



JUMP POINT

ISSUE: 12 05

LEVSKI

CASTRA SYSTEM

MISC STARLANCER

PEOPLE'S ALLIANCE

JUMP POINT

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FROM THE COCKPIT

GREETINGS, CITIZENS!

Welcome to October's *Jump Point*!

While it's been a busy few weeks in each of our studios, Manchester in particular has been a hotbed of activity in the run-up to last weekend's CitizenCon. We've had visitors from all of our locations in preparation for the big event, and it's been amazing to see so much enthusiasm for the work being done by each other's departments.

CitizenCon itself is a blur for most of the devs and staff working, but it's clear that everyone watching shared the excitement backstage. We hope you enjoyed the reveals and behind-the-scenes dives into everything coming up over the next few major releases.

We're looking into a few of these this issue, starting with the return of one of the 'verse's oldest points-of-interest, Levski! However, it's not like some of you will remember – it's had a huge overhaul in every way to make it a major destination when the jump points open to Nyx.

Then, the Narrative team gives us a fascinating look at a key player in Levski's history, the People's Alliance, including how they turned the decaying mining base into a home for anyone.

After our trip to Nyx, we're peeking into the next system on the list, Castra, before detailing the development of the all-new MISC series. The Starlancer MAX launches at IAE in November, but we managed to go behind the scenes before its release to show you how it was put together.

Thank you all for your support of the *Star Citizen* project.

We'll see you in the 'verse,

Jump Point Team

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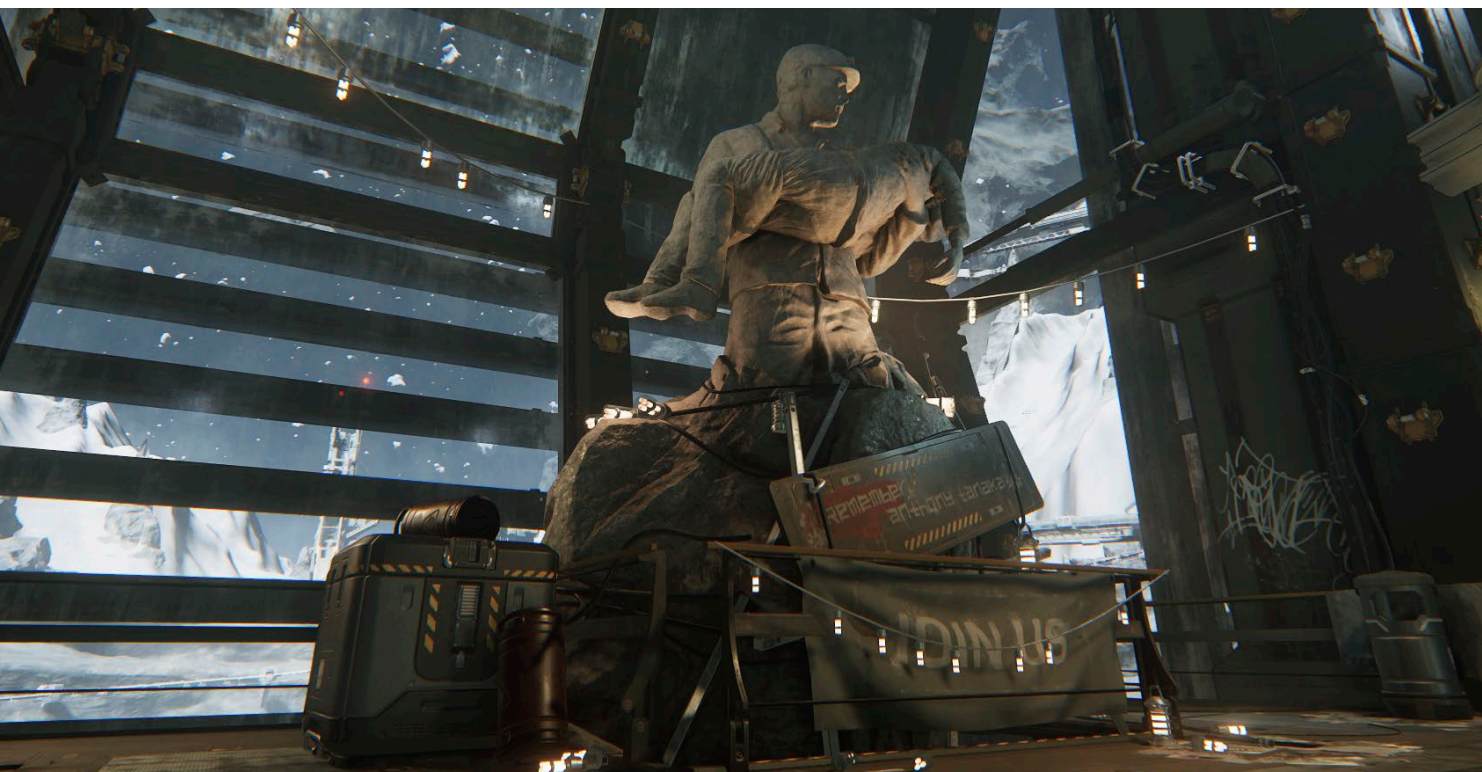


IN DEVELOPMENT: LEVSKI

Last weekend's CitizenCon gave players a huge amount of new information on upcoming content for the Persistent Universe. Alongside new vehicles, gameplay, and features, viewers were given a glimpse at the location roadmap beyond Pyro, including the upcoming reintroduction of a much-loved early landing zone.

A long-abandoned mining facility precariously situated on the asteroid Delamar, Levski was first visited by players back in 2017's Alpha 3.0. Although not intended for Stanton, Levski was chosen for early implementation due to the immediate needs of gameplay

and testing. Other locations had been considered, including the outlaw haven of Spider in the Cathcart system, but Levski's narrative neutrality and location within Nyx suited the longer-term plans for the PU. While the development order of additional systems was not public knowledge, Pyro and Nyx were confirmed internally to be among the first. So, dropping Delamar and Levski into Stanton for a while would help development and give players an interesting location to explore and, while it would need to be relocated at some point, it wouldn't be forever until players could visit again.



HOME AWAY FROM HOME

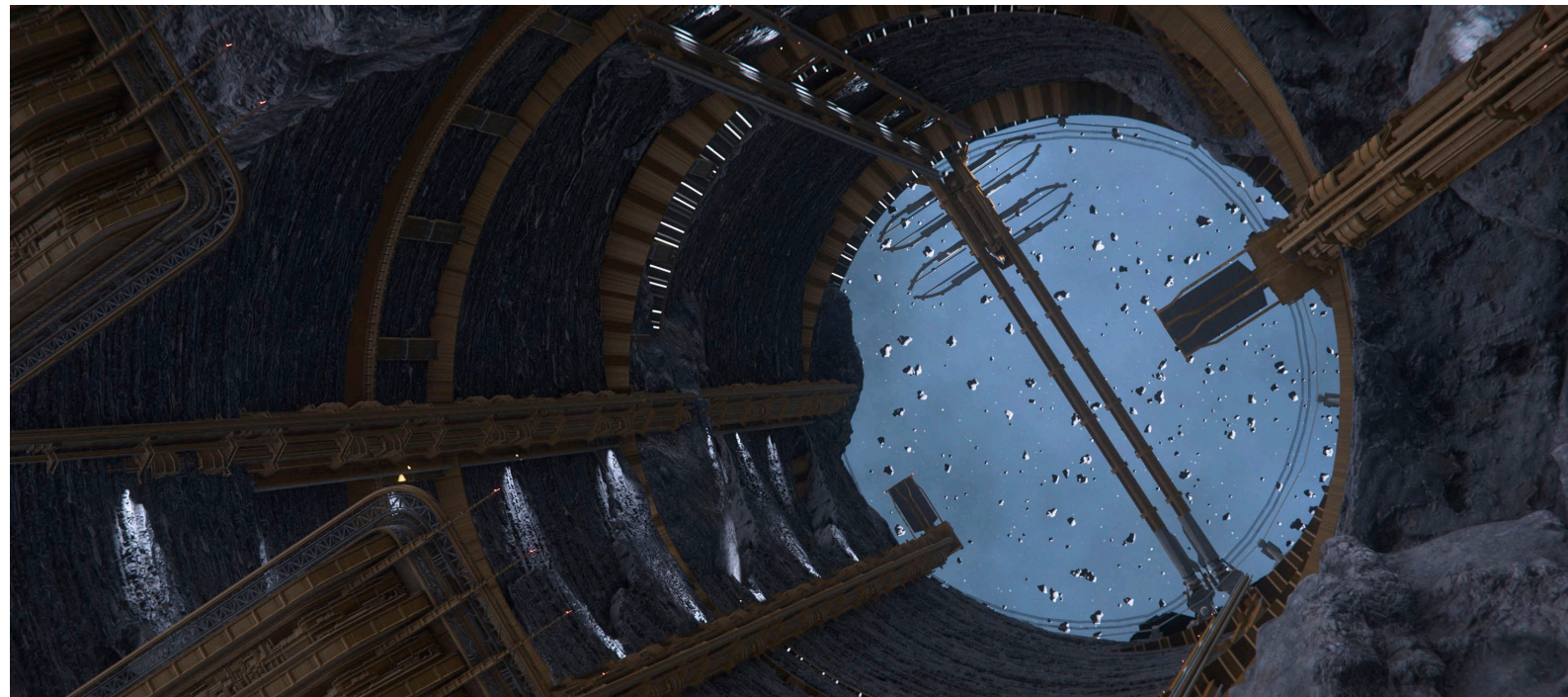
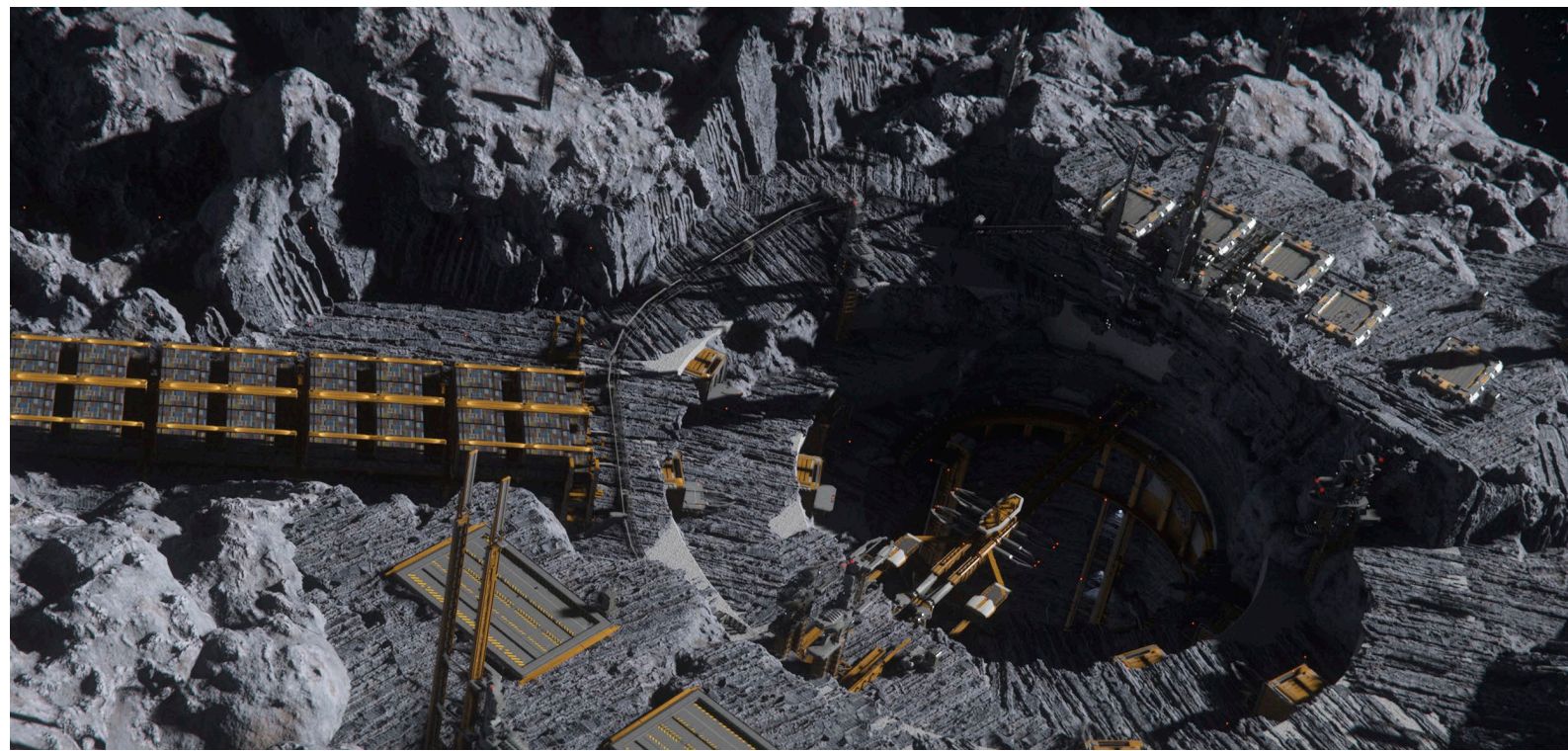
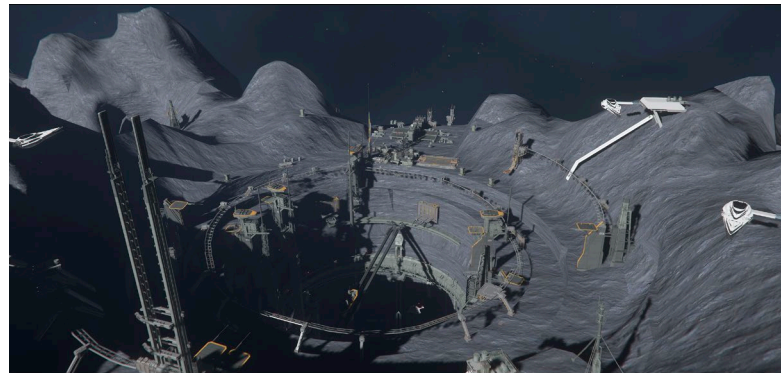
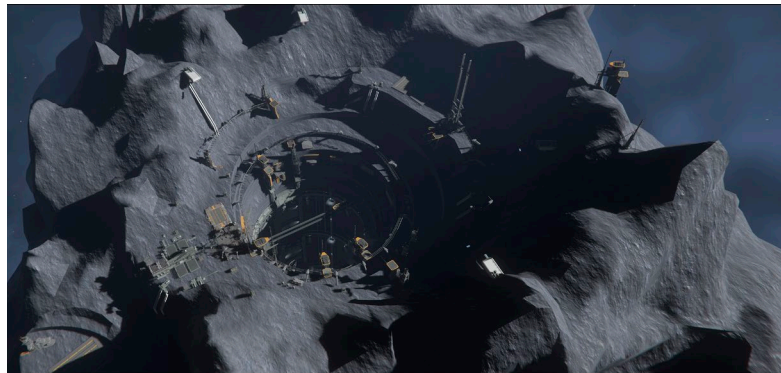
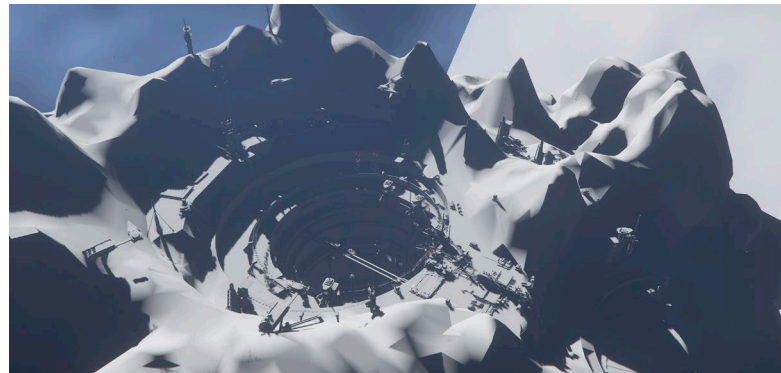
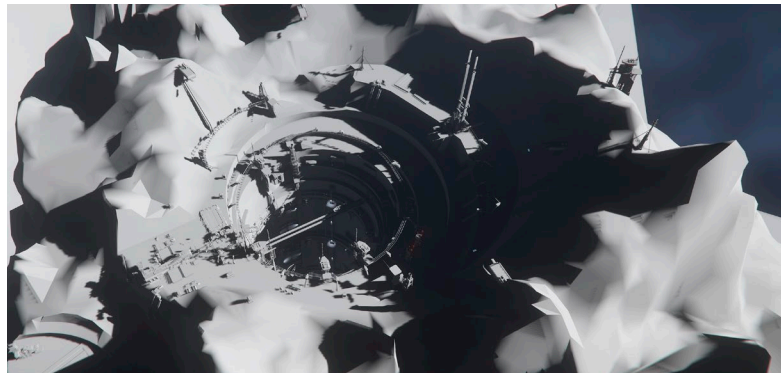
The original Levski began development after Port Olisar, with the team piecing it together via an early iteration of the modular landing zone tech used today. Levski's modules and materials would form part of the 'outlaw' library, which would be refined and later used in other non-UEE stations and locations.

Like every other landing zone since, Levski required unique features to separate it from other locations and sell its unique history and lore. One of the most notable was the Anthony

Tanaka statue, which immortalizes a significant turning point in Humanity's fight for freedom against the brutal Messer political regime.

Care was also taken to ensure Levski felt like it had been expanded as mining progressed, rather than meticulously planned before construction. This led to the warren of tunnels in the lower portion of the station and a more transient feel to traders and services, which would be expanded upon for the station's return.





LEVSKI 2.0

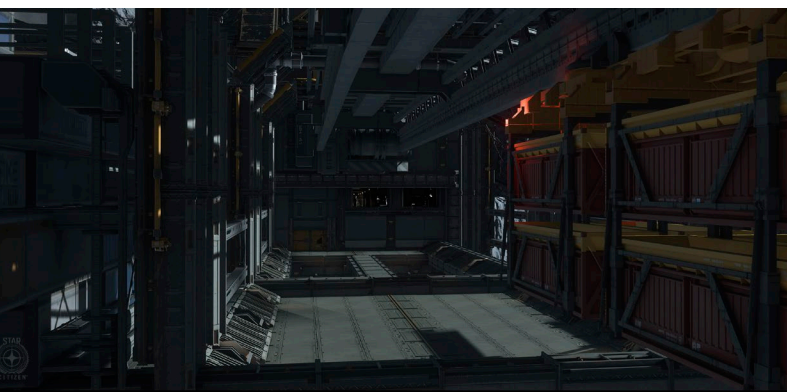
After countless adventures to and from the asteroid belt, it was decided that Alpha 3.12.1 would finally mark Levski's return to Nyx. The reason was twofold: Firstly, its role as a testbed had been completed. Secondly, before Server Meshing, the PU was getting full, and the team needed to reduce server and memory cost to implement newer locations and features.

However, Levski didn't lay dormant for long. Last year, with the

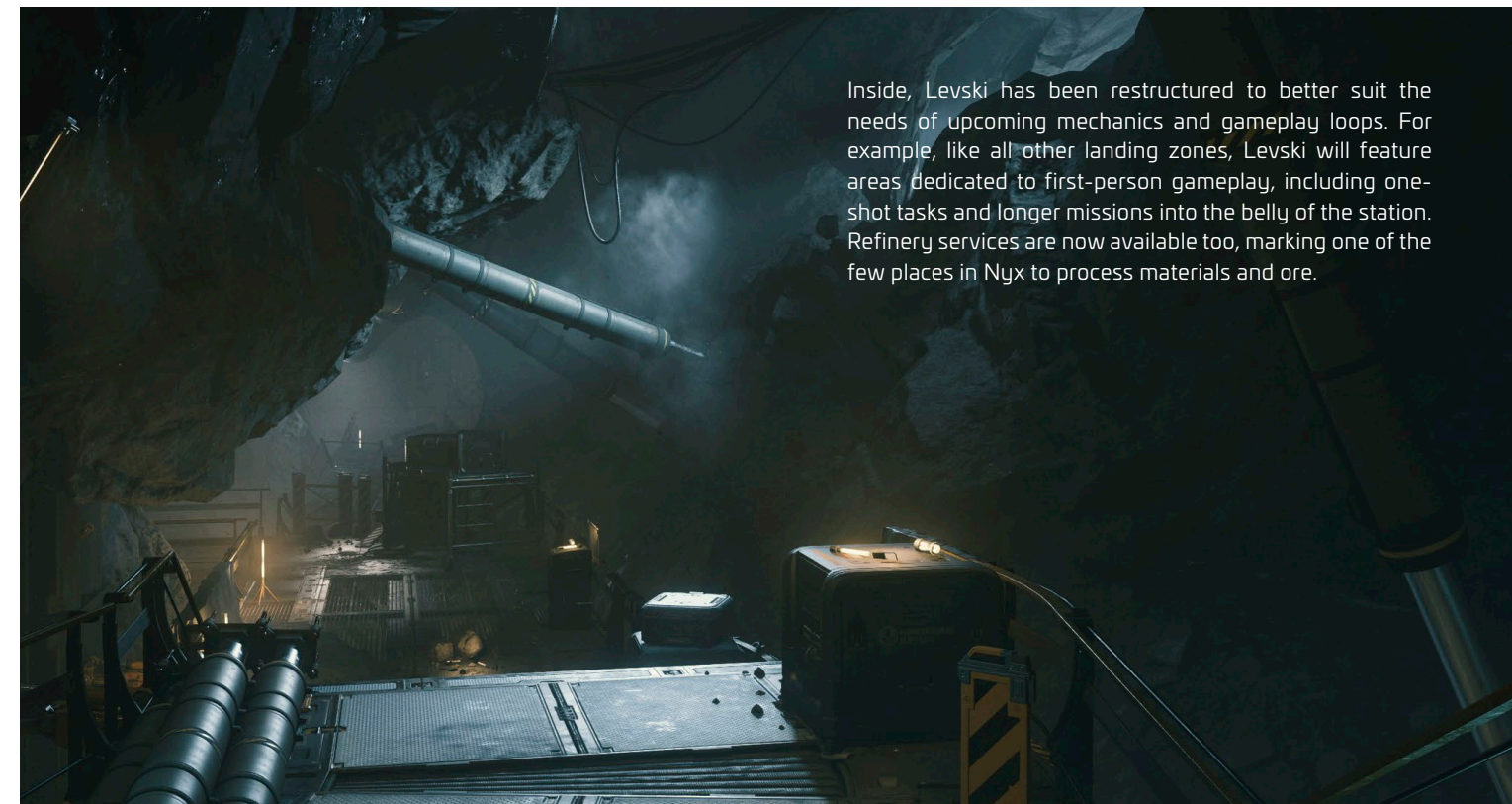
Location team's work winding down on Pyro, Nyx's main landing zone was taken out of stasis and a huge overhaul began. Most notably, while Levski's established lore as an asteroid mining facility remains, the amount of work accomplished by its previous operators has increased. Now, the central borehole extends through the whole asteroid, allowing daring pilots to pass through on their way to the new hangars added in support of Server Meshing and the recent cargo update.



Docking services are also embedded into the sides of the asteroid to support larger ships. These include the usual freight elevators alongside zero-g variants specifically designed for large haulers like the MISC Hull C. Giving direct access to the cargo decks, these elevators are designed to help players quickly load and unload particularly large volumes of cargo.







Inside, Levski has been restructured to better suit the needs of upcoming mechanics and gameplay loops. For example, like all other landing zones, Levski will feature areas dedicated to first-person gameplay, including one-shot tasks and longer missions into the belly of the station. Refinery services are now available too, marking one of the few places in Nyx to process materials and ore.



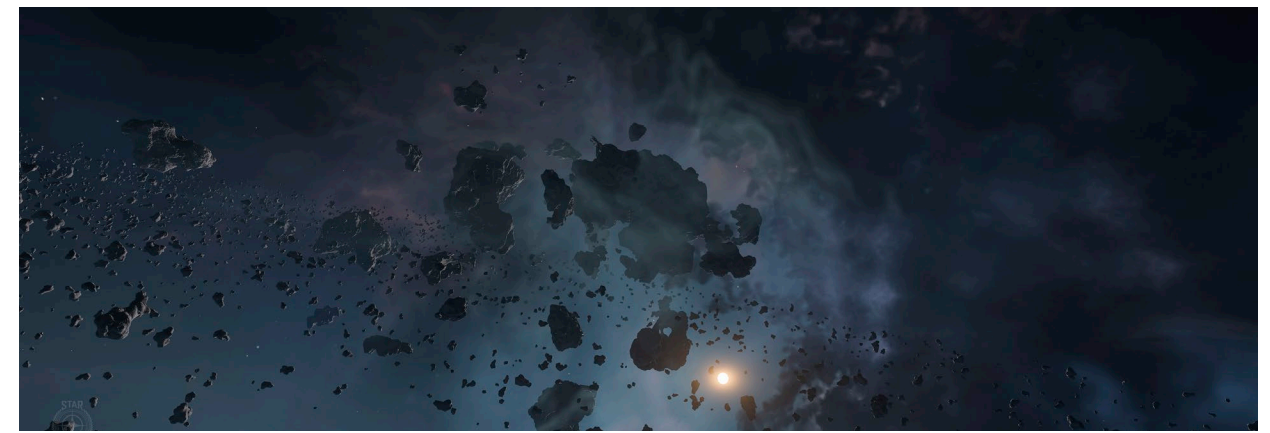
Delamar and its surrounding space have been significantly upgraded too, including a unique skybox and a denser asteroid field that will require even the most experienced pilots to focus on their approach.

NYX GENERATION

Players will be able to explore the updated Delamar and Levski with the release of the Nyx system. Although its planets have long since been relieved of any natural resources by mining companies, Nyx won't be a barren expanse, as its convenient jump points will see the system act as a flyover for various routes around Human space. Plus, thanks to the work of the People's Alliance, Levski is a comparatively welcoming destination for those unable or unwilling to assimilate into UEE society.

"We, the People's Alliance of Levski, are dedicated to the creation and continual development of a truly egalitarian community, where all sentients may feel safe and free to express ideas while supporting each other towards the communal goal of enlightened self-sufficiency."

People's Alliance, Declaration of Intent, 2655





On October 12, 2654, an emergency broadcast interrupted a People's Alliance meeting to organize a march drawing attention to the disappearance of several of their members who had been arrested during a recent protest. None were ever heard from again. That night, Emperor Corsen Messer V commandeered all spectrum broadcasts to have the public witness the signing into law sweeping changes to the legal system. Rubber stamped by the sycophantic Senate, the law widened the range of crimes eligible for capital punishment, levied longer sentences on political dissidents, and even suspended the right to a trial for political crimes under the guise of not providing a platform for martyrdom.

The People's Alliance meeting fell dead silent during the broadcast. Some quietly cried. Others argued whether or not to cancel the march. Eventually, one angry and impassioned voice rose above the rest, and everyone turned their attention to Kenzan Peralta. Considered an elder statesman of the group, Peralta had lived a previous life as a miner and suffered a devastating on-the-job accident that left him with a permanent

limp. Eyes ablaze from the pills he couldn't shake since that injury, Peralta ranted about the injustice of the legislation and called it the death knell for Humanity's freedom. He saw only two ways forward for the People's Alliance. Either stay and become slaves to the Empire or go someplace where they could exist outside of the grasp of the Messers. Many People's Alliance members agreed, but expressed helplessness over where they could go as the reach and influence of the UEE seemed to stretch everywhere. It was then that Peralta first mentioned that he might know a place.

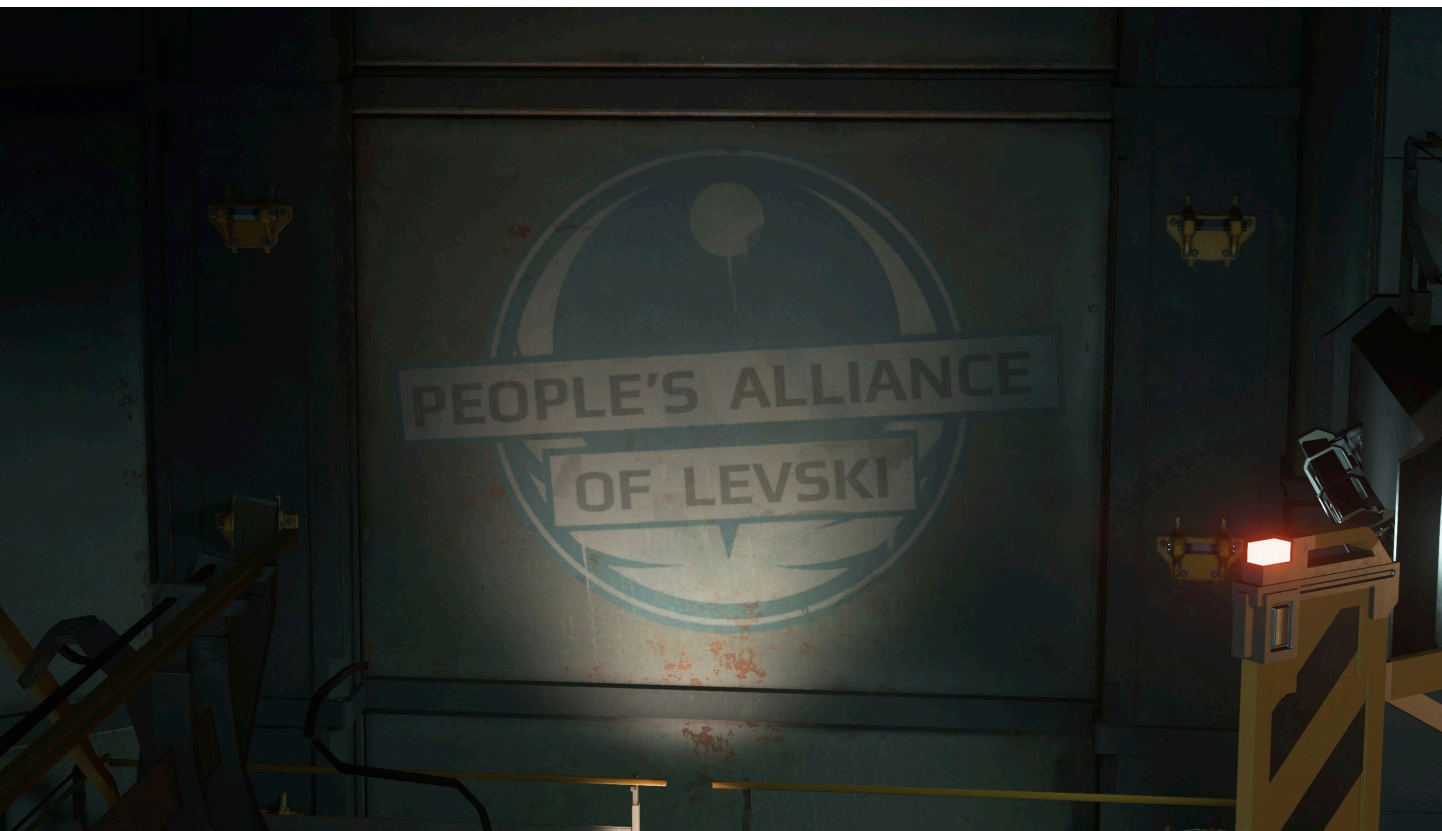
In early 2655, Peralta led a small fleet of People's Alliance members into Nyx. Their destination was an abandoned mining outpost dug into a moon-sized asteroid of the Glaciem Ring. Built then abandoned by QV Planet Services, the People's Alliance found the facility in disrepair but safe enough to settle. Their first order of business was to vote on a name for their new home. After winning by eight votes, the location was called Levski in honor of the 19th century revolutionary.

A MORE PERFECT UNION

The People's Alliance repaired the station as best they could and started arguing over how to build a society based on egalitarianism and community. The group enshrined a set of six principles, not laws, that they deemed the 'Rules of Life,' which are still followed and prominently displayed around the facility even today:

- *Never denigrate another's views or ideas. We are all entitled to our own beliefs.*
- *Not attempt to profit, exploit or instigate plans to deprive anyone of their goods or health.*
- *Do not pursue a UEE agenda while within our community.*
- *Agree to resolve conflicts in a nonviolent manner.*
- *Agree to spend time (no matter how little) thinking about what you have done today to make the universe a better place.*
- *Even if you disagree with us, you will respect our right to life.*

Despite their hard work and good intentions, it didn't take long for their dream of creating an open, free, and fair society to run into issues. Word quickly spread among People's Alliance members still in the UEE and other anti-Messer activists that a safe harbor had been established. Many flocked to Levski and were welcomed with open arms. By 2661, Levski's population had swelled to breaking point. Water was frequently rationed. People hoarded food and medical supplies, and relied on a black market for other essentials. Eventually, the life support system failed, forcing the facility to run at diminished capacity for almost a week while emergency repairs were made.



At the next People's Alliance meeting, members spent hours debating what to do. The long and contentious session ended with a vote that suspended Levski's open door policy. Following the vote, construction began on barricades dividing the facility into residential and public sectors, which remain to this day. The People's Alliance also established a leadership council and a security detail to expel any resident who failed to honor the 'Rules of Life.' While the People's Alliance continues to preach and practice nonviolence, Levski still has an active security force willing to put their pacifism aside when needed.

AT THEIR LIMIT

The next test for the principles of the People's Alliance came in 2665 when a ship of Terran politicians landed at Levski and asked for asylum. The group had fled the UEE after opening an official inquiry into the corruption of a Messer-appointed governor. Their arrival sparked a fierce days-long debate among People's Alliance members over Levski's official role in and responsibility to the resistance movement. Ultimately, members voted and narrowly decided to deny their request. In a speech to the asylum seekers, a representative of the People's Alliance expressed allegiance to their cause but cited Levski's lack of resources and space to house more people as the reasons behind their decision. Yet in private, many members were concerned that allowing these political refugees safe harbor would only attract the wrath of the UEE.

The Terran politicians respected the People's Alliance decision and left, eventually finding their way into Xi'an space. They would go on to help establish the Bremen beltway, a key smuggling route to get political refugees out of the UEE. They would ask the People's Alliance to prove their commitment to the cause by having Levski be an important refueling stop along the way. This compromise allowed the People's Alliance to support the resistance without also making Levski a potential target of UEE retaliation.

POWER TO THE PEOPLE

The fall of the Messer regime in 2792 ushered in a new era for the People's Alliance. The revolution inspired the group to reduce the size of their security force and softened their stance on not letting outsiders become residents. For the first time in over a century, people not related to current People's Alliance members were allowed to live in Levski. The influx of new people and ideas led to a cultural renaissance that fostered the poetry of Cipriani, anarchic political writings of Lara Hyun, and the construction of a powerful sculpture honoring Anthony Tanaka, whose senseless death sowed the seeds of revolution that ultimately toppled the Messers.

Meanwhile, advances to scanner technology made the location easier to find, and the Imperial Cartography Center officially added Levski as a navpoint on Nyx maps in 2803. Alongside this influx of new people, a criminal element took up residence in Levski. Most notoriously, a longtime member of the People's Alliance security force was expelled after she was discovered helping a sentient smuggling syndicate operate in a supposedly abandoned section of the facility.

Today, it's no secret that criminals operate out of Levski, but those who do so successfully know how to do so discreetly. This is because, even after the fall of the Messer regime, most People's Alliance members remain wary of the UEE and consider UEE intervention as the biggest threat to their freedom. Criminals engaged in activities that might draw the attention of the UEE are quickly expelled but those smart enough to stay under the radar get a longer leash.

Yet, a new threat to the safety and security of the People's Alliance has recently appeared in Nyx. In the wake of the Battle of Vega II in 2945 and Bishop's campaign to reclaim Vanduul space, incursions from the neighboring Virgil system have spiked significantly. So far, the attacks have been from small raiding parties whose markings don't match any known larger clans. The hope is that these are small scavenger clans forced to try their luck in the desolate system, and not scout teams deployed by larger clans to assess Nyx for future invasion. Still, it's a growing concern for the People's Alliance leadership council, who have strengthened diplomatic relationships with other groups who call Nyx home, including the gang known as the Moraine. Together these groups patrol the system to keep an eye out for Vanduul ships and monitor the area around the jump to Virgil. Even if their worst fears materialize and a Vanduul kingship enters Nyx, the People's Alliance has made one thing clear. They won't be turning to the UEE for help. Much like centuries ago, the People's Alliance remain committed to living, surviving, and thriving on their own terms.



CASTRA II
PLANET



WORK IN PROGRESS:
**CASTRA
SYSTEM**

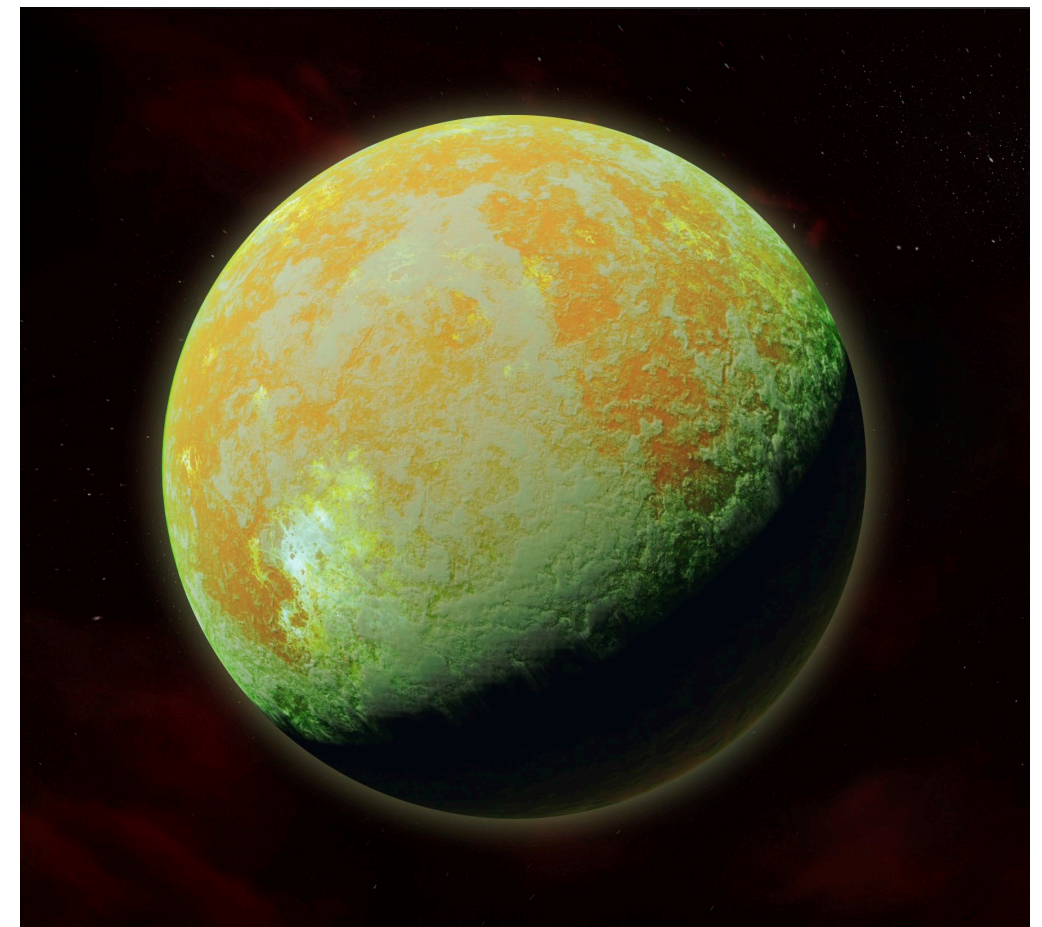
Pyro is fast approaching, Nyx is on the horizon, but what about beyond that? Well, after taking CitizenCon viewers through content currently in development, the Locations team gave an exciting glimpse into a system coming further down the road. While Nyx could've been predicted thanks to the existence of Levski, the announcement that the Castra system would follow it was a surprise not many expected.

Naturally, as this stage, development of Castra is in the early stages, with concept art being created to inform the devs of what to expect when tasks start being widely allocated. However, even at this early stage, it's clear to see the system offers intriguing locations not yet seen in the 'verse.

CASTRA I
PLANET

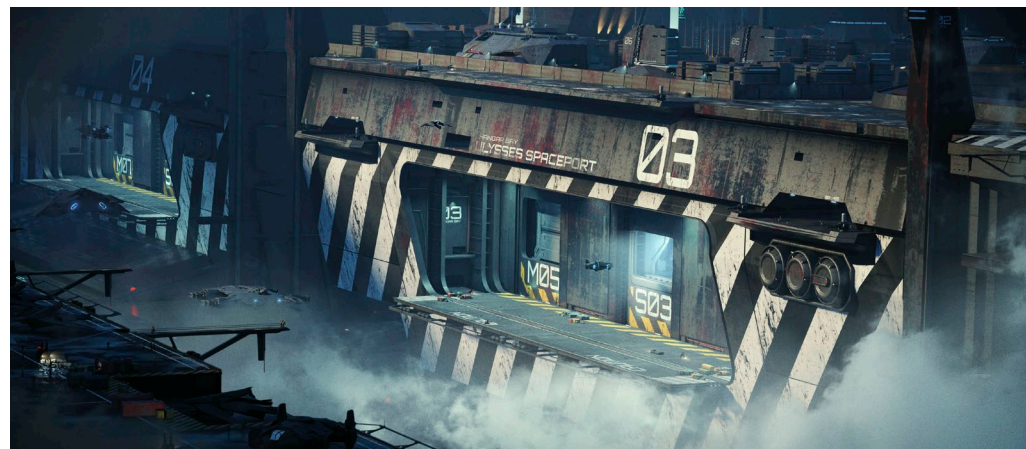


The system features two planets at the opposite ends of the habitable spectrum. Castra I is known locally as 'Bullseye,' as it was used for bombing practice by the military during the Xi'an-Human Cold War. Although barren, glass strewn across the surface by decades of weapon testing occasionally catches the light, causing the whole planet to glitter.



Castra II was named Castra Command by the military, though is typically referred to as 'Cascom.' Jutting out from the peak of Mount Ulysses is the Sherman landing zone. Previously a key forward base and training facility during the Xi'an-Human cold war, it has since become a tourist destination due its unique architecture and breathtaking views.

We'll keep you updated as the development of Castra continues – we can't wait to uncover more!





BEHIND THE SCENES: MISC STARLANCER

Star Citizen's vehicle manufacturers have evolved significantly since the early days of the project. RSI, conceived as the major shipbuilder for the masses, has grown to a titan of industry, producing everything from stealth fighters to cutting-edge corvettes. Drake Interplanetary, once the de facto pirates' choice, has publicly turned its back on criminality to champion blue-collar workers the empire over. Argo Astronautics has been fleshed out into an industrial stalwart, Aegis Dynamics has faded to a relic of a darker time, and Crusader Industries has left commercial passenger transport behind for forward-thinking career ships.

This growth hasn't escaped Musashi Industrial & Starflight Concern (MISC). Born of a business merger and initially known for its meticulous

mass production, MISC ships could easily have become reliable but uninteresting white goods. However, the brand's innovative designs and increasing use of Xi'an technology gave it a unique edge unmatched by other shipbuilders. From the versatile Freelancer that's helped countless new pilots take to the stars to the iconic Hull series that defined intergalactic hauling, MISC is a key company to both the lore and gameplay of *Star Citizen*.

Recently, the founding of its sister company, Mirai, took the Xi'an connection further, elevating performance and agility via alien tech while tidying up the MISC back catalog by incorporating its racing outlier, the Razor. However, with Mirai focusing on Xi'an-inspired designs and

performance, what would the future hold for MISC?

The answer came during planning for 2024's ship release schedule, with the decision to return to the shipbuilder's earliest success story, though take the concept further to suit the system-spanning world of Alpha 4.0. In September 2023, the brief for the Super Freelancer was submitted.

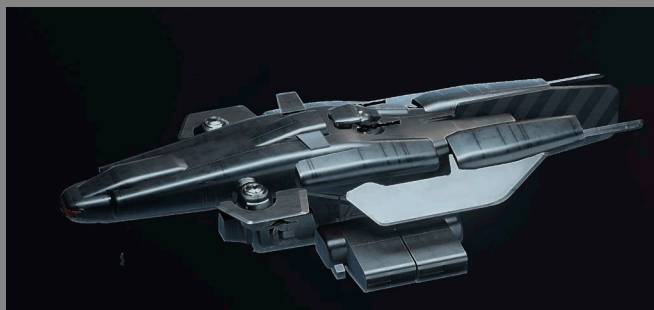
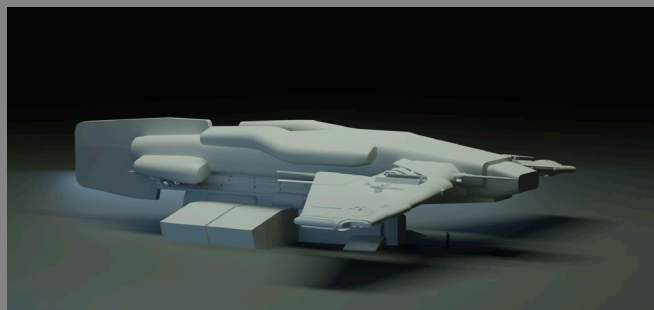
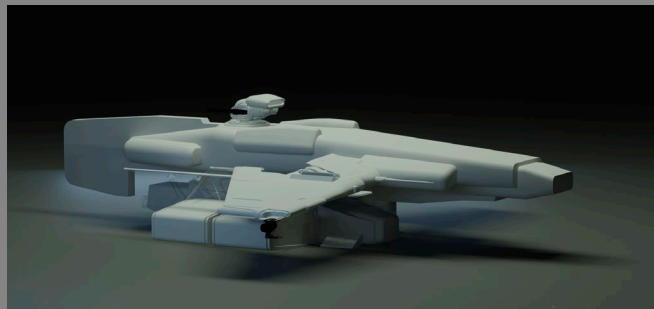
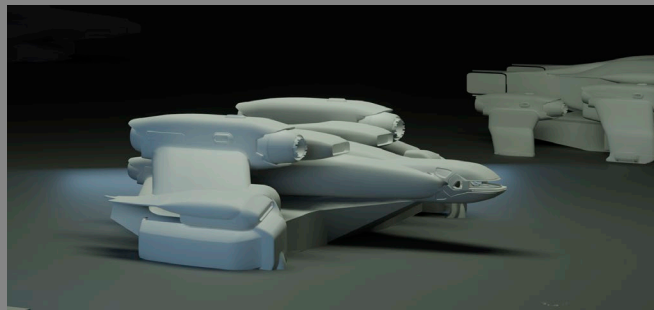
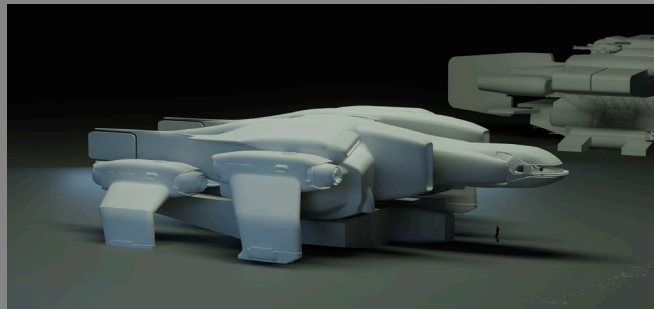
"A MISC-styled modular transport ship. Medical, dropship, cargo, or Mirai Fury transporter."

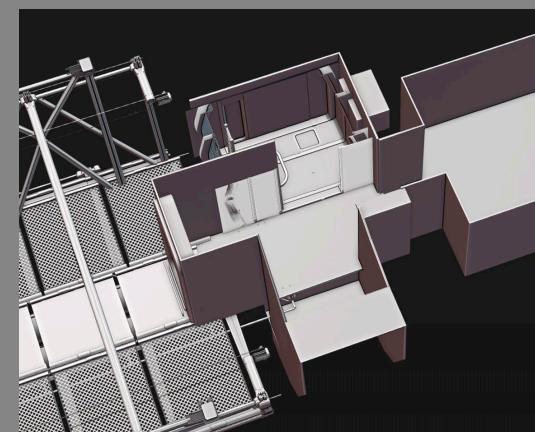
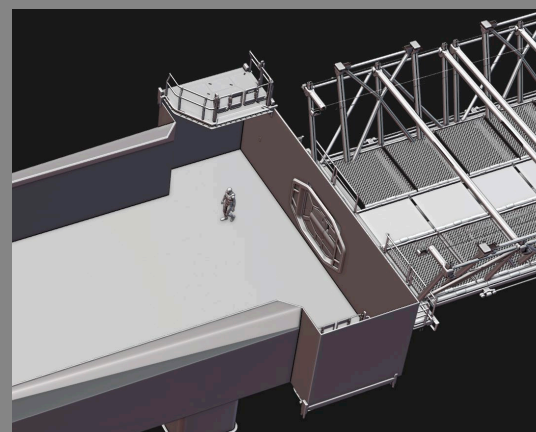
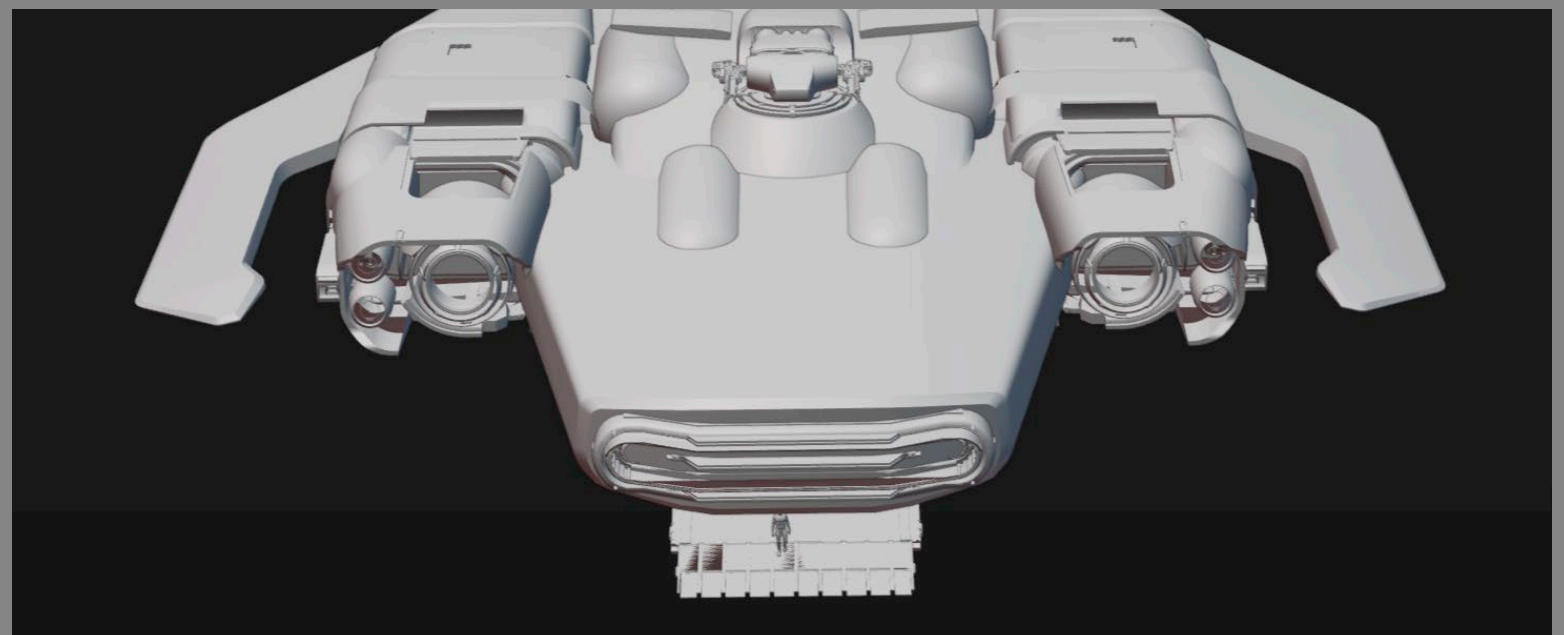
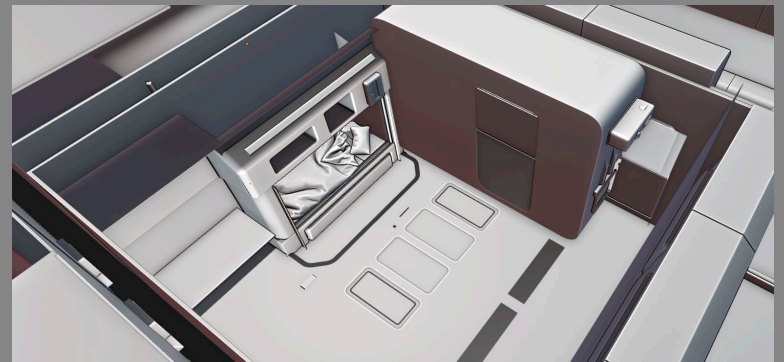
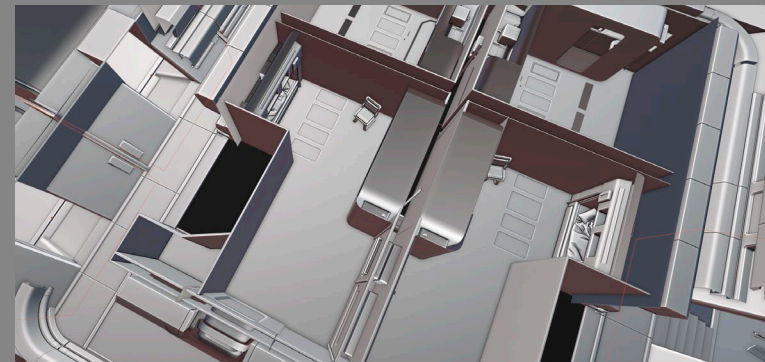
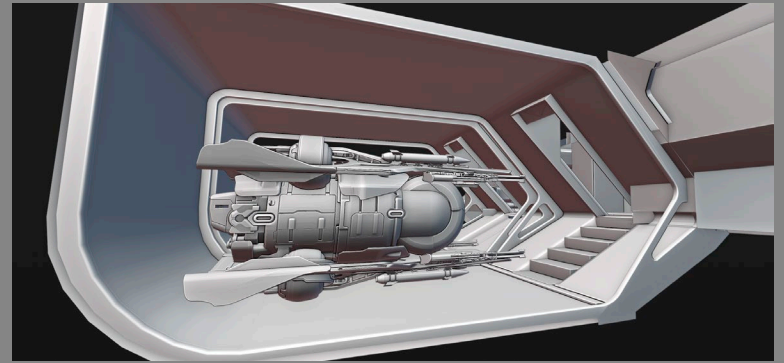
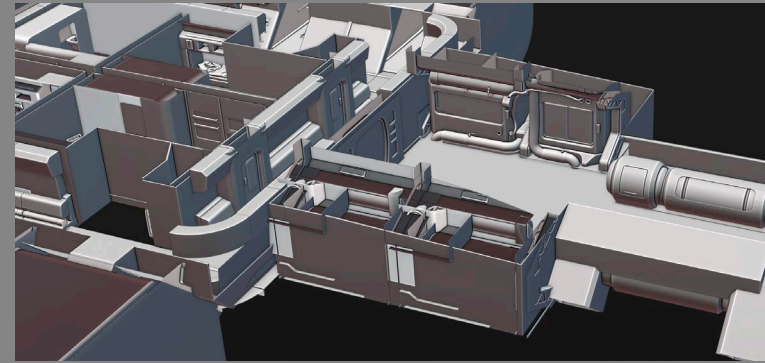
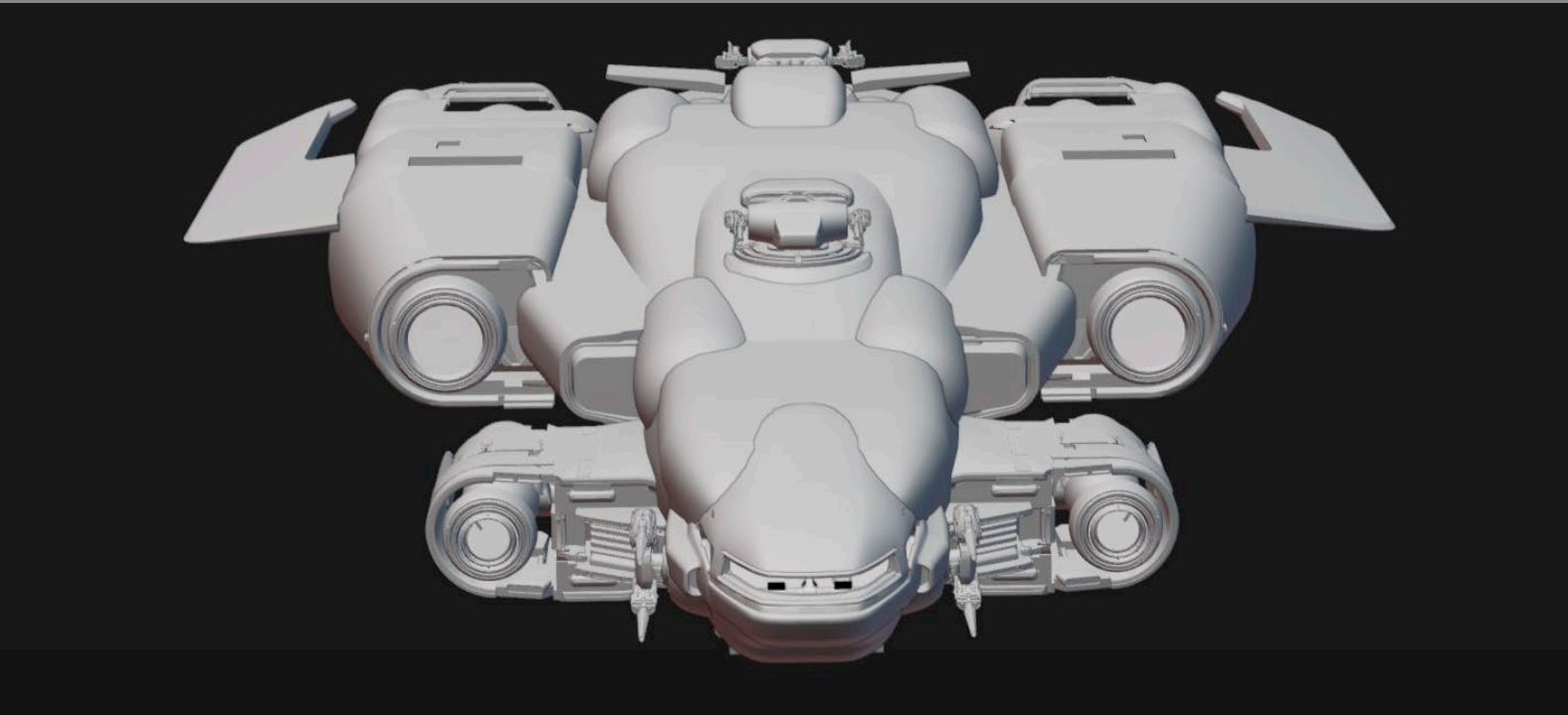
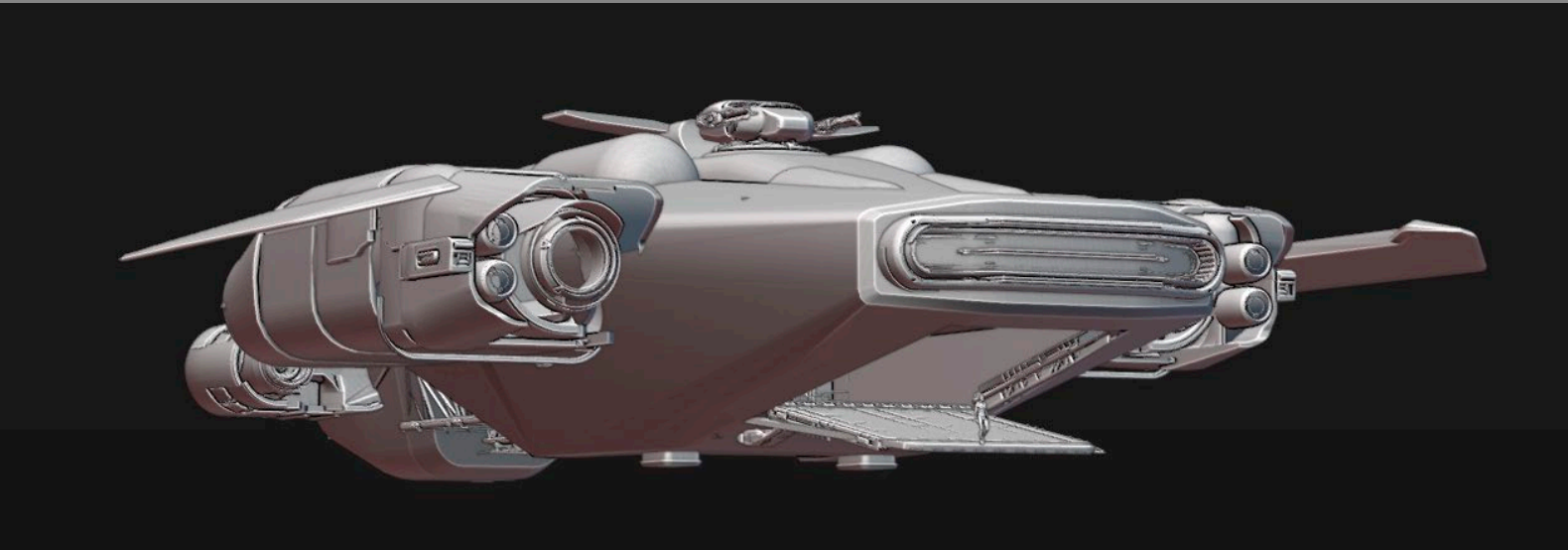
Although a seemingly broad set of requirements, the ship that would later be named the Starlancer would hit all but one requirement.

The process began as usual, by cutting up existing MISC ships and reassembling them in a variety of ways to help inform the basic design language. This 'kit-bashing' process led to five distinct directions, each encapsulating various elements of MISC design, from the hulking chassis of the Starfarer to the

pronounced cockpit of the Prospector.

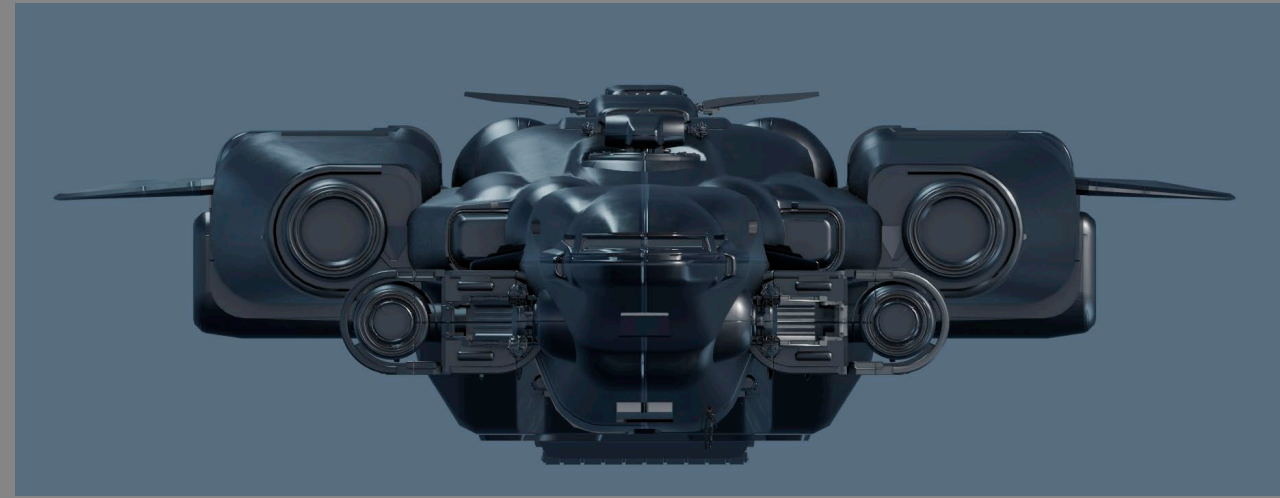
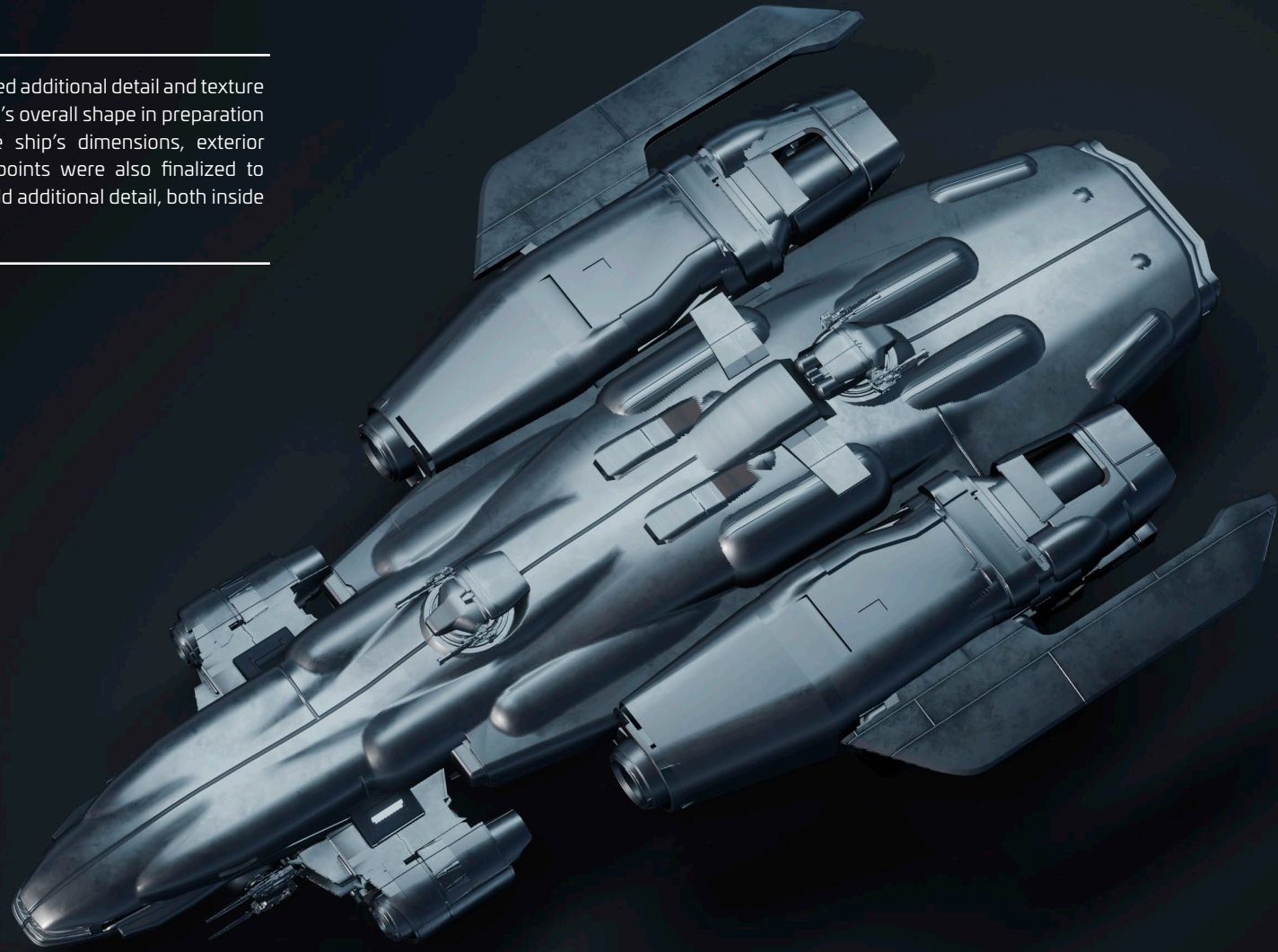
Following a round of iteration, two directions were chosen for further refinement, with the more recognizable MISC silhouette winning over the bulkier, shorter approach.

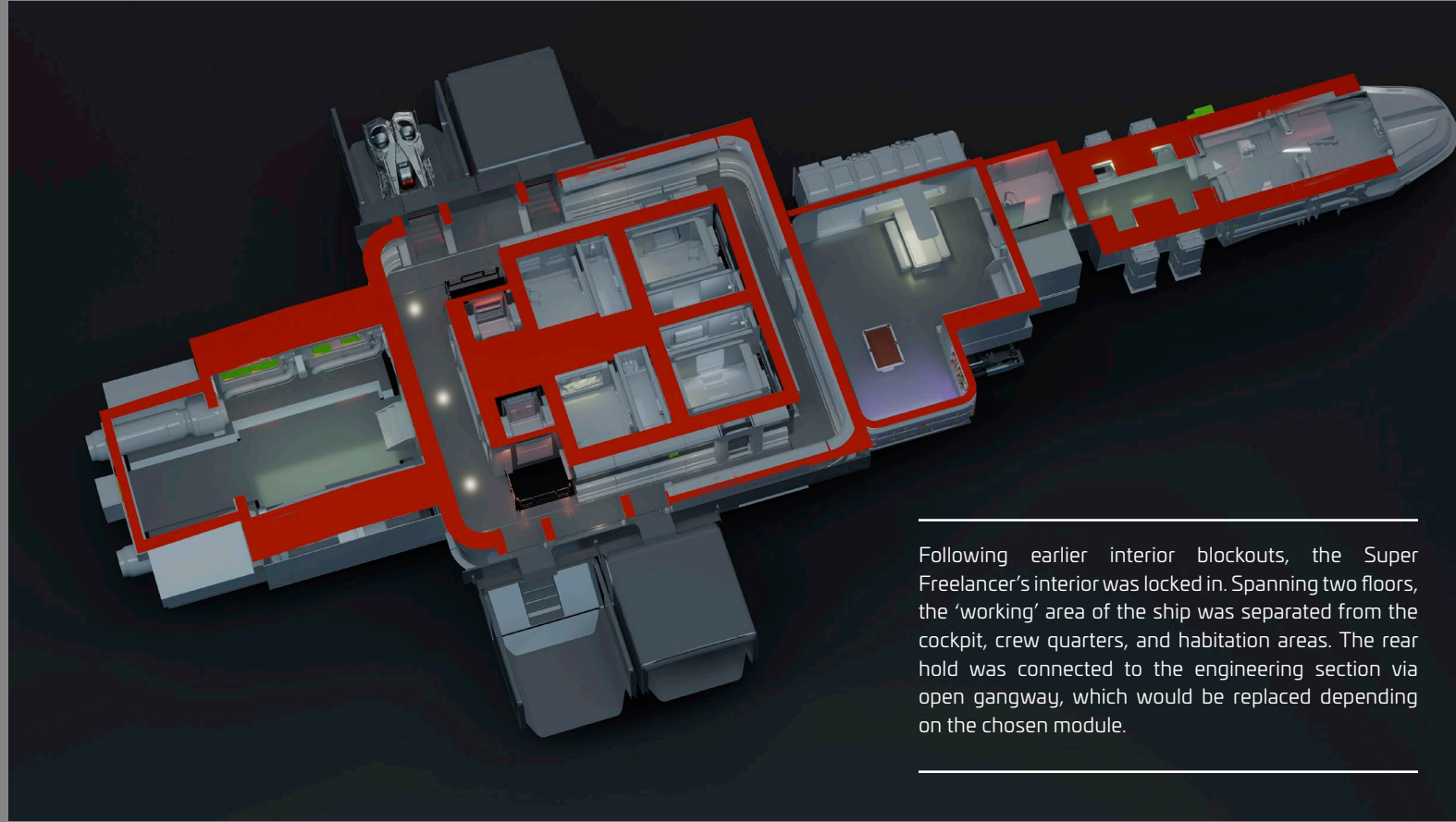
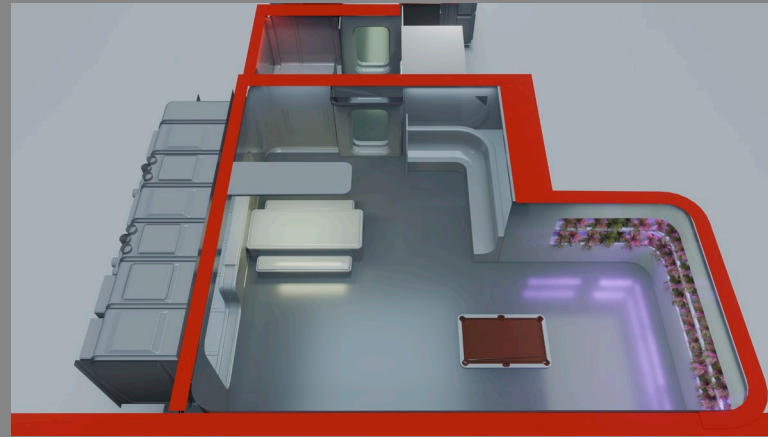
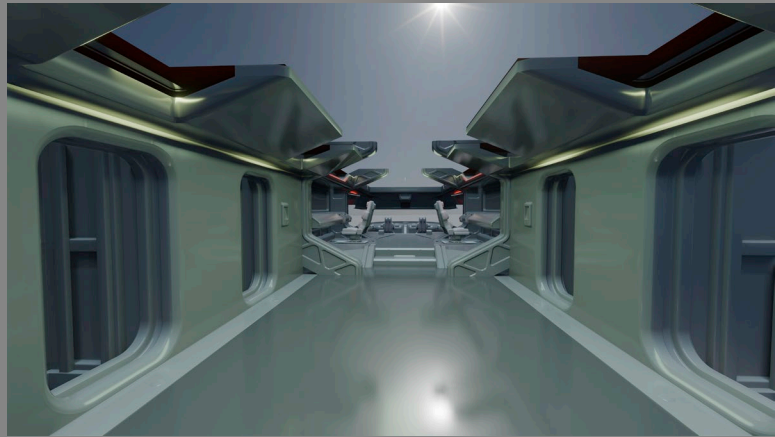
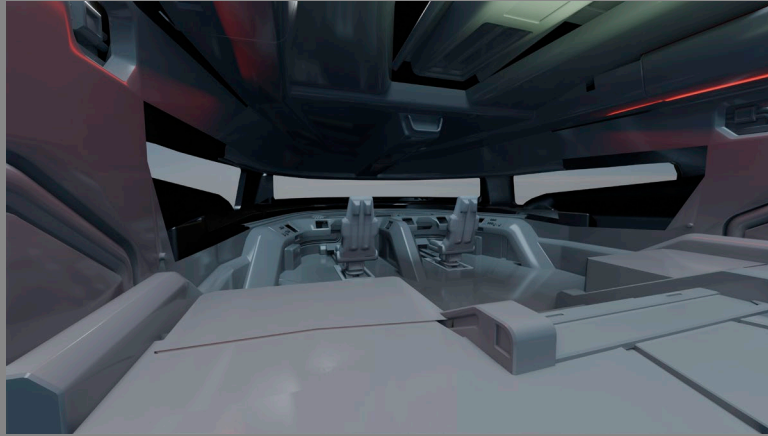
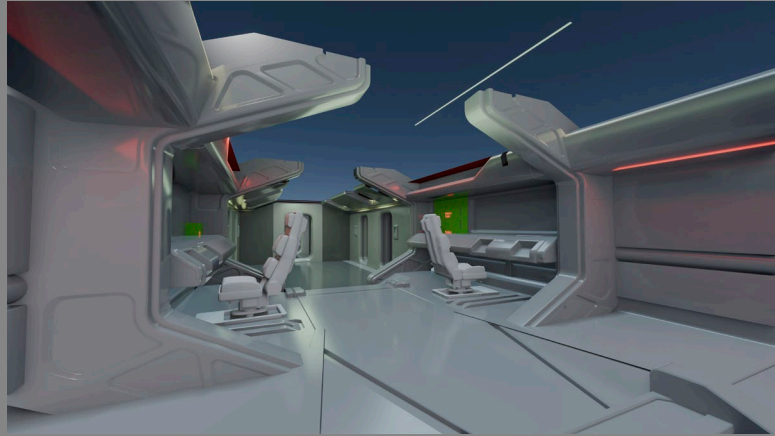




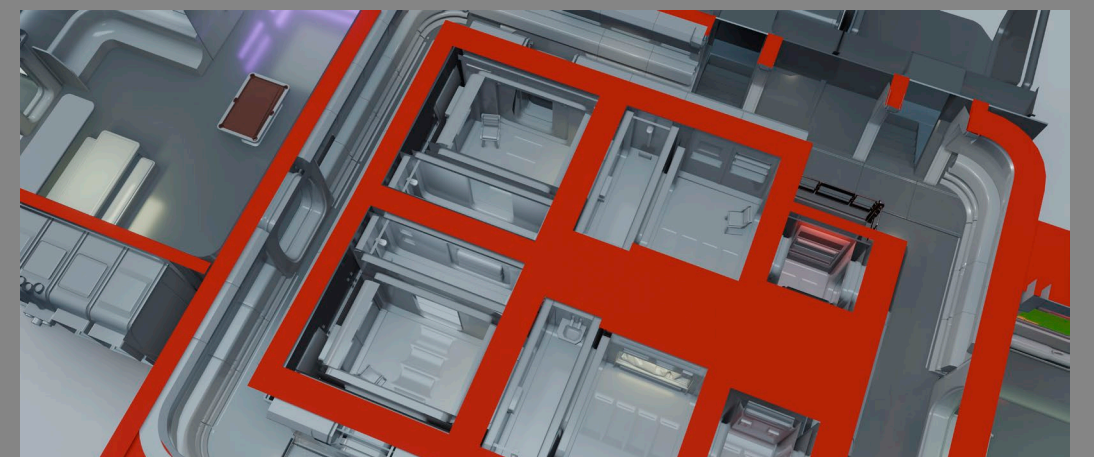
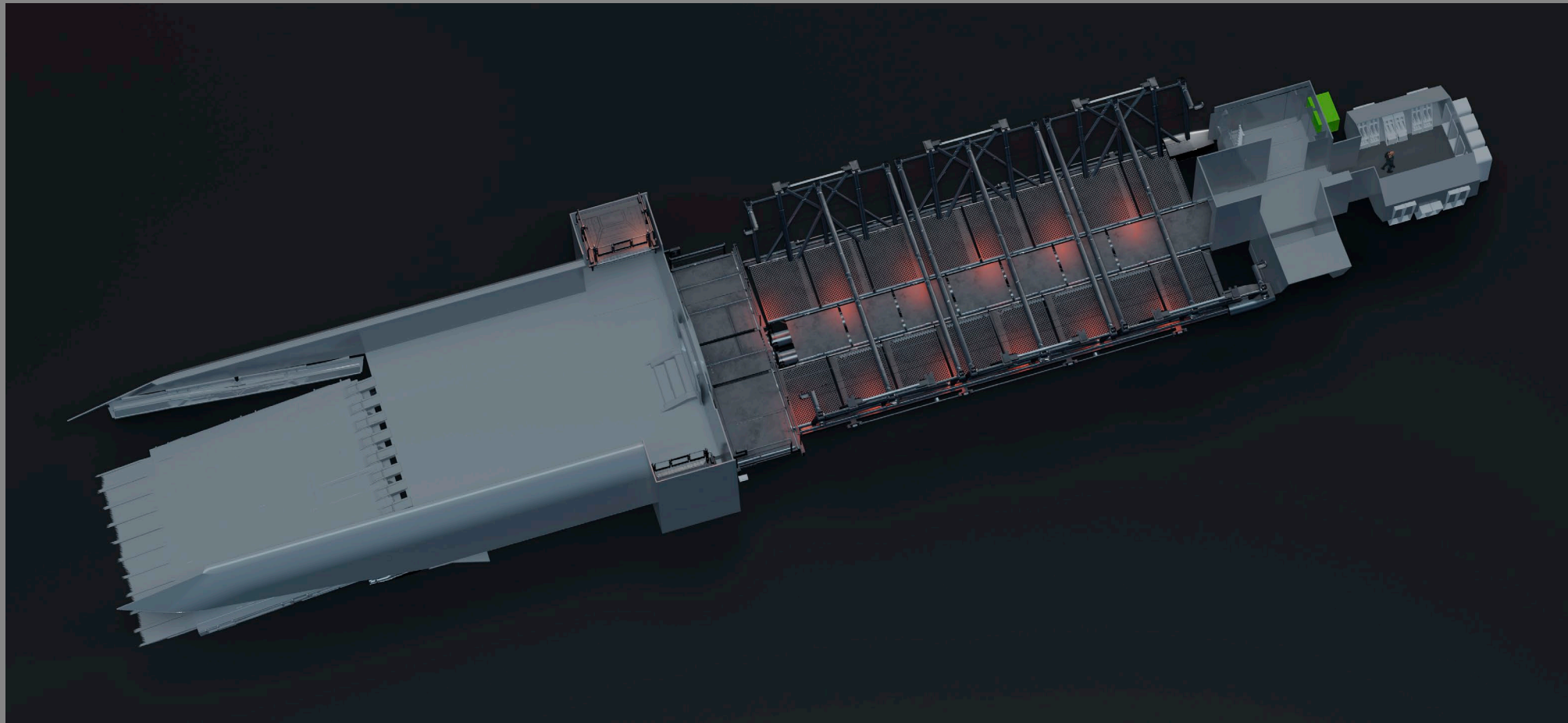
With the overall shape chosen, the Super Freelancer entered the whitebox phase. Here, the ship's layout is determined alongside the placement of major components, like thrusters and weapon mounts. While the requested Mirai Fury bay is present, the medical bay, drop seats, and cargo bay were initially planned to slot into the modular bay on the underside of the chassis, shown here as empty bracing.

The first exterior pass added additional detail and texture to better highlight the ship's overall shape in preparation for its interior pass. The ship's dimensions, exterior components, and entry points were also finalized to enable the designers to add additional detail, both inside and out.



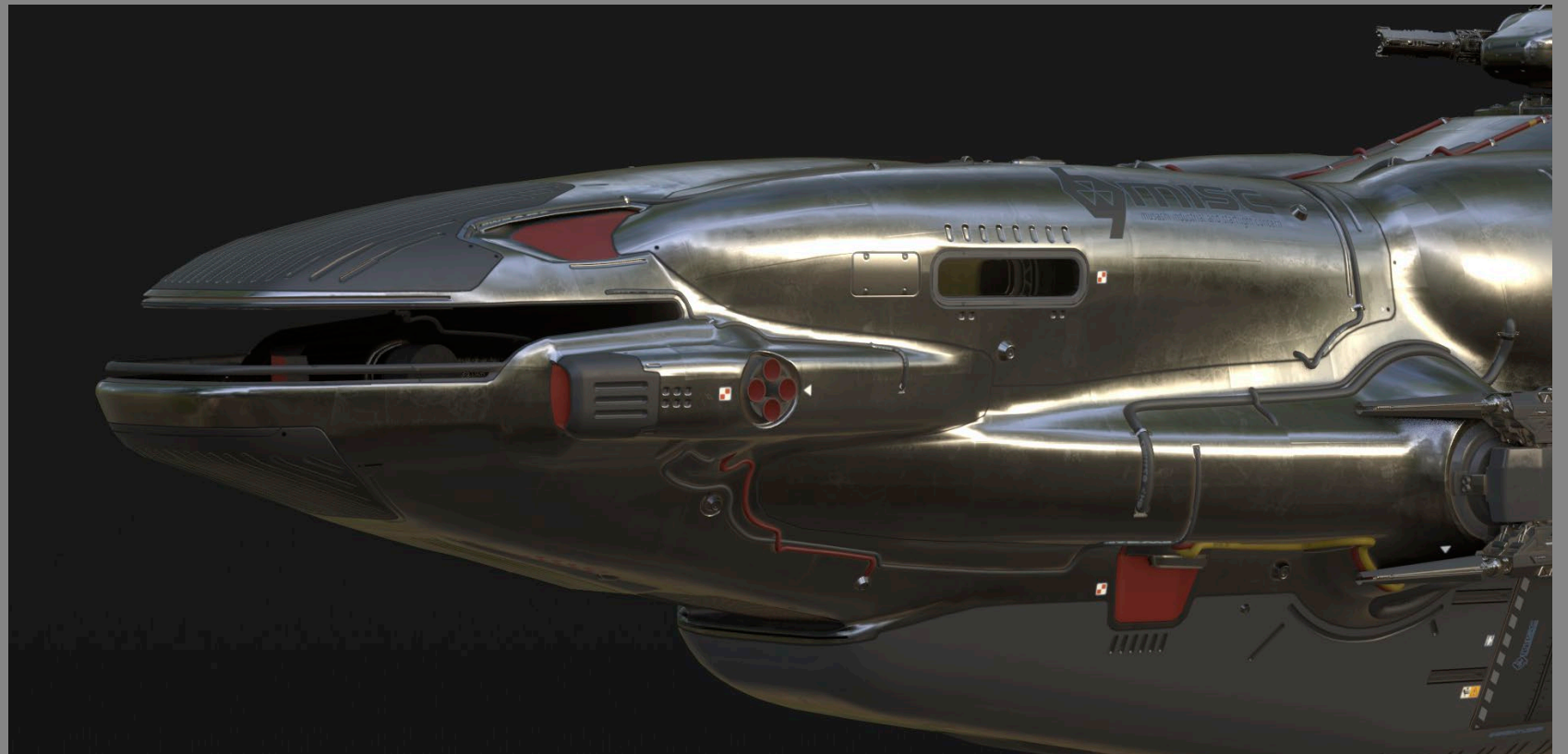


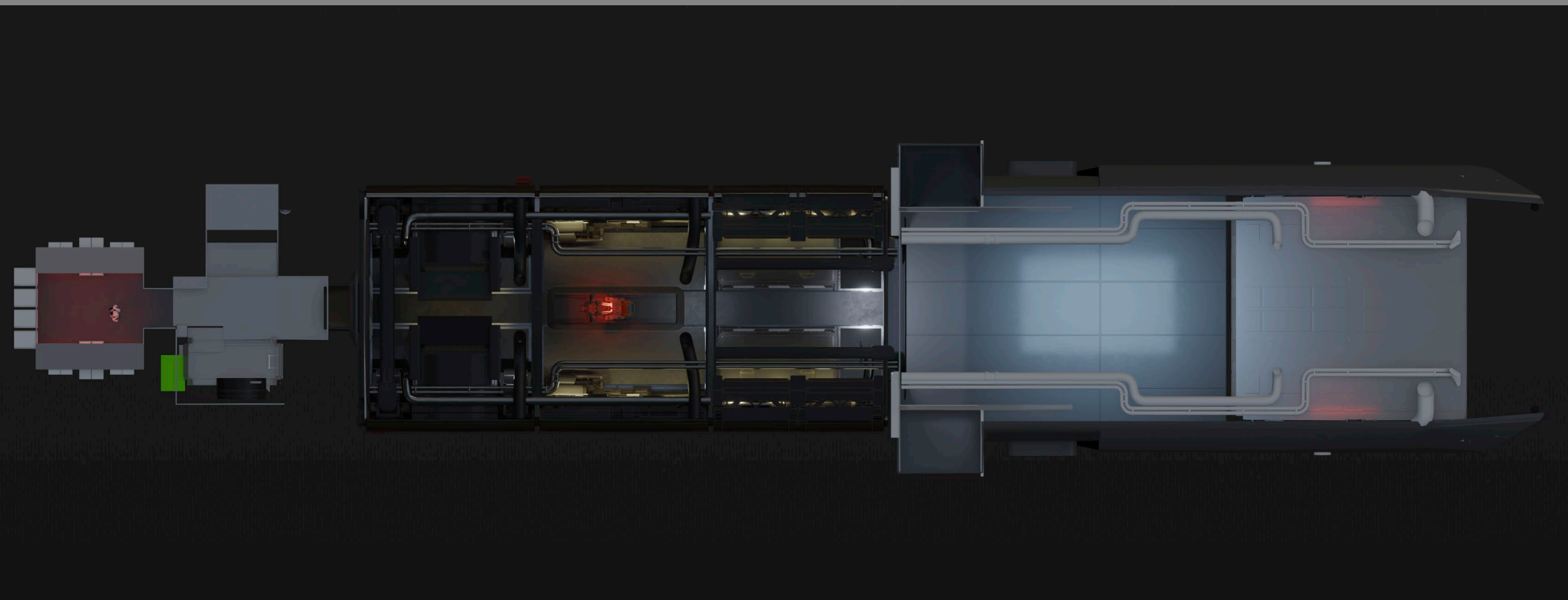
Following earlier interior blockouts, the Super Freelancer's interior was locked in. Spanning two floors, the 'working' area of the ship was separated from the cockpit, crew quarters, and habitation areas. The rear hold was connected to the engineering section via open gangway, which would be replaced depending on the chosen module.





With the interior finalized (albeit still modular), a second exterior pass was done to add significantly more detail and MISC design points. The thrusters received additional detail, while a full material pass added paint, decals, and panel specifics across the hull.





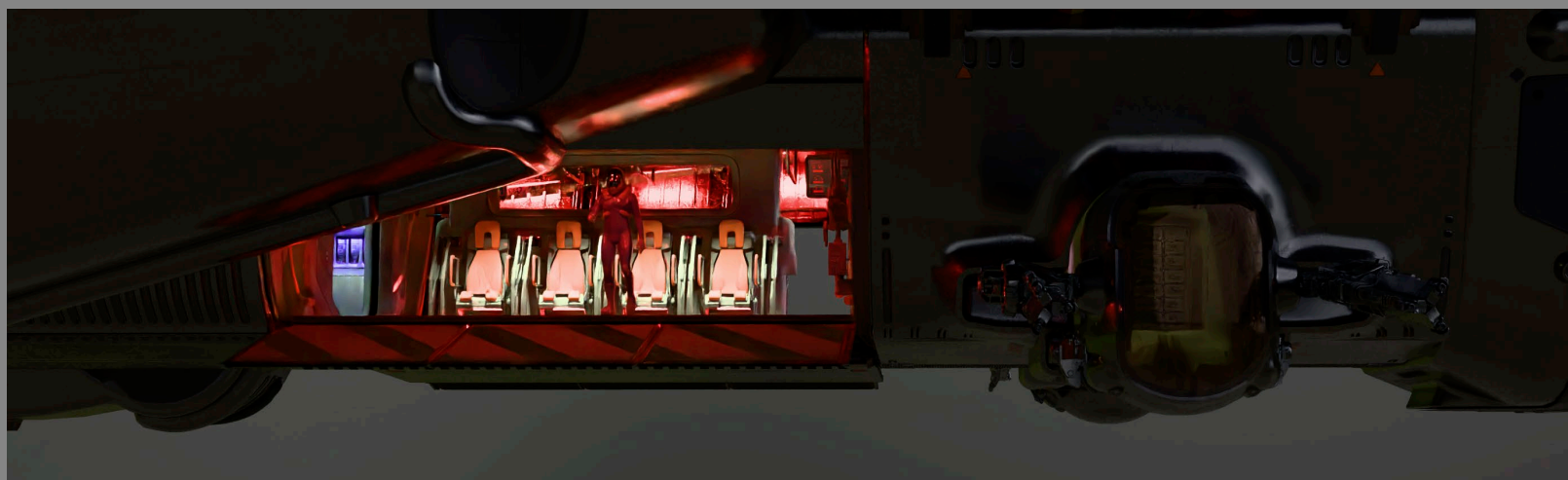
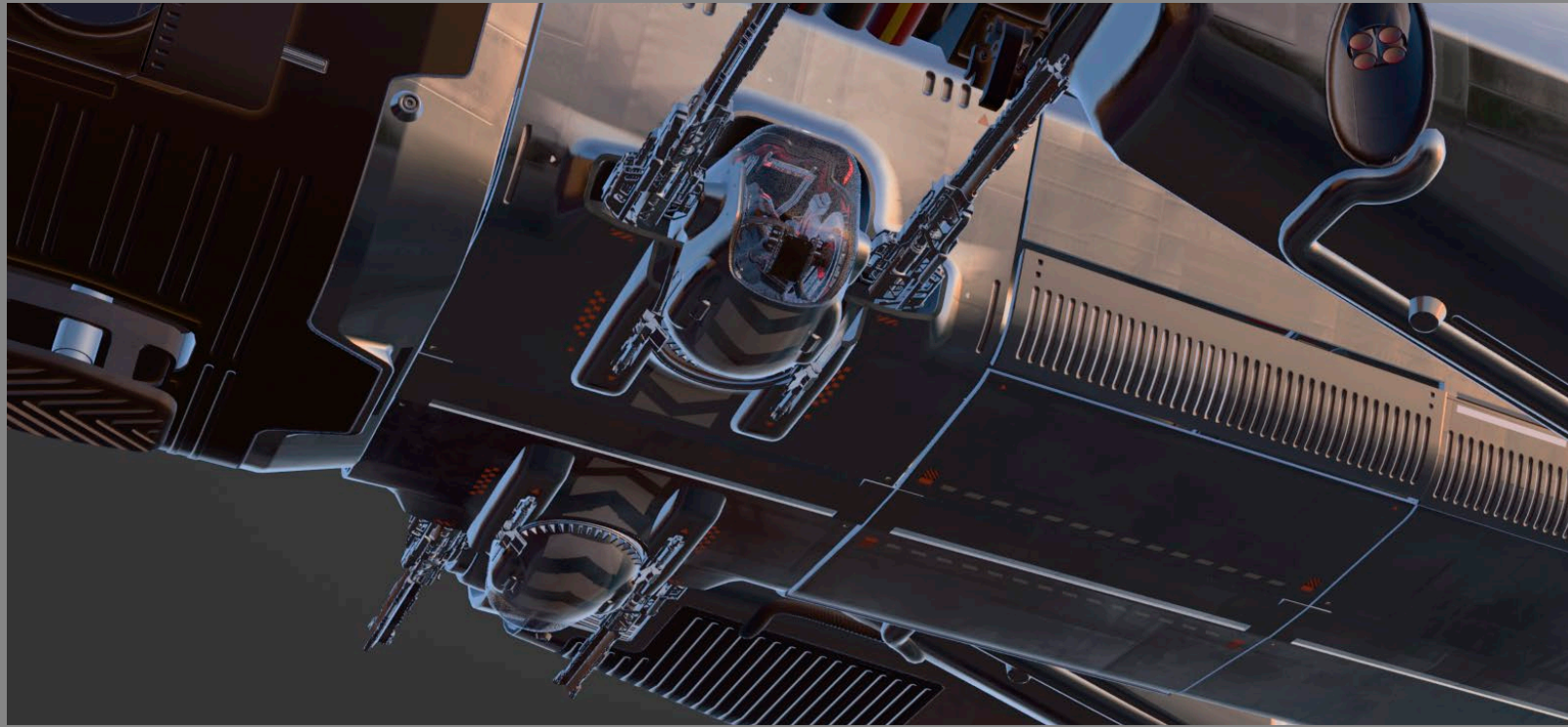
As development progressed, the Ship team decided to drop modularity and instead work toward two initial variants, cargo and frontier patrol, with the cargo version chosen to be flyable first. The initial stage of this pivot was to replace the open bracing with a large cargo hold, adding an additional 128 SCU to the already sizable 96 SCU capacity of the rear hold. As the upper deck would remain unchanged, this gave the Super Freelancer huge storage capacity without needing to sacrifice its crew amenities and vehicle storage.

At this point, the upper deck was also refined, with the communal crew spaces gaining a plant wall, pool table, and other homely additions.



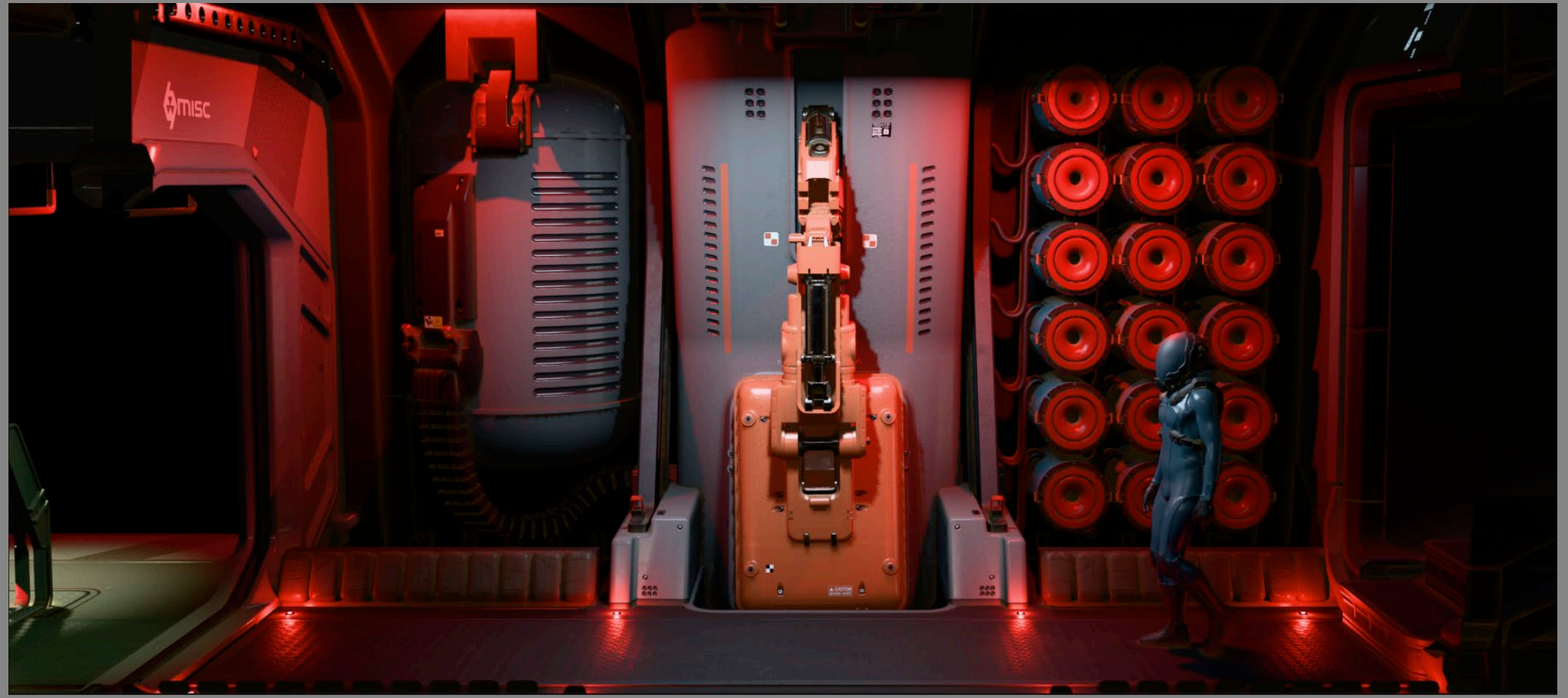
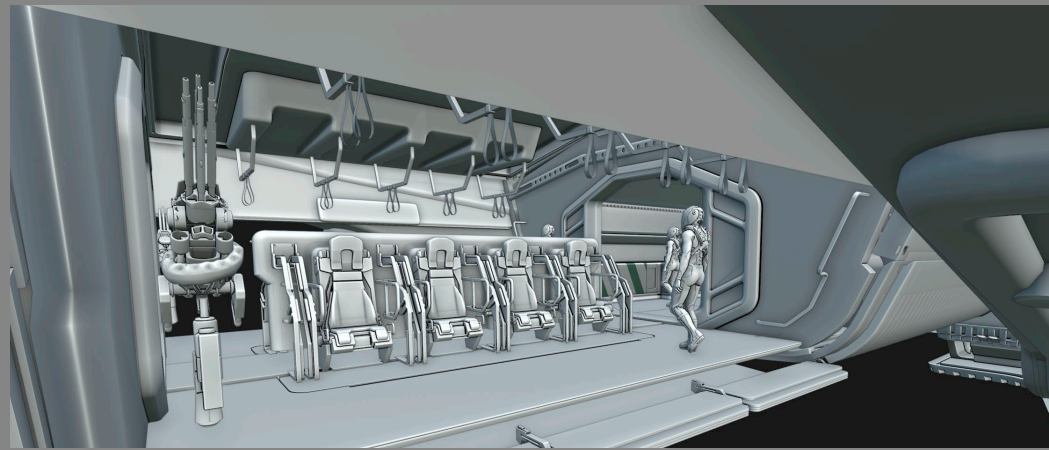
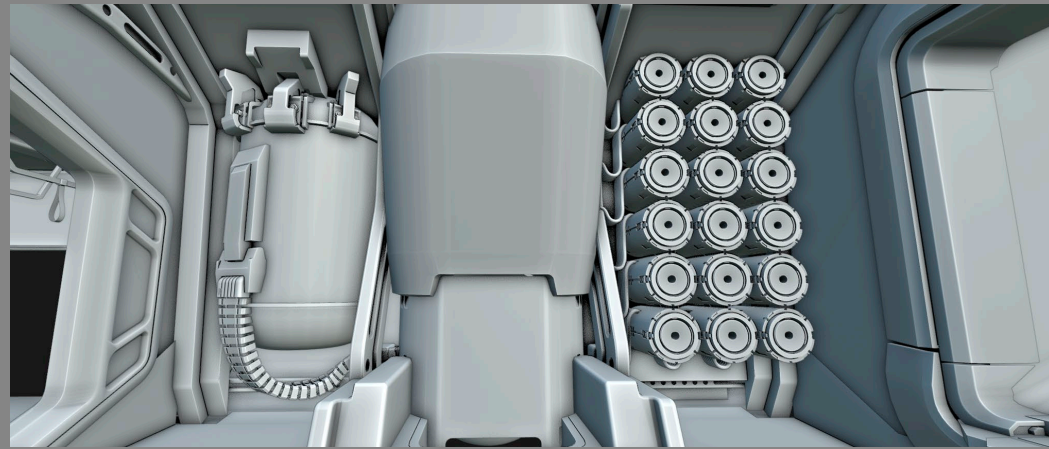
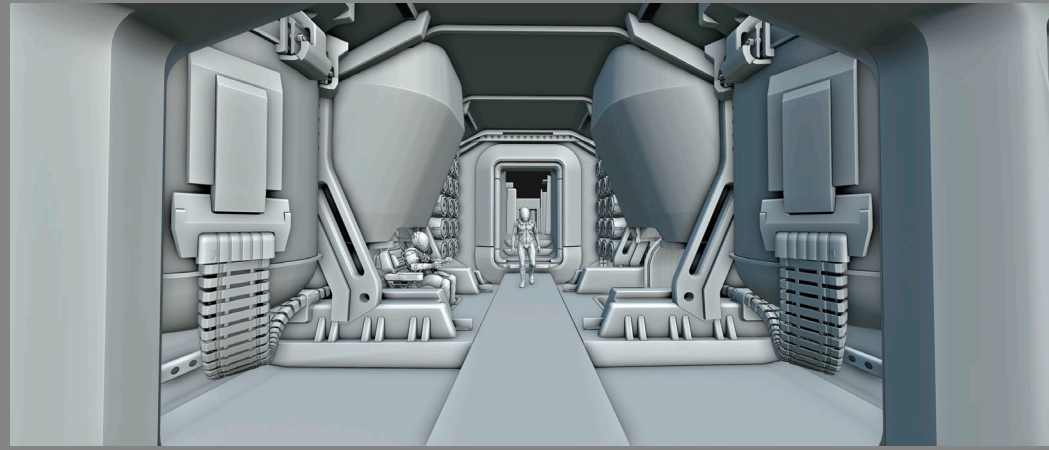
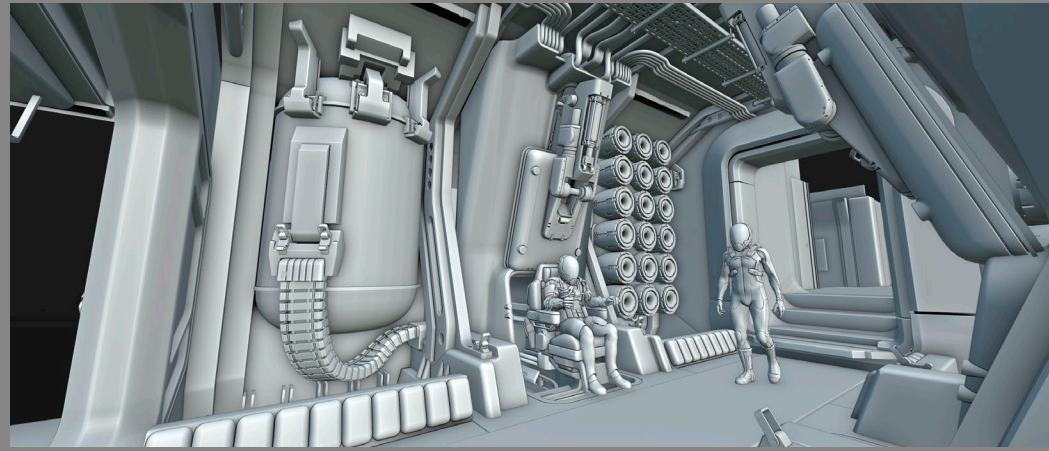


With the design finalized, the Super Freelancer was handed off to be fully built in-engine. Internal concept art was also created to support implementation and inform other downstream teams of its intended use and overall concept. It also received a Narrative team pass, finally being christened the Starlancer. Like the Freelancer, the cargo variant received the MAX designation, while the in-concept gunship received the new 'TAC' name. BLD was also assigned to another concept with a very specific focus...



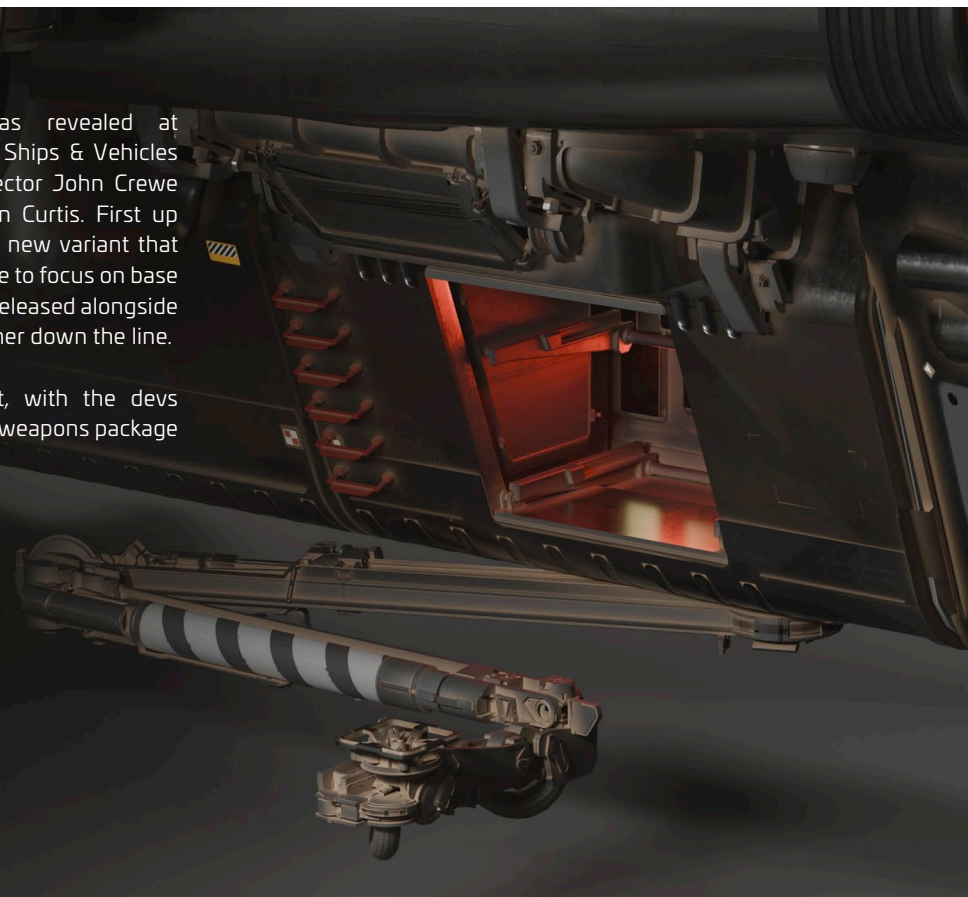
As the MAX progressed through implementation, the designers began conceiving the TAC's unique lower floor. Two additional turrets were added alongside eight jump seats, turning the large cargo ship into a formidable dropship/patrol vessel. Additional changes were also made to the exterior, including blocked-off windows for added security. Two medbeds were also placed beyond the dropseats, making the TAC a self-sufficient mobile base capable of effectively patrolling the frontiers without support.





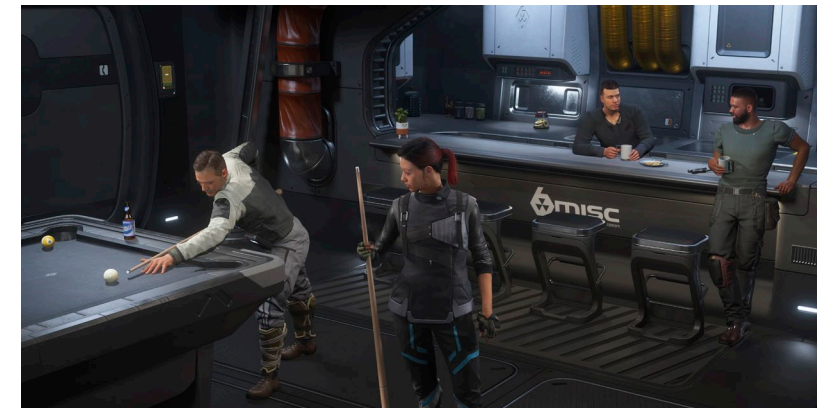
The Starlancer series was revealed at CitizenCon 2954 during the Ships & Vehicles presentation by Vehicle Director John Crewe and Vehicle Art Director Ben Curtis. First up was the Starlancer BLD, the new variant that diverges from the base vehicle to focus on base building via drones. It will be released alongside base-building gameplay further down the line.

Next was the TAC concept, with the devs focusing on its heavy-hitting weapons package and handy snub hangar.





Finally, the MAX was unveiled alongside news of its flyable release at the Intergalactic Aerospace Expo in late November. How this heavyweight hauler will shake up the cargo industry is yet to be seen, but it's certainly a serious option for anyone looking to make the jump to Pyro later this year.





THE NEXT
FRONTIER