew: 2

Gimbal: 2

Pylon: 3

Manned: 1

Power Plant Size: 2

Shield Generator Size: 3

Primary Engines: x2 TR4

Manoeuvring Thrusters: x8 TR2

Base cargo capacity: 0 SCU

**Special features:** Able to make use of anti-capital ship weapons. Limited issue.

# F8 LIGHTNING



The *one* heavy fighter people really want to buy and it's not for sale. Life is fair.

## Overview

The F8 Lightning is a relatively new space superiority fighter developed specifically to respond to Vanduul incursions. Not only more heavily armed than the F7, the F8 is also more nimble and is an ideal craft to deploy wherever space is contested.

The F8 eschews the turreted weapons of its predecessor for additional forward-firepower. Combining intense forward fire with its high speed, the F8 is set to be a major player in conflicts near and far.

**Role:** Space superiority

### Base Fittings:

Crew: 1

Fixed: 2

Gimbal: 4

Pylon: 1

Unmanned Turret: 1

Power Plant Size: 5

Shield Generator Size: 4

Primary Engines: x2 TR4

Manoeuvring Thrusters: x12 TR1

Base cargo capacity: 0 SCU

**Special features:** Unavailable for purchase.

# CARRACK



**Boldly go where no man has gone before! Discover virgin worlds! Find new species! Have sex with them! Catch space STDs, but don't worry, you have a medical bay! The universe is yours.**

## Overview

The Anvil Aerospace Carrack was the UEE's premier exploratory craft in their major expeditions. The Carrack has now been authorised for civilian release and presents an outstanding, dedicated exploration option to the more adventurous captains.

The carrack is fitted with enlarged fuel-tanks for long operations, advanced jump drive arrays and a computer room for jump charting to and from unknown space. The ship is equipped with sleeping quarters and medical and repair facilities to allow crews to function for long periods in deep space. In addition to its standard facilities, the Carrack features 3 modular internal pods for use at the crew's discretion and hangars for a rover and scout ship.

**Role:** Exploration

### Base Fittings:

Crew: 5

Unmanned Turret: 2

Manned Turret: 2

Power Plant Size: 6

Shield Generator Size: 7

Primary Engines: x2 TR6

Manoeuvring Thrusters: x16 TR2

Base cargo capacity: 1058 SCU

Sleeping quarters inclusive.

Jump drive equipped.

**Special features:** Deploys a rover and scout ship. High internal modularity.

# CRUCIBLE



*So your shady, untrustworthy mechanic now follows you.*

## Overview

The Crucible is a dedicated field-repair ship. Its core features are a rotating bridge and detachable field workshop. The Crucible's workshop can be used to make EVA repairs, or latch onto damaged ships to bring repairs to crippled vessels. The workshop is capable of generating artificial gravity, or operating in zero-G.

The Crucible will be one component of a set of repair mechanics for Star Citizen. Future repair systems include the erection (heh) of scaffolds in space around a ship to conduct repairs. These scaffolds, entitled External Repair Structures (ERF) can be fitted with tractor beams, repair kits, as well as weapon and thruster mounts. This system will be the next best option for a damaged ship, other than docking safely. ERFs will be essential for making repairs to large ships without docking.

**Role:** Repair

### Base Fittings:

Crew: 4

Unmanned turret: 2

Power Plant Size: Unknown

Shield Generator Size: Unknown

Primary Engines: Unknown

Manoeuvring Thrusters: Unknown

Base cargo capacity: 300 SCU

Sleeping quarters inclusive.

Jump drive equipped.

**Special Features:** Limited issue.

# MUSASHI INDUSTRIAL AND STARFLIGHT CONCERN (MISC)



## Overview

MISC was founded from the merging of two companies and combining their expertise and infrastructure, a high efficiency, high productivity powerhouse has emerged. The core of MISC's production is efficient, industrial craft that has become a widespread symbol of their modularity and reliability.

MISC is well known for their automated factories and extreme precision. Additionally, they are the only major corporation to co-operate on a regular basis with the alien Xi'an, incorporating various Xi'an derived technologies into their newer ships. With an established reputation in transport and logistics, MISC is now turning to the private market with the launch of a general freight ship, the Freelancer and a heavy fuel hauler, the Starfarer.

Notable Musashi Industrial and Starflight Concern (MISC) products include:

Freelancer – Popular, mid-range freight ship.

MISC-D – MISC-produced spacecraft with significant Xi'an influences.

# FREELANCER



MISC Freelancer in flight

## Overview

MISC produces efficient, affordable, modular designs for its customers, generally leaning toward freight vessels and non-combat. The Freelancer is the base ship in their line of light freighters that are well-armed enough to tackle minor threats and modular enough to explore space and undertake special roles with light modifications.

Freelancers of all types feature a spacious cargo hold that extends to the midship, accessible via rear ramp. A manned, rear-mounted turret is present on some models. Living quarters are present in the fore, close to the bridge.

The base model Freelancer is reliable and simple, fitted with ample cargo space and fair defences, it has found its way into the hearts of captains who wish for a mid-sized, no-nonsense freight ship.

**Note:** This spacecraft has a commercial. Watch it [here](#).

**Role:** Mercantile

### Base Fittings:

Crew: 2

Pylon: 4

Unmanned: 2

Manned: 1

Power Plant Size: 5

Shield Generator Size: 5

Primary Engines: x2 TR5

Manoeuvring Thrusters: x8 TR2

Base cargo capacity: 52 SCU

Sleeping quarters inclusive

Jump drive equipped

## FREELANCER DUR (DURATION)



Winner of the Mason Award for Worst Named Spacecraft 2 years running.

### Overview

Modifications to the Freelancer have allowed it to excel as an exploration craft. Being a hull with ample room for changes and upgrades, the Freelancer was a perfect stepping-off point for an exploration ship and the Freelancer DUR delivers in spades.

Sacrificing some of its cargo room and weapon hardpoints, the Freelancer DUR mounts an improved scanning array, an upgraded jump drive and increased fuel storage. The vessel remains a competent fighter in emergencies, but its core role has been shifted to exploration.

**Role:** Exploration

#### Base Fittings:

Crew: 2

Pylon: 2

Unmanned: 2

Manned: 1

Power Plant Size: 5

Shield Generator Size: 5

Primary Engines: x2 TR5

Manoeuvring Thrusters: x8 TR2

Base cargo capacity: 52 SCU

Sleeping quarters inclusive

Jump drive equipped

**Special features:** Enhanced jump drive and fuel bay

## FREELANCER MAX (MAXIMUM)



"But wait, there's more!" - Billy Mays

### Overview

Delivering on the demands for a mid-ranged, affordable freight ship, MISC introduced the Freelancer MAX as an effective hauling ship for newer captains, seeking to ply the spacelanes with cargo in a growing universe.

The Freelancer MAX is the enhanced cargo variant of the Freelancer, featuring a significantly expanded hull to accommodate a large amount of extra cargo. Additionally, the power plant is upgraded in order to support twice as many engines of the same size as other Freelancer variants, but at the expense of shield generator size. Firepower is reduced from the standard Freelancer, but still reasonable.

**Role:** Transport

### Base Fittings:

Crew: 2

Pylon: 2

Unmanned: 2

Manned: 1

Power Plant Size: 6

Shield Generator Size: 4

Primary Engines: x4 TR5

Manoeuvring Thrusters: x8 TR2

Base cargo capacity: 123 SCU

Sleeping quarters inclusive

Jump drive equipped

## FREELANCER MIS (MISSILE)



Never trust a weapon system that has 'miss' in its name.

### Overview

Straying away from their routes in corporate and logistical ships, MISC produced the Freelancer MIS, a dedicated missile platform aimed at militias and other groups desiring effective firepower in a simple package.

Trading off much of its siblings' cargo space, the Freelancer MIS mounts a formidable array of missile-based weaponry instead. The MIS was only produced in small numbers due to incidents involving its armament, but existing models still carry the famous MISC reliability.

**Role:** Militia

#### Base Fittings:

Crew: 3

Pylon: 6

Unmanned: 2

Power Plant Size: 5

Shield Generator Size: 5

Primary Engines: x2 TR5

Manoeuvring Thrusters: x8 TR2

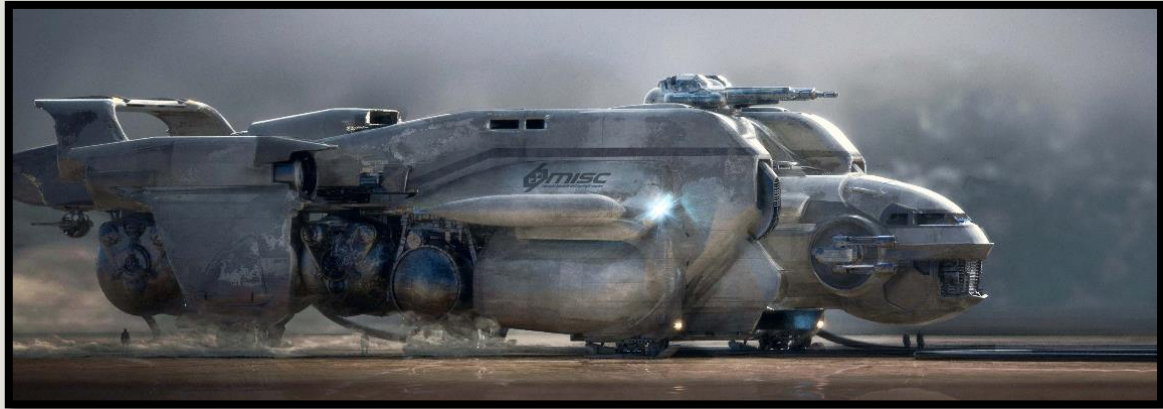
Base cargo capacity: 52 SCU

Sleeping quarters inclusive

Jump drive equipped

**Special features:** Limited issue.

# STARFARER



*It's much more than a sluggish cargo vessel. It's a sluggish cargo vessel that is fitted with a pirate magnet.*

## Overview

There are those vessels in the annals of spacecraft design that are renowned for their elegance, strength, speed and luxury. This is not one of those vessels.

The MISC Starfarer is the galaxy's standard fuel hauler and mid-range cargo ship. While lacking in firepower and self-defence capability, it is a tremendous asset for captains working in the energy industry. The Starfarer's abilities extend beyond carrying fuel to in-space fuel refining as well, through the use of modular refinery and cargo systems.

**Role:** Transport

### Base Fittings:

Crew: 7

Unmanned Turret: 2

Manned Turret: 3

Power Plant Size: 6

Shield Generator Size: 3

Primary Engines: x3 TR4

Manoeuvring Thrusters: x14 TR3

Base cargo capacity: 3321 SCU

Sleeping quarters inclusive

Jump drive equipped

**Special features:** Limited issue.

# STARFARER GEMINI



## Overview

The UEE Navy makes use of a variant of the Starfarer, the *Gemini*. In exchange for some of the Starfarer's capacity, the Gemini mounts more durable armour, stronger shield systems and higher-powered versions of the Starfarer's defensive armament. The ship also features an optional missile system that can be replaced with a fuel intake unit.

**Role:** Transport

### Base Fittings:

Crew: 7

Unmanned Turret: 2

Manned Turret: 3

Power Plant Size: 7

Shield Generator Size: 4

Primary Engines: x3 TR4

Manoeuvring Thrusters: x14 TR3

Base cargo capacity: 2488 SCU

Sleeping quarters inclusive

Jump drive equipped

**Special features:** Limited issue.

# RELIANT



More than meets the eye...

## Overview

The Reliant is MISC's entry into the starter ship market. Rather than competing in the arena with the classic single-person ship, MISC has opted to play to its strengths and develop an unusual and enticing entry into the market.

The Reliant is the only starter ship to feature two crew seats, giving multi-crew capability to captains on a budget. It also incorporates MISC's other famous aspect: Xi'an technology. The Reliant features an unusual, vertical ship design and is fitted with large amounts of alien technology from their research agreements with the Xi'an.

**Role:** Light freight

### Base Fittings:

Crew: 2

Fixed: 2

Gimbal: 1

Pylon: 2

Power Plant Size: Unknown

Shield Generator Size: Unknown

Primary Engines: x2 TR1

Manoeuvring Thrusters: x12 TR1

Base cargo capacity: 30 SCU

Sleeping quarters inclusive

Jump drive equipped

**Special features:** Limited issue.

# ENDEAVOR



MISC Endeavour, uncomfortably close to a planet's surface.

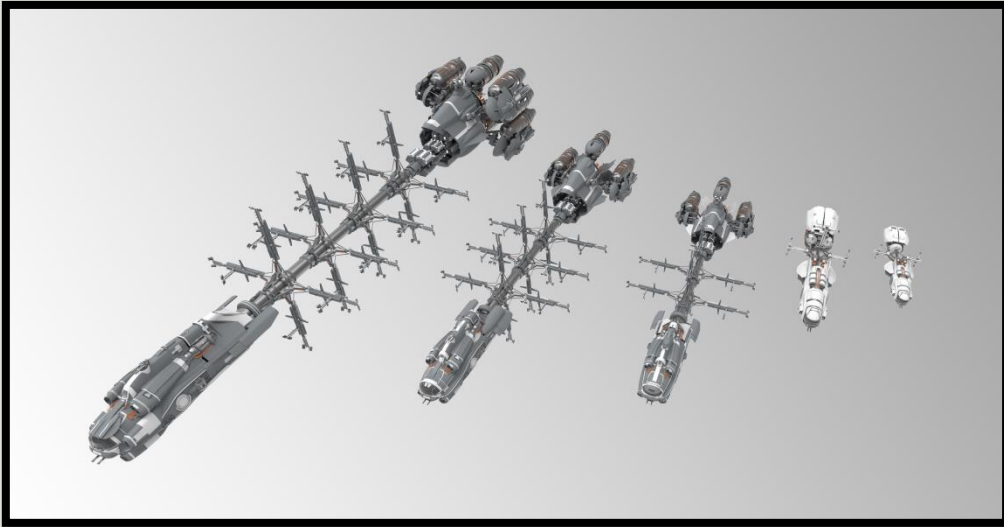
## Overview

The Endeavor-class research platform is an exceptional undertaking by MISC. Intended to serve as a dedicated, deep space research platform, the Endeavor is able to carry a tremendous amount of scientific and scanning equipment to fulfil its role.

The Endeavour is divided into three main modules, the Explorer, Workshop and Drive. The Explorer module is a detachable spacecraft equipped for operations in environmental hazards and exploration. The Workshop is a highly modular central platform that can be fitted with a variety of modules for tasks ranging from research and telescoping to farming and hospital support. The Drive system consists of the Endeavour's primary thrusters and jump drive unit which works in conjunction with the Explorer to propel the ship.

A number of MISC manufactured pods exist that can be attached at will to the Workshop to quickly change the ship's role, their functions including hospitals, hangars, farming, particle accelerators and crew service.

# HULL SERIES



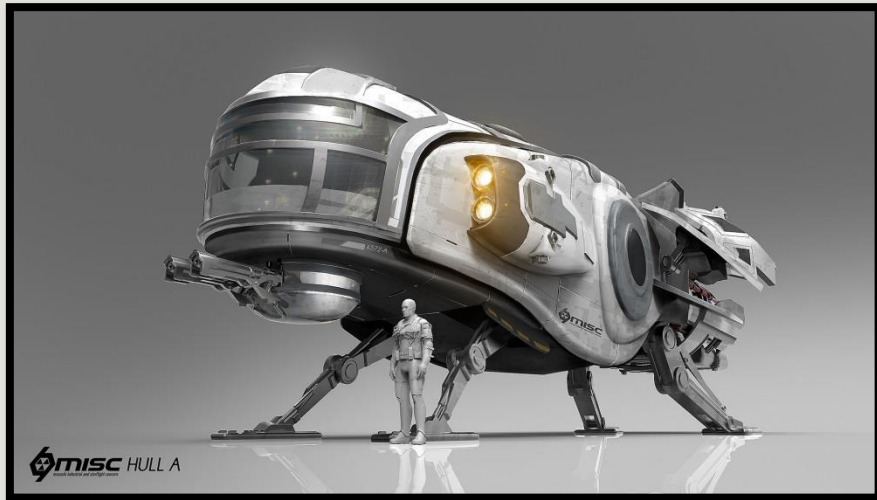
Who named these things.

## Overview

Among MISC's flagship products are their Hull series of freight vessels. The Hull design consists of little more than cargo storage arms sandwiched between a drive system and a crew compartment. Utilitarian and efficient, the Hull series of ships embody MISC design philosophy to a fault: Simple and reliable.

The Hulls are named in letter grades from A to E and encompass every pilot's freight needs from the smallest light freight ship to massive cargo vessels. When not in use, their cargo handling arms are collapsible and fold into the ship's hull for landing and storage.

# HULL A



It's adorable.

## Overview

The Hull A represents the starting point for freight pilots. The smallest and most affordable of the Hull ships, the A is well-suited to short-ranged freight and surface-to-orbit transit work.

**Role:** Light freight

### Base Fittings:

Crew: 1

Gimbal: 2

Power Plant Size: Unknown

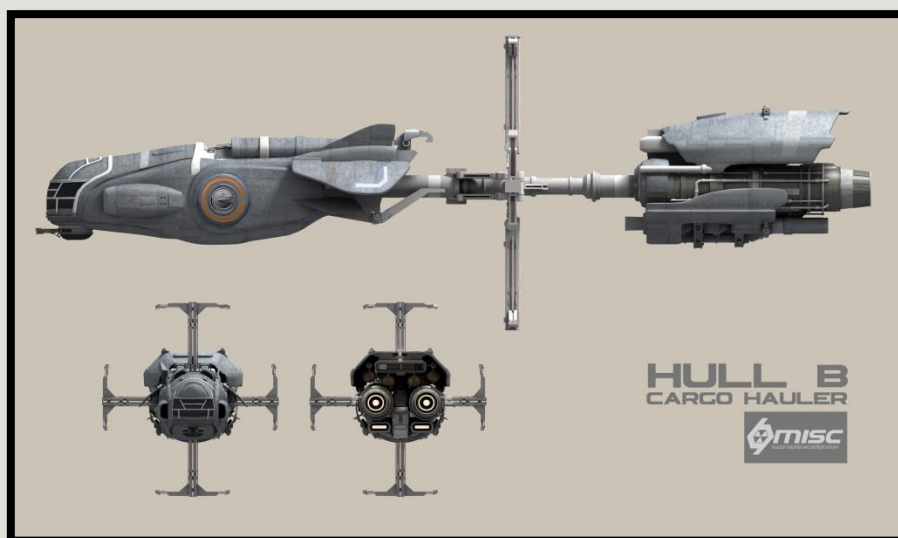
Shield Generator Size: Unknown

Primary Engines: x1 TR5

Manoeuvring Thrusters: Unknown

Base cargo capacity: 48 SCU

## HULL B



Hull B: Larger than a Hull A. Smaller than a Hull C. They're as boring as their names.

### Overview

The Hull B is the small-medium variant of the Hull series and often draws comparisons to freight vessels of similar size. However, unlike many other ships in its size bracket, the Hull B is a born and bred freight ship and lacks any other functions.

**Role:** Light freight

#### Base Fittings:

Crew: 1

Gimbal: 2

Power Plant Size: Unknown

Shield Generator Size: Unknown

Primary Engines: x2 TR8

Manoeuvring Thrusters: Unknown

Base cargo capacity: 384 SCU

## HULL C



Yeah, I've run out of interesting things to say about these ships.

### Overview

One of the most commonly manufactured ships in the universe, the Hull C is the most popular ship of its series. The mid-point between light freighters and heavy cargo ships, the Hull C hits the sweet spot of affordability, mobility and capacity.

**Role:** Freight

**Base Fittings:**

Crew: 3

Gimbal: 8

Power Plant Size: Unknown

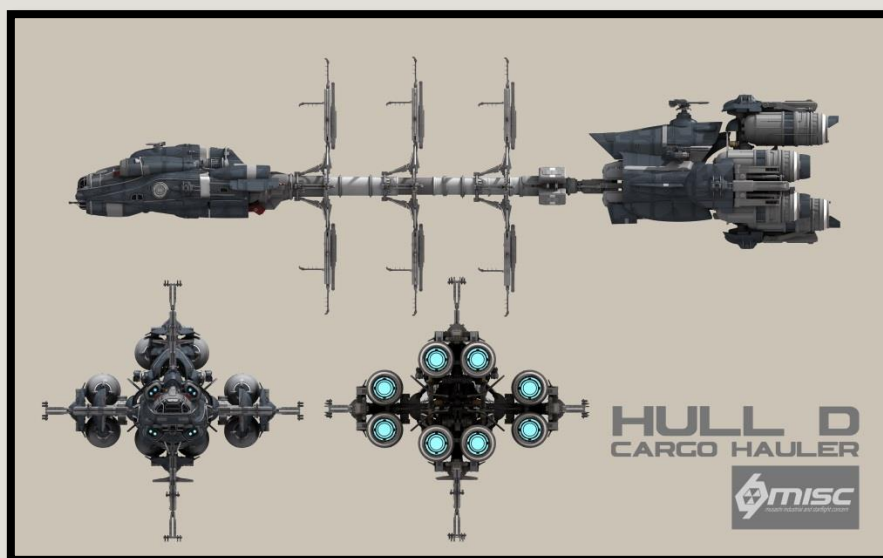
Shield Generator Size: 7

Primary Engines: x6 TR8

Manoeuvring Thrusters: Unknown

Base cargo capacity: 4608 SCU

## HULL D



Did you know: nine-banded armadillos always give birth to identical quadruplets due to their offspring always being formed from a single egg?

### Overview

The Hull D is kind of where it starts to get big. Like, it's a lot like every other Hull that came before it, but... bigger. This is where the RSI pages start recommending you fly with escorts, but if you really need someone to tell you that, then I'd like to know which supermarket you bought your spaceship license from.

**Role:** Heavy freight

### Base Fittings:

Crew: 5

Gimbal: 8

Power Plant Size: Unknown

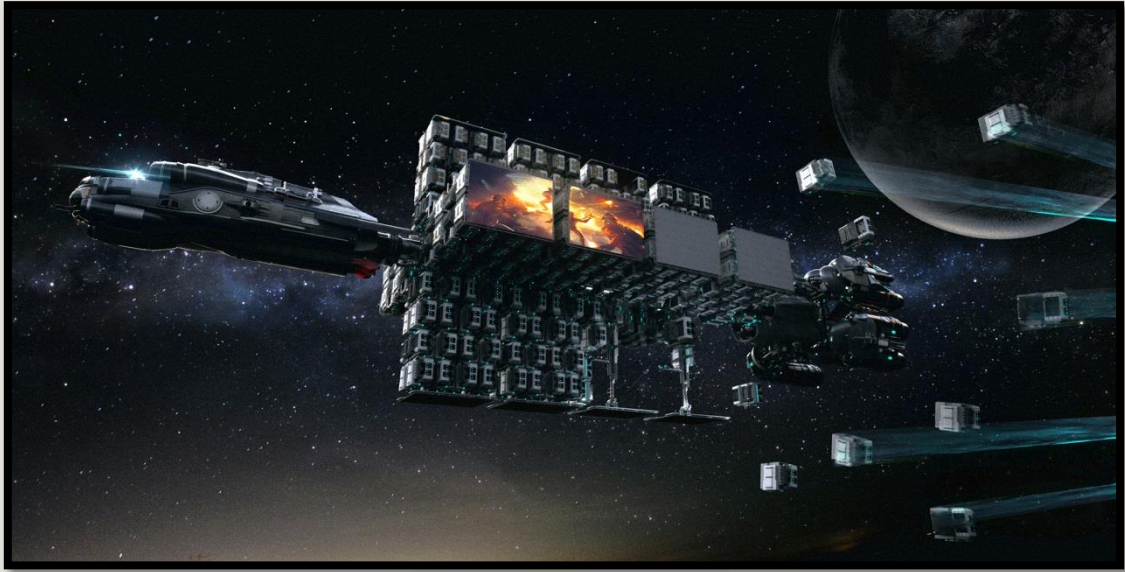
Shield Generator Size: Unknown

Primary Engines: x8 TR10

Manoeuvring Thrusters: Unknown

Base cargo capacity: 20736 SCU

# HULL E



This one's big. But it's not as interesting as armadillo reproduction.

## Overview

The Hull E is the powerhouse of the Hull series. The largest and highest capacity freight ship in wide use today, the Hull E is normally operated as part of massive logistics and freight operations. Careful planning is key to use of the Hull E, as it is sluggish and vulnerable to pirates, while often carrying more value in cargo than the ship itself.

**Role:** Heavy freight

### Base Fittings:

Crew: 5

Gimbal: 8

Power Plant Size: Unknown

Shield Generator Size: Unknown

Primary Engines: x10 TR13

Manoeuvring Thrusters: Unknown

Base cargo capacity: 98304 SCU

## DRAKE INTERPLANETARY



### Overview

A maverick amongst manufacturing giants, Drake Interplanetary is known for its unusual marketing and infrastructure location, thereby not-entirely-unintentionally creating an image for themselves that's as rugged and roguish as their ships and clientele.

Drakes focus is on combat spacecraft, but more importantly: cheap, rugged combat spacecraft that should be as widely available as possible. Although not officially involved in any illegal activities, Drake Interplanetary is infamous for its supply of spacecraft to illegitimate groups on the fringes of space. Despite the company carefully curating an image of bravery and roguishness, Drake Interplanetary vessels inexplicably find their hands into pirate and rebel groups, to the point where Drake has started using pirate terminology in their product names.

No matter the moral convictions people have, Drake Interplanetary has grown to be a giant in spacecraft manufacturing due to their decision-making and is showing no signs of stopping.

Notable Drake Interplanetary products include:

Cutlass – Popular militia and outlaw ship

# CUTLASS



What's red and blue and black all over?

## Overview

Officially marketed as a search and rescue or light militia ship, the reality of the Cutlass is that it's a thinly disguised pirate ship. Featuring a docking collar, tractor beam, ample armament and room for a crewman to board target ships, the Cutlass is the ideal starter pirate ship whether working alone or in packs.

Cutlass hulls lack any luxury and are strictly utilitarian. The cargohold takes up most of the middle and rear of the ship and doubles as docking point, passenger seating, sleeping quarters and bathroom. Cutlass turret access is placed in the cargohold as well.

The entire Cutlass line shares Drake's hallmarks in design – modularity and clunky design, but underneath the cheap exterior is a shockingly mobile ship with surprising firepower and versatility. Where pirates, militias and rogues roam, the Cutlass is still the go-to ship, with a number of useful variants to suit different tastes and roles.

**Note:** This spacecraft has a commercial. Watch it [here](#).

## CUTLASS BLACK



Drake Interplanetary is constantly derided over the disturbing lack of black on the Cutlass Black.

### Overview

The default model of the Cutlass line, the Cutlass Black is the do-all solution for militias and budding criminals on a budget. Featuring considerable firepower and mobility on a platform that has a fair amount of cargo space as well as utilities such as a tractor beam, the Cutlass is explicitly developed for combat search and rescue, a role which some individuals insist does not require that the target actually *need* rescuing initially.

The Cutlass line's signature mobility is ever present on the Black, but pilots should take care that they do not end up engaged in combat ships with more firepower or mobility. With the Black, versatility is the name of the game and captains on all sides of the law can find a place in their heart for rugged simplicity and versatility.

**Role:** Militia/Patrol

### Base Fittings:

Crew: 3  
Fixed: 2  
Gimbal: 1  
Pylon: 2  
Manned Turret: 1  
Power Plant Size: 4  
Shield Generator Size: 4  
Primary Engines: x2 TR4  
Manoeuvring Thrusters: x8 TR1 x4 TR3  
Base cargo capacity: 33 SCU  
Sleeping quarters inclusive

## CUTLASS RED



*It lives up to the name.*

### Overview

The Cutlass Red is a modified variant of the Cutlass Black used for search and rescue or ambulance roles. The cargohold is refitted with respectable medical facilities, as well as a transponder, tractor beam and long-ranged scanner to aid in search and rescue operations. An upgraded docking collar is fitted by default to aid in attaching itself to damaged ships. Of course, sacrifices must be made to accommodate these changes and the Cutlass Red's firepower is sorely lacking as a result.

Despite Drake Interplanetary's reputation, the Cutlass platform makes for an ideal ambulance. When mobility, ruggedness and low maintenance become necessary in ambulances, Drake delivers in spades by providing a low-cost, efficient solution to the problem of combat search and rescue and frontier medicine.

**Role:** Search and rescue

### Base Fittings:

Crew: 4

Fixed: 2

Gimbal: 1

Power Plant Size: 4

Shield Generator Size: 4

Primary Engines: x2 TR4

Manoeuvring Thrusters: x8 TR1 x4 TR3

Base cargo capacity: 33 SCU

Sleeping quarters inclusive

**Special features:** Wheeeeeooooooooo bee daw bee daw bee daw bee daw

## CUTLASS BLUE



“Stop right there, criminal scum! Pay the court a fine or serve your sentence. Your stolen goods are now forfeit” –  
Cyrodiil guards and soon, you!

### Overview

When the basic Cutlass Black simply won't suffice, law enforcement and militia turn to the Cutlass Blue, a ship aimed squarely at the soft groin of violent crime around the galaxy.

The Cutlass Blue mates missile deployment ability and holding cells to the already versatile hull. An enhanced engine is fitted to aid in hot pursuit of its quarry with enhanced docking collar and tractor beam supplied as standard. Shield generator fitting space is maximised and even the cockpit is redesigned for extra sleekness. The Cutlass Blue is a more modern Cutlass, for a more law abiding age.

**Role:** Police

### Base Fittings:

Crew: 3

Fixed: 2

Gimbal: 1

Pylon: 2

Manned Turret: 1

Power Plant Size: 4

Shield Generator Size: 5

Primary Engines: x2 TR4

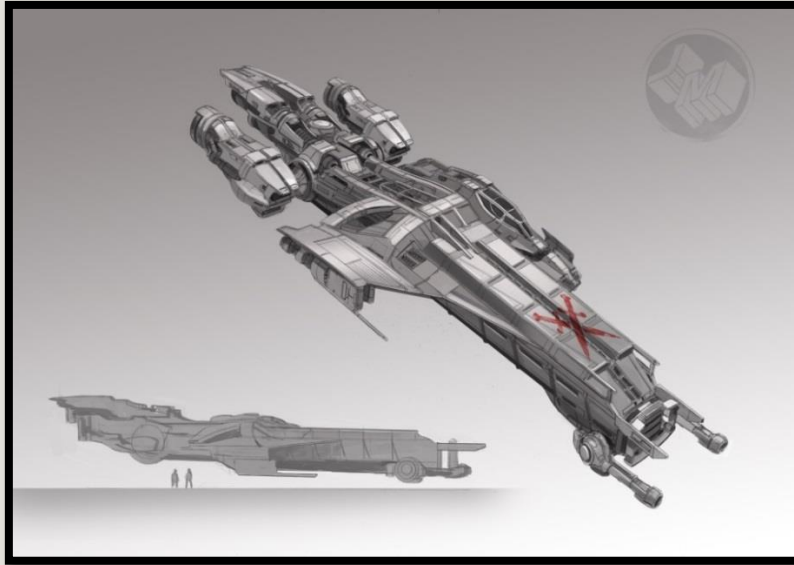
Manoeuvring Thrusters: x8 TR1 x4 TR3

Base cargo capacity: 33 SCU

Sleeping quarters inclusive

**Special features:** Limited issue.

# CATERPILLAR



“Ship like this, will be with you ‘til the day you die.” – Captain M. Reynolds

## Overview

The Caterpillar is a well-armoured and more-or-less armed freight ship with a sinister dual-role: It supports enough crew to make up a deadly boarding team.

Officially, it is used for innocent tasks like hauling freight and extended search and rescue.

Unofficially, the Caterpillar is a deadly and tested boarding ship that is well-armoured enough to withstand a firefight and deploy its boarding teams to a crippled target, with ample cargo space for loot or illegal salvage.

Being a freighter that hosts around half a dozen crewmen, can probably haul a herd of cows and is used in various daring and exciting crimes, the Caterpillar is also the ideal starter ship for roleplayers bitter about the cancellation of the TV series *Firefly*.

**Role:** Completely legitimate and legal transport or search and rescue. Honest.

## Base Fittings:

Crew: 5

Gimbal: 4

Pylon: 1

Unmanned: 1

Power Plant Size: 5

Shield Generator Size: 5

Primary Engines: x2 TR5

Manoeuvring Thrusters: x8 TR2

Base cargo capacity: 512 SCU

Sleeping quarters inclusive

**Special features:** Limited issue. Extremely useful in lawful and fair careers.

# HERALD



YOU WOULDN'T DOWNLOAD A HORNET.

## Overview

Despite having a reputation for producing pirate and pirate support ships that are rugged and cheap, the Herald is a departure from Drake's classic design philosophy. The Herald is a dedicated information runner and as befits a role built around transferring information, the Herald itself is a technological marvel.

The Herald is a small ship built around the principle of transferring information without using the airwaves. The ship is equipped with an unusually powerful engine to support the computing and transmitting equipment and a heavily armoured computer core which stores the information, its encryption software and purge systems to destroy the data. A powerful broadcaster is equipped to the ship to transmit data when needed. The Herald is an exceptionally fast ship, but seriously lacking in manoeuvrability. The ship can be modified for additional manoeuvrability or to fulfil other roles to an extent.

The ship is also geared toward protecting its data rapidly if needed and is armoured for its size, with redundant power supplies and EMP shielding present in its hull.

**Role:** Information running

### Base Fittings:

Crew: 2

Gimbal: x3

Power Plant Size: 3

Shield Generator Size: 3

Primary Engines: x2 TR3

Manoeuvring Thrusters: x8 TR1

Base cargo capacity: 0 SCU

Sleeping quarters inclusive

**Special features:** Limited issue. High power broadcast relay, armoured computer core, advanced encryption software, EMP shielding, redundant power supply.

# CONSOLIDATED OUTLAND



## Overview

Founded by billionaire Silas Koerner, Consolidated Outland is rapidly establishing itself as a competent, new spacecraft manufacturer. Koerner's vision is to use Consolidated Outland as a deviation from standard, strict spacecraft manufacturing process and the company is set to achieve from its headquarters on the frontier.

Initially a producer of conversion kits for spacecraft, Consolidated Outland is tackling manufacturing giant RSI head on with its new Mustang, a competitively priced craft that is sure to catch the eyes of new and experienced pilots alike.

Notable Consolidated Outland products include:

Mustang – First production spacecraft by Consolidated Outland

# MUSTANG



## The Mustang lineup

### Overview

Competing for the hearts of all new spacecraft pilots, the Mustang is set to deliver at high speed. A new entry into the spacefaring world by Consolidated Outland, the Mustang is intended to be a starter ship for new pilots looking for a faster vessel, rather than a versatile one. Sacrificing weapons, cargo space and protection in exchange for speed, the Mustang is well on its way to competing effectively with RSI. At slightly unsafe speeds.

Aurora owners are able to swap their ships for a Mustang at no additional cost.

## MUSTANG ALPHA



Golf GTI in spaaaaace.

### Overview

The base Mustang variant is the Alpha, a straightforward starter spacecraft emphasising speed over versatility. The Mustang Alpha is fitted with an oversized powerplant to support its twin engines, as well as a complement of weaponry.

The Mustang is able to fit an optional cargo pod for light freight duties, ensuring its hothead pilots don't have to give up all of their versatility for speed.

**Role:** Starter

#### Base Fittings:

Crew: 1

Fixed: 2

Unmanned Turret: 1

Power Plant Size: 3

Shield Generator Size: 2

Primary Engines: x2 TR2

Manoeuvring Thrusters: x8 TR1

Base cargo capacity: 10 SCU

**Note:** This spacecraft has a commercial. Watch it [here](#).

## MUSTANG BETA



Space camping! See the vast, infinite emptiness of space! The inhospitable environments! Murderous vagabonds!

### Overview

Seeing an unfilled demand in the single-ship market for a small, but comfortable spacecraft for simple living and travelling, Consolidated Outland has produced the Mustang Beta. The Beta departs from traditional Mustang by being an all-in-one living space for a single occupant and has been described as a *home*, *camper* and *space RV*.

Most single-seat ships focus on some combination of dogfighting, racing and light freight. The Beta doesn't do any of that, but provides its own, special trait: comfort. The Beta's exterior is plain, but its interior is lined with the luxuries most people would only find planetside. These amenities include a combined toilet/shower facility, a mid-sized bed, food preparation areas and personal storage.

Although unusual in design, the Mustang Beta nonetheless fills a valuable place in starship lineups for captains who want to see the galaxy in relative comfort and on a budget. The Mustang Beta is also the only Mustang variant to feature sleeping quarters as standard.

**Role:** Touring

### Base fittings:

Crew: 1

Fixed: 2

Unmanned Turret: 1

Power Plant Size: 3

Shield Generator Size: 2

Primary Engines: x2 TR2

Manoeuvring Thrusters: x8 TR1

Base cargo capacity: 10 SCU

Sleeping quarters inclusive

Jump drive equipped

## MUSTANG DELTA



*Live like you die: Loud, fast and dangerous.*

### Overview

The Delta is a militarised variant of the Mustang. Whereas its cousin, the Aurora Legionnaire focuses on direct combat, the Delta combines its high speed and powerful weaponry with a blindingly small signature to level the playing field.

The Delta begins with weapon systems befitting a militarised ship, featuring a much higher capacity for missile deployment than the standard Mustang, while not sacrificing in its gunnery.

**Role:** Combat

### Base fittings:

Crew: 1

Fixed: 2

Pylon: 2

Unmanned Turret: 1

Power Plant Size: 3

Shield Generator Size: 2

Primary Engines: x2 TR2

Manoeuvring Thrusters: x8 TR1

Base cargo capacity: 10 SCU

Sleeping quarters inclusive

Jump drive equipped

**Special Features:** Limited issue.

## MUSTANG GAMMA



### Overview

The Mustang Gamma is the latter of two racing Mustangs. Announced and released later than the limited edition Omega, the Gamma brings a conventional, accessible racing craft to the mustang lineup.

Utilising the Mustang's natural speed and lightweight construction to develop a potent racing platform was an easy decision for Consolidated Outland. The result is a ship that can outpace most others in its size while not being as expensive or ostentatious as its brother, the Omega.

**Role:** Racing

**Base fittings:**

Crew: 1

Fixed: 2

Power Plant Size: 3

Shield Generator Size: 2

Primary Engines: x3 TR2

Manoeuvring Thrusters: x8 TR1

Base cargo capacity: 10 SCU

Sleeping quarters inclusive

## MUSTANG OMEGA



*It's greased lightning!*

### Overview

Since gearing a starter ship to speed using potentially unsafe methods and construction isn't enough, Consolidated Outland has partnered up with Accelerated Mass Design (AMD) to produce a racing variant of the Mustang. The result is one of the fastest ships on the block, with heavy emphasis on style and speed.

The Mustang Omega is not the only racing ship in the Mustang lineup. The Omega shares its role with the Mustang Gamma, but the Omega features an enhanced fuel intake system over its racing brother.

**Role:** Racing

### Base Fittings:

Crew: 1

Fixed: 2

Power Plant Size: 3

Shield Generator Size: 2

Primary Engines: x3 TR2

Manoeuvring Thrusters: x8 TR1

Base cargo capacity: 10 SCU

Sleeping quarters inclusive

**Special features:** Is red. Red wunz go fasta. Limited issue.

# CRUSADER INDUSTRIES

## Overview

Crusader Industries has grown to become the galaxy's foremost provider of interstellar transportation. While space travel in the 30<sup>th</sup> Century is routine and safe, not everybody can afford their own spacecraft, or needs one. Crusader Industries caters to this massive customer base by constructing safe, efficient and reliable passenger craft in various models.

Crusader Industries' primary products are transport craft in various configurations and sizes, including those geared for interstellar transit, settler transport and luxury liners. They are also under contract with the UEE military to produce thruster systems.

Crusader Industries owns the planet *Crusader* in the Stanton System and their operating methods and company culture are unknown.



# GENESIS



Boeing ain't got nothing on this

## Overview

One of the newest ships Crusader Industries has released, the Genesis is the hallmark of efficient passenger transit. The Genesis is manufactured using top-of-the-line techniques and materials, with a strong focus on efficiency and affordability.

**Role:** Passenger transit

### Base Fittings:

Crew: 8

Gimbal: 1

Power Plant Size: 7

Shield Generator Size: 7

Primary Engines: x4 TR7

Manoeuvring Thrusters: x16 TR2

Base cargo capacity: 403 SCU

Sleeping quarters inclusive

**Special features:** Is red. Red wunz go fasta. Limited issue.

# ESPERIA

## Overview

Esperia is a spacecraft manufacturer of unknown scope, methodology and corporate culture. It is known that their engineers were allowed unprecedented access to study preserved Tevarin craft in order to develop the infamous Prowler boarding craft. Esperia also manufactures the Vanduul-derived Glaive craft.



# GLAIVE



Seeing the need for a symmetrical Scythe, Esperia engineers made one. The end.

## Overview

The Glaive is a symmetrical variant of the Vanduul Scythe. Among the Vanduul, the Glaive is predominantly flown by experienced pilots. A human-compatible version of the Glaive is manufactured by Esperia for general distribution.

**Role:** Medium fighter

### Base Fittings:

Crew: 1

Fixed: x4

Pylon: x2

Power Plant Size: Unknown

Shield Generator Size: Unknown

Primary Engines: x2 TR4

Manoeuvring Thrusters: x12 TR1; x2 TR2

Base cargo capacity: 0 SCU

**Special features:** Vanduul origin. Fitted with a ramming blade. Limited issue.

# PROWLER

## Overview

The Prowler is a dedicated boarding spacecraft, sharing heavy influences and a name with the infamous Tevarin boarding craft of centuries before.

The Prowler's chief role is boarding operations using EVA-deployed boarders. The Prowler was developed chiefly with stealth in mind, in order to assist in approaching ships undetected.

Esperia's designers studied surviving Tevarin Prowlers extensively and took many design choices and features from the old vessels.



## KRUGER INTERGALACTIC



### Overview

A small manufacturer of spacecraft, Kruger Intergalactic is best known for manufacturing the P-52 Merlin and P-72 Archimedes snub fighters under license for Roberts Space Industries.

# P-52 MERLIN



Every Constellation captain's most reliable friend.

## Overview

The P-52 Merlin is a snub fighter included as a stock component with the RSI Constellation Andromeda. The P-52 is a light, fast fighter that is deployed by the Andromeda and used as a scout or light escort for its mothership. It is a highly mobile, light vessel and reasonably well-armed, allowing it to pair up effectively with the larger Constellation in any engagement.

P-52 Merlins are manufactured by Kruger Intergalactic under contract and are included in all standard RSI Constellation Andromedas. The P-52's insurance is covered under the Constellation. If the P-52 or its mothership is destroyed, it will be replaced under insurance.

**Role:** Short-ranged fighter (with Constellation Andromeda)

### Base Fittings:

Crew: 1

Fixed: x3

Power Plant Size: 1

Shield Generator Size: 2

Primary Engines: x2 TR2

Manoeuvring Thrusters: x12 TR1

Base cargo capacity: 0 SCU

## P-72 ARCHIMEDES



*It's got a fancy white paintjob. Must mean it's better.*

### Overview

Originally designed for the outrageously ostentatious Constellation Phoenix, the P-72 retains the P-52's general characteristics as a reliable transport and snub fighter with bonuses. The P-72 is slightly more heavily armed and features a lighter hull construction and an additional fuel intake for enhanced mobility.

**Role:** Short-ranged fighter (with Constellation Phoenix)

### Base Fittings:

Crew: 1

Fixed: x4

Power Plant Size: Unknown

Shield Generator Size: Unknown

Primary Engines: x2 TR2

Manoeuvring Thrusters: x12 TR1

Base cargo capacity: 0 SCU

# PILOTABLE ALIEN SPACECRAFT

## Overview

Although human power is extensive, the influence of various alien races cannot be understated. The level of contact between humans and aliens has varied from minimal, to extremely hostile, but as relations thaw, alien designs are slowly coming into human hands, willingly or otherwise.

Of the chief alien factions, the Banu are renowned for their trading prowess and their famed Merchantmen ships are entering human hands. The Xi'an are partnered with MISC in an exchange of technology and ideals. In their violent raids, the Vanduul occasionally part with one of their ships, which may be retrofitted and enter civilian hands.

Even though aliens have almost no influence on the lives of ordinary people, the spread of alien culture and technology is undeniable, and they bring valuable new vessels to the arena that are sure to make an impact.

Alien spacecraft introduced into the game for player use have thus far been limited issue ships with unusual roles and designs.



# VANDUUL SCYTHER



*Pointy and bloody expensive.*

Vanduul Scythe is a unique dogfighter of alien origin. A ferocious, well-armed and exceptionally mobile fighter, the Scythe is ideal for raiding, ambush and hit-and-run actions.

Unique to the Scythe is the ramming blade, a knife-like appendage on the aptly named ship that is usable as a high-impact melee weapon to slice apart incoming light spacecraft.

The price the Scythe pays for its ferocity and speed is a total lack of sleeping quarters or cargo space and versatility. The Scythe is notable for being the first alien vessel placed on sale, and one of the most valuable, due to its rarity.

**Role:** Medium fighter

**Base Fittings:**

Crew: 1

Fixed: x4

Pylon: x7

Power Plant Size: 3

Shield Generator Size: 2

Primary Engines: x2 TR4

Manoeuvring Thrusters: x16 TR1

Base cargo capacity: 0 SCU

**Special features:** Vanduul origin. Fitted with a ramming blade. Extremely limited issue.

## AOPOA KARTHU-AL (XI'AN SCOUT)



The second crewman holds the barf bag.

### Overview

The Karthu-Al is an unusual break from spacecraft design philosophy. Unlike most spacecraft using a combination of main and manoeuvring thrusters, the Karthu-Al makes use of a large number of manoeuvring thrusters mounted on articulated rigs in concert with its main thrusters, allowing for extreme speed, manoeuvrability and weapon coverage.

The Karthu-Al is a dangerous adversary in any dogfight, able to use its mobility to rapidly engage or disengage any enemy. Standard military variants are not for export, but Aopoa markets this export variant to humans as a scout and light fighter.

The craft's name is spelled both as *Khartu-Al* and *Karthu-Al* in official sources and the true spelling is not known. Many players simply refer to it as the *Xi'an Scout*.

**Role:** Light fighter

### Base Fittings:

Crew: 2

Hardpoint layout unknown.

Power Plant Size: 4

Shield Generator Size: 4

Primary Engines: x4 TR3

Manoeuvring Thrusters: x8 TR2

Base cargo capacity: 0 SCU

**Special features:** Xi'an origin.

# BIRC BANU MERCHANTMAN



Banu Merchantman in flight

## Overview

The Banu carry a famed reputation as roaming traders and merchants. Specialised Banu merchant ships are some of the most prized possessions within all trader communities for their long range and tremendous cargoholds. Within Banu communities, the merchantman is prized by their owners and often passed between generations.

The merchantman is notably well armed and well-shielded for a dedicated freighter, adding to its value. However, like any freighter, it should never fly without escort in dangerous space.

**Role:** Trade

### Base Fittings:

Crew: 8

Hardpoint layout unknown.

Power Plant Size: 6

Shield Generator Size: 7

Primary Engines: x1 TR6 2x TR5

Manoeuvring Thrusters: x12 TR3

Base cargo capacity: 6000 SCU

Sleeping quarters inclusive.

Jump drive equipped.

**Special features:** Banu origin.

# MISCELLANEOUS SPACECRAFT

## Overview

There are a large number of other spacecraft mentioned in background or seen in concept art that are not known to be pilutable by players, or do not have sufficient details to warrant their own pages. This section lists those craft.

## Miscellaneous Human Ships

**Retribution-class Super Dreadnought** – First mentioned in the Rail Guns section of Galactic Guide: Behring. Later said by developer Robbie Elms to be a *super dreadnought*.

**Panther-class Escort Carrier** – RSI manufactured escort carrier. \$15 million stretch goal reward that is set to be developed by Foundry 42.

**Unknown Utility Ship** – A utility ship to support larger vessels (frigate up) was in the conceptual stage in March, 2014. This vessel may be the Anvil Crucible or another ship.

**Unknown Dropship** – A UEE dropship was mentioned by Foundry 42 Design Director Nick Elms in April, 2014.

**Massive Enclosed Ship Transport** – Galactic Guide: Saisei states that the majority of new MISC Starfarers are shipped off-world in these ships.

**Mover Transport** – RSI manufactured transport mentioned in Spectrum Dispatch 14 November, 2012 – New United Dispatch

**X-7** – RSI manufactured ship. First ship to feature quantum jump engines.

**Zeus** – RSI manufactured ship. First spacecraft widely available to the public.



RSI Zeus advertisement

**Buccaneer** – Drake Interplanetary ship of unknown role and design.

**Privateer** - Drake Interplanetary ship of unknown role and design.

**Marauder** - Drake Interplanetary ship of unknown role and design.

**P-72 Archimedes** – Light fighter attached to the Constellation Phoenix. Constellation Phoenixes are provided with temporary P-52 Merlins until the P-72 is available.

**Torch** – RSI manufactured vessel. Featured in Lore Builder: Issue Three after one taking part in a race lost control and flew into a governor’s yacht, killing the governor and his family.

**Cestus** – Dogfighting craft mentioned in Cassandra’s Tears: Issue One.

**Zipper** – Combat ship featured in Cassandra’s Tears: Issue One.

**Anvil** – Combat ship featured in Cassandra’s Tears: Issue One.

**Fiera** – MISC manufactured ship of unknown role and design. Featured in Tales of Kid Crimson: Issue Two.

**X-3** – Precursor to the current generations of Origin Jumpworks ships.

**200 Series** – Origin Jumpworks ship line of unknown role and design.

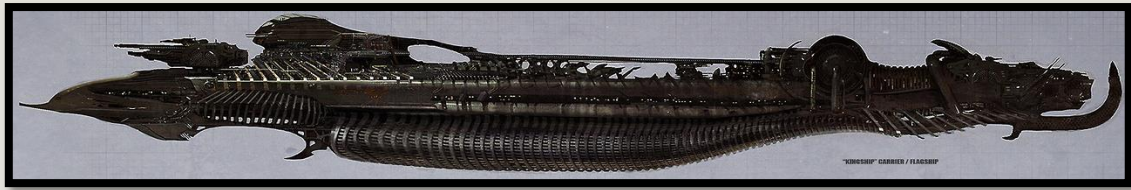
**600 Series** - Origin Jumpworks ship line of unknown role and design.

**T XIII** – Cheap, low-quality cargo ship of unknown manufacturer.



## Miscellaneous Vanduul Ships

**Kingship** – Massive Vanduul flagship/carrier.



Vanduul Kingship

**Harvester Carrier** – Carrier which deploys Vanduul Harvesters for resource collection.

**Harvester** – Vessel deployed from Harvester Carriers to collect resources.

**Mauler** – Vanduul Cruiser-class vessel

**Hunter** – Vanduul Destroyer-class vessel

**Crawler** – Vanduul ship of unknown role. Featured in Cassandra's Tears: Issue 2

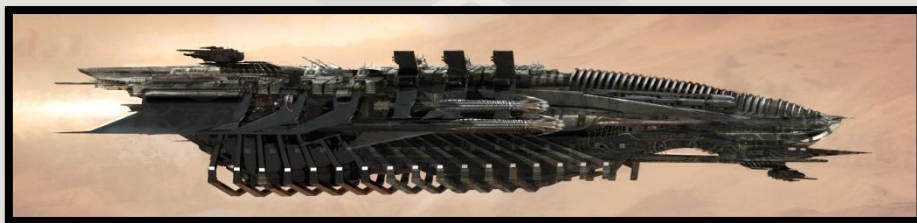
**Communications Ship** – Vanduul communications ship



Vanduul Communications Ship

**Tomahawks** – Vanduul heavy freighter

**Voids** – Vanduul bomber craft



Vanduul Voids bomber craft

**Reaper** – Vanduul ship of unknown role and design.

**Collector** – Vanduul ship of unknown role and design.

## Miscellaneous Xian Ships

**Battleship** – Large, Xi'an warship depicted in concept art.



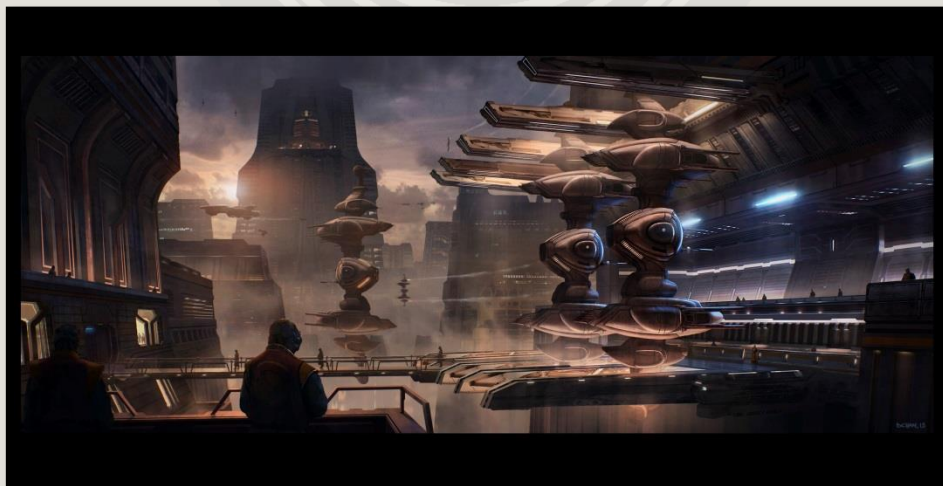
Xi'an capital warship/battleship

**Oracle-class Carrier** – Xi'an carrier ship mentioned in Spectrum Dispatch: 2789: A Cold War Thaws.

**Cargo/Transport Ship** – A Xi'an cargo ship of unknown design was mentioned in Around The Verse, Episode 7. A Xi'an transport ship was mentioned by Foundry 42 Design Director Nick Elms in April, 2014.

**Volper** – Xi'an bomber craft with a role similar to that of the Gladiator or Retaliator.

**Link** – Fighter or bomber craft of Xi'an origin, seen in concept art.



Xi'an Links during launch

## CONCLUSION



## FURTHER READING

Listed below are a number of useful sources of information, all of which were used by the author in the writing of this guide. These are recommended for reading by all individuals interested in learning more about Star Citizen. If you like my work, leave some nice words or a tip. I need to pay for coffee and carpal tunnel treatment somehow.

### **Official Writer's Guide**

This official guide to writing for Star Citizen is an exceptionally useful bank of information for all players searching for lore-related content. The final episode is linked [here](#).

### **Chris Roberts' Discussion of Flight Mechanics**

In [this](#) forum post, Chris Roberts outlines the planned flight mechanics of Star Citizen.

### **RSI YouTube Channel**

The official RSI YouTube channel includes development diaries, Wingman's Hangar, trailers and convention streams. It can be found [here](#).

### **Star Citizen Wikia**

The Star Citizen Wikia is the largest wikia community for Star Citizen. It is edited and moderated by volunteers and is a useful source of information. The wikia is always in need of new contributors and can be found [here](#).

### **Unofficial Ship Specifications Spreadsheet**

A player-made and updated spreadsheet listing all vital ship specifications is available [here](#).

### **RSI About the Game**

The [RSI About the Game](#) page contains valuable information on the functionality of spacecraft and a number of enjoyable videos.

### **RSI Funding Goals**

The [Funding Goals](#) page on the RSI website provides information on the status of Star Citizen's crowdfunding and development goals.

### **Letters from the Chairman**

Letters from the Chairman are posted every time Star Citizen reaches a funding milestone. They contain useful information on upcoming features to Star Citizen. Linked [here](#) is the letter detailing first-person action mechanics and boarding.

### **RSI Ship Specs Page**

The official [Ship Specifications](#) page is normally horribly out-of-date, but provides reasonably clear layout of information about each ship. Don't forget to press the buttons on the lower-left for additional information.

### **Death of a Spaceman**

Chris Roberts outlines Star Citizen's death mechanics [here](#).

### **Multiple Packages Clarification**

The workings of multiple characters, character slots and packages are explained [here](#).

### **Additional Star Citizen Resources Spreadsheet**

A spreadsheet containing links to a variety of Star Citizen informational resources is [here](#).

## LETTER FROM THE AUTHOR

Dear Reader,

University commitments keep me from updating this constantly, I have definitely not forgotten about Star Citizen or this project. I apologise for allowing it to fall out of date.

I need to give special thanks to the community of Star Citizen, which is consistently one of the most supportive (and to an outsider, obsessive) in existence whose support enables me to keep maintaining this work.

I thank everyone who has read this guide and provided feedback. Your support is invaluable to supporting my ego.

Once again, thank you.

Sincerely,  
L. Tao



# SPECIAL THANKS

## Special Thanks

### **Cloud Imperium Games Staff**

For making me work my ass off on this thing a possibility

### **Me**

I rock

### **Gwen**

For loving me despite how stupid I am

### **Star Citizen Wiki and Image Providers**

For supplying me with the majority of the images in this work

### **Kinslayer**

Gifting me an F7C-M SuperHornet

### **Father Malcom Phoss**

Gifting me a skin

### **Wulf**

Gifting me an Avenger

### **An Anonymous Reddit User**

Gifting me a Star Citizen gift card

### **Reddit user dace**

Constructing and updating the ship statistics spreadsheet

### **Reddit user LunarPhoenix96**

Constructing and maintaining a Star Citizen informational resources spreadsheet

### **Reddit user Baragoon**

Providing the ship and packages price list

### **EVE Online**

BIG SPACESHIPS YAY

### **Katie Melua**

For keeping me sane while writing

## CHANGELOG AND AUTHOR'S NOTES

17/11/2013 – The BIG S.C.A.M is conceived, against the wishes of my girlfriend.

23/11/2013 – First draft of the BIG S.C.A.M completed. The Big Buyer's Guide is integrated into the BIG S.C.A.M as the Ship Database. 22 000 words including the Ship Database.

27/11/2013 – Locations category added. Multiple ships added. Fixed textual errors. Reworked Commendations. 25 700+ words including the Ship Database.

21/10/2014 – Oh my god my wrists hurt. 32 000 words.

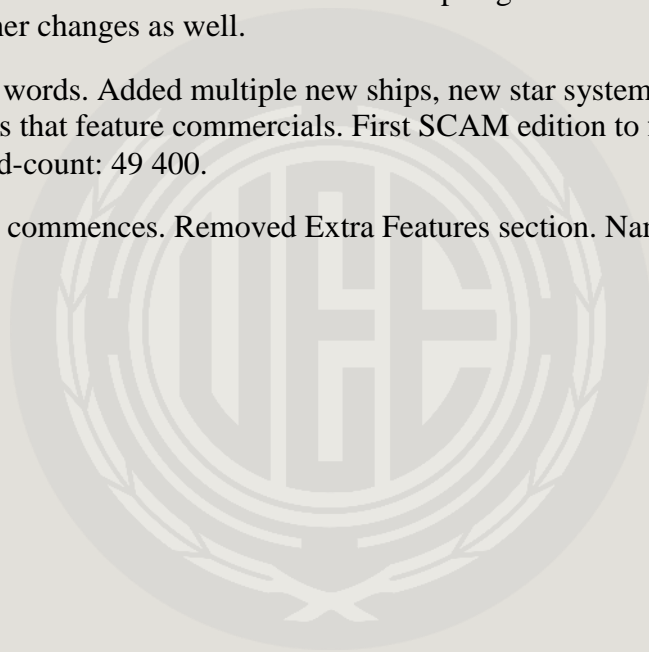
22/10/2014 – Nope. Still hurt. 35 000 words.

26/10/2014 – 37 000 words. Additions to first-person, ship variants, luxury gameplay and a locations entry with other changes and fixes.

01/11/2014 – 40 100 words. Additional information on pledge store contents, pledging and image-workover. Other changes as well.

22/11/2014 – 43 000 words. Added multiple new ships, new star systems and added links to commercials for ships that feature commercials. First SCAM edition to feature a depth study on a topic. Total word-count: 49 400.

05/12/2015 – Update commences. Removed Extra Features section. Name changed to S.C.H.E.M.A.T.A.



# ABOUT THE AUTHOR

## SHAMELESS SELF-PROMOTION

Lane Tao is a university student Psychology and some other things. In his spare time, he plays video games, writes and takes part in Warhammer 40 000 tabletop. He wants to get a job one day and do stuff.

He is of Chinese descent, born in 1994 and raised in South Africa his entire life.

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