



JUMP POINT

ISSUE: 11 02

BEHIND THE SCENES:
REBUILDING LORVILLE

MANUFACTURER FEATURE:
ANVIL AEROSPACE

UEEN INVICTUS FLEET:
RSI BENGAL CARRIER

PORTFOLIO:
PRYTECHNIC AMALGAMATED

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FROM THE COCKPIT

GREETINGS, CITIZENS!

Welcome to April's **Jump Point** and an exciting month in and out of the 'verse!

In 2953, the UEEN fleet is currently heading towards Stanton for the annual Invictus Launch Week and 12 days of test flights, fly-bys, vehicle displays, and announcements. In celebration of the upcoming military event, we're exploring one of the biggest military suppliers in Human space, Anvil Aerospace. Then, we're showcasing the colossal RSI Bengal that'll be touring the system throughout Invictus. Be sure to head into the 'verse throughout the event to see them all for yourself.

However, we're kicking off the issue looking into Alpha 3.19's changes to the industrial city of Lorville. To find out about everything done for the upcoming update, we spoke to one of the key devs behind the

project, Lead Environment Artist Maxime Guindon. Lorville's rework is also the first major project of Turbulent's new dev studio in Montreal, so it's a fascinating preview into things to come further down the pipeline.

We also have an exclusive Portfolio from our ever-talented Narrative team in LA. This time, they're giving us the full in-lore details of Pyrotechnic Amalgamated, the mining corporation behind the discovery and attempted terraforming of the titular system.

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REBUILDING LORVILLE

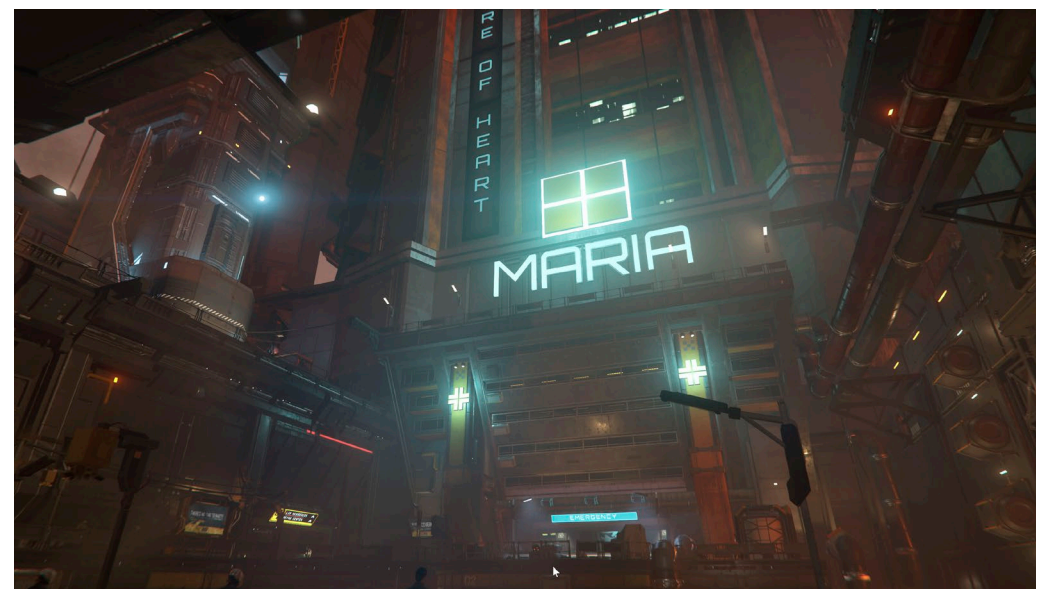
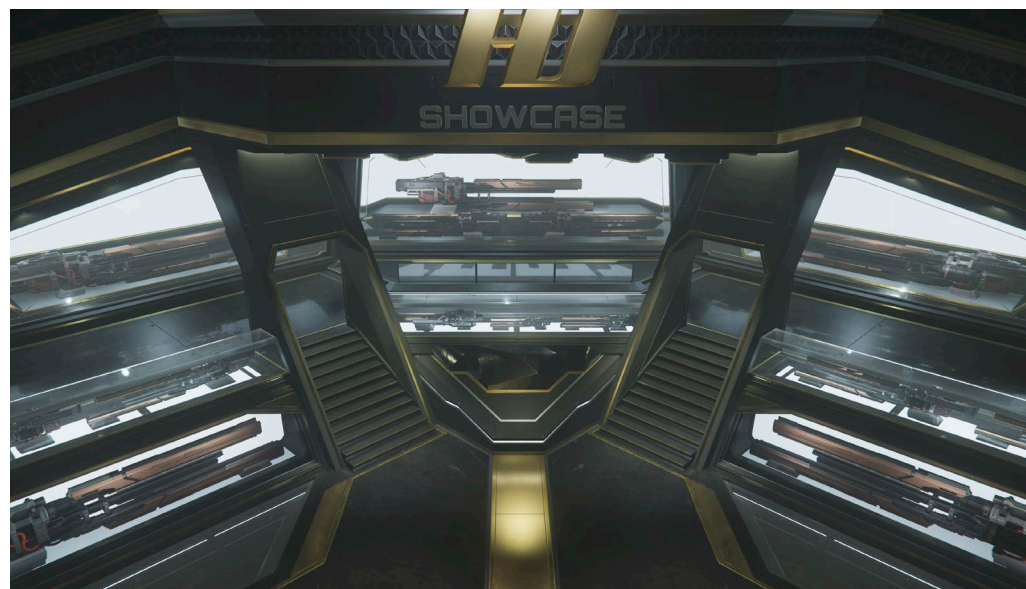
Both behind the scenes and in lore, Hurston and its industrial city of Lorville are deeply tied to the development of the Stanton system.

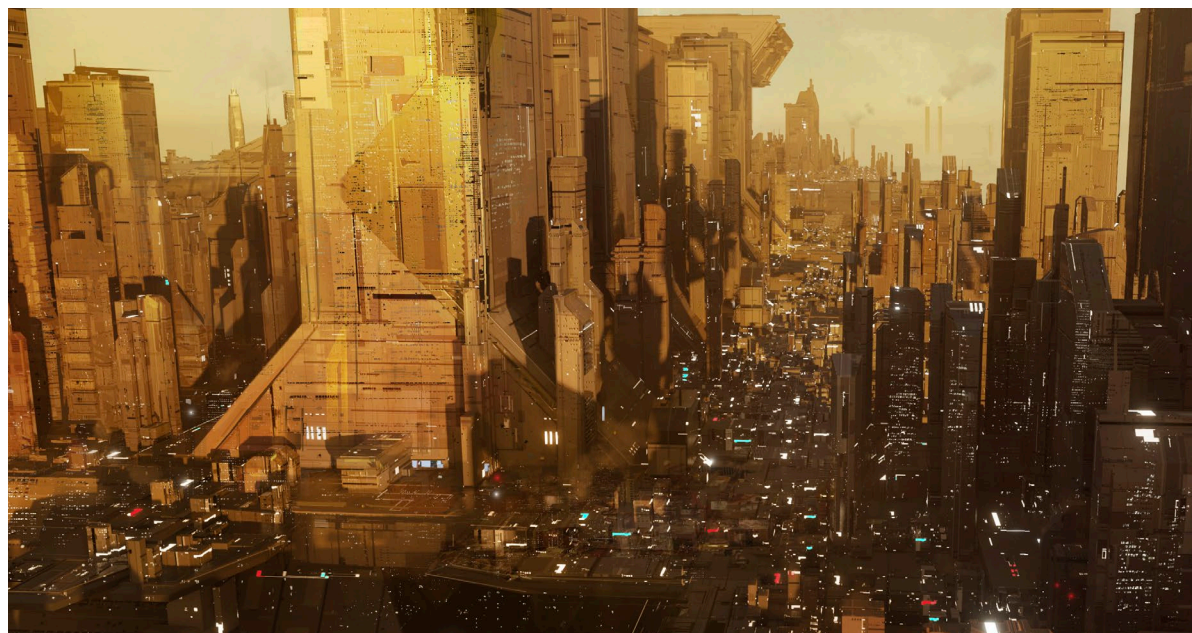
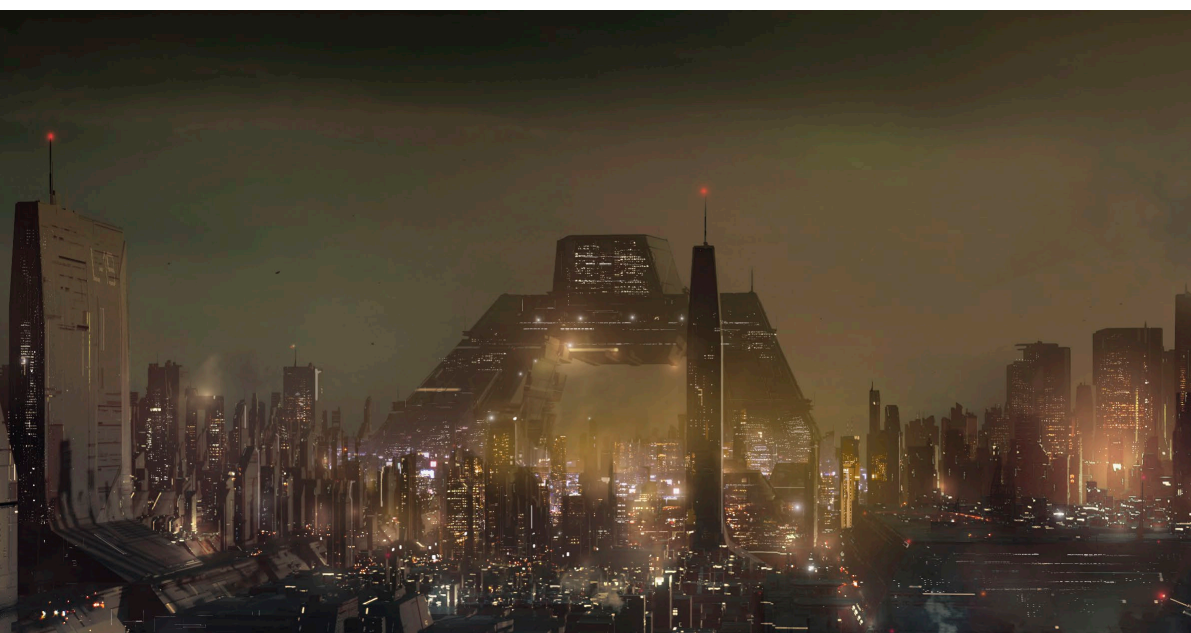
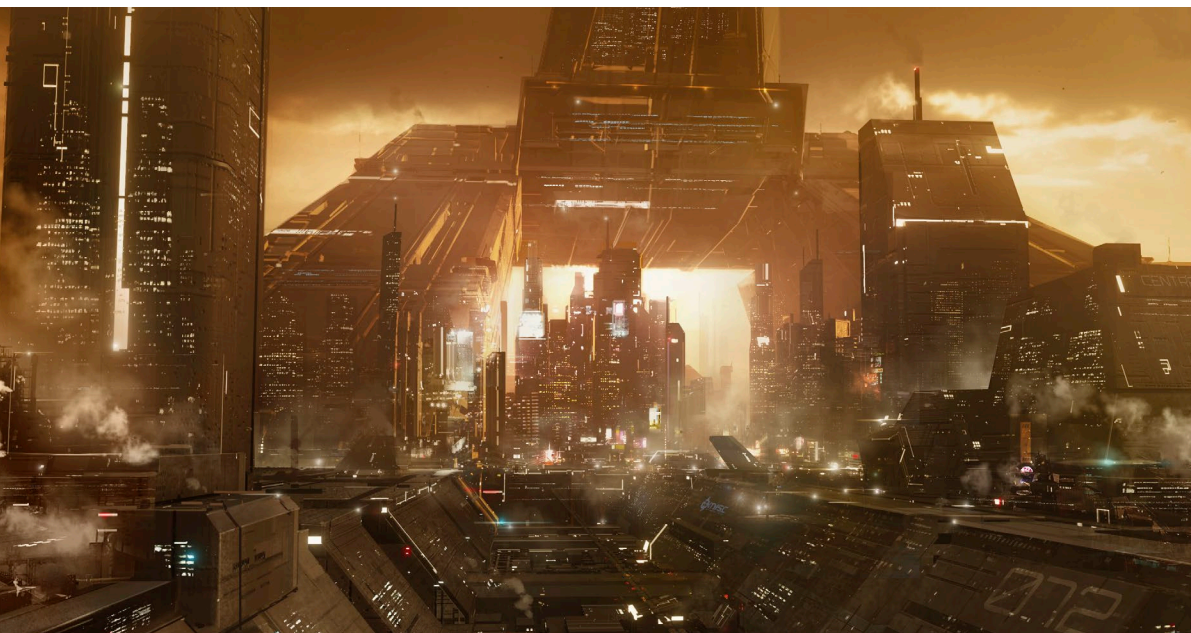
In the real world, Hurston's implementation brought the freedom to seamlessly travel to a spaceport, land, and explore the surrounding city; all without a single loading screen or cutscene. The evolution of the Social Module and early iterations of the PU's open playable space, Hurston's release was a landmark in *Star Citizen's* development that

helped blueprint the rest of Stanton's traversable planets and cityscapes.

In fiction, Hurston was one of four planets (along with ArcCorp, Crusader, and microTech) sold by the UEE government to mega-corporations in the mid-2800s. With all of the system under private control, the effectively de-regulated Stanton system became a hub of technological advancement and manufacturing, though the cost of such corporate progression left deep scars on the land and the people that inhabit it.

Lorville's gates opened during the Alpha 3.3 patch cycle, having been made technically viable by the recently implemented Object Container Streaming. The Central Business District (CBD) below Hurston's Central Tower followed in Alpha 3.4 and gave access to the titular company's headquarters and weapon showroom. From then on, the city received additions in line with various tech and gameplay updates, including new shops and the Maria Pure of Heart hospital in Alpha 3.17. However, the upcoming Alpha 3.19 patch gives the grimy metropolis its biggest makeover yet with a full rework of its surrounding cityscape. It's also the first large-scale project of Turbulent's Landing Zone team, so who better to take us through the process than Lead Environment Artist Maxime Guindon.





OF MONTREAL

Guindon oversees the Montreal studio's environment artists though is hands-on with production, models, textures, and world-building. He's also responsible for the production schedule along with mentoring and onboarding new artists.

Following on from projects such as the recent outpost updates, Lorville's rework is the team's most significant contribution to the PU yet. Guindon explains why Hurston's industrial sprawl was chosen.

"Lorville presented a great opportunity for a rework because it was one of the first released landing zones. In addition, most of the buildings in the old Lorville were not at a viable scale; they were too small to accommodate interiors. On future mandates, we're aiming to add

interiors to buildings in landing zones, and not only Lorville."

Rather than take the existing Lorville cityscape and add to it, the rework more closely aligns the landing zone with the initial vision created years before Hurston's debut in the PU. However, instead of referring to the original concept art, the Landing Zone team created their own with the city's contemporary in-fiction role in mind.

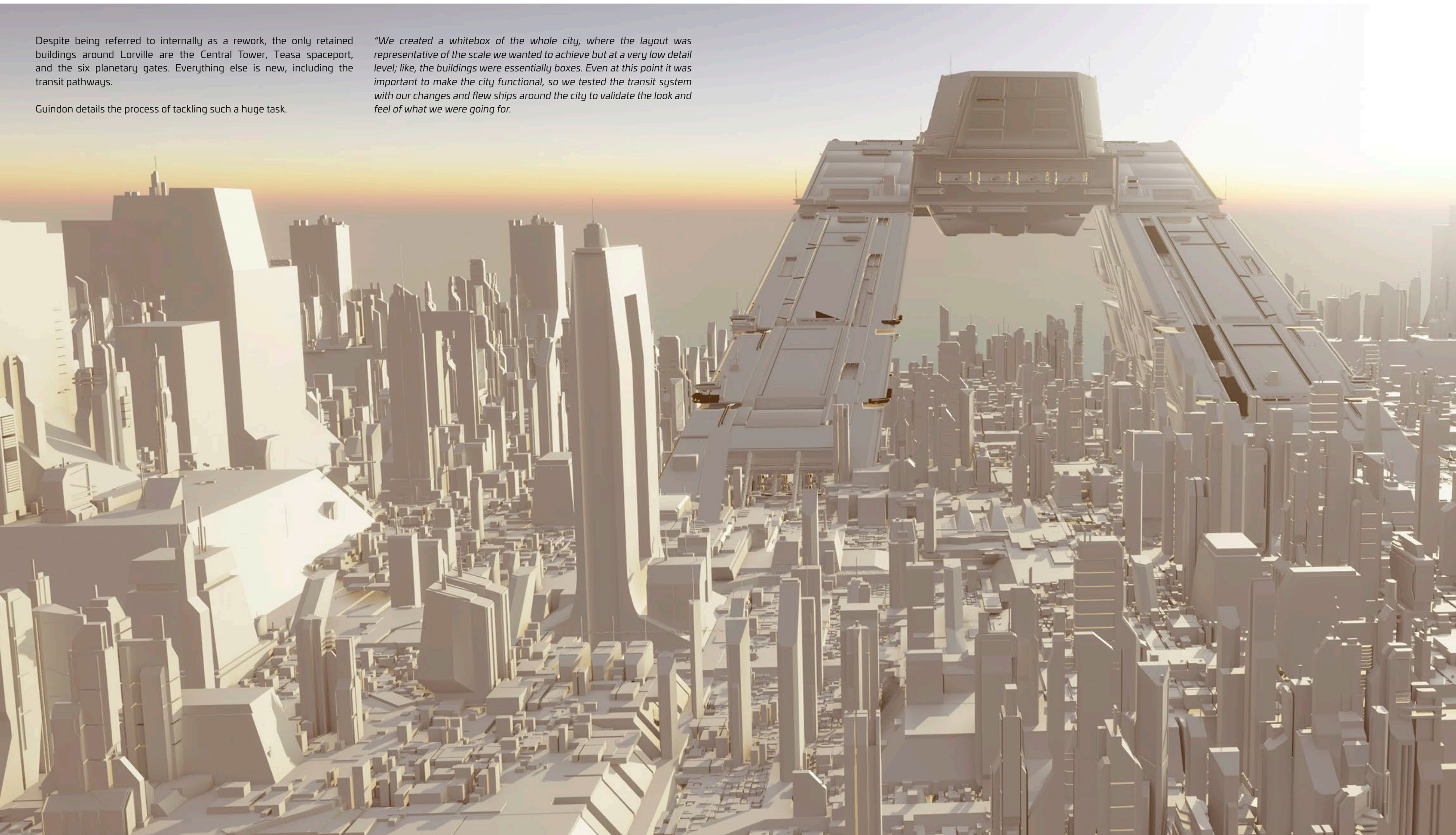
"Concepts from Eric Gagnon gave us a great starting point and our goals to achieve in terms of beauty (in the existing brutalist style) and sheer scale. We also spent some time studying the workflow and techniques used when building Star Citizen's newer cities, like New Babbage, and cities in other games too, because it was a first for me and my team."

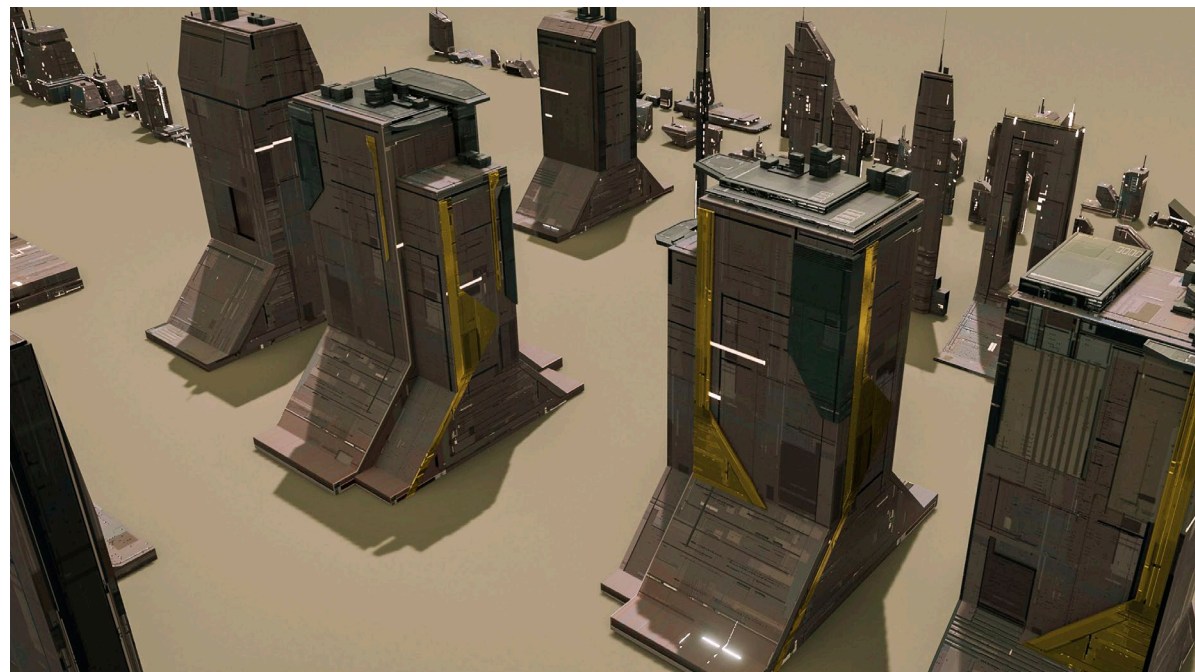
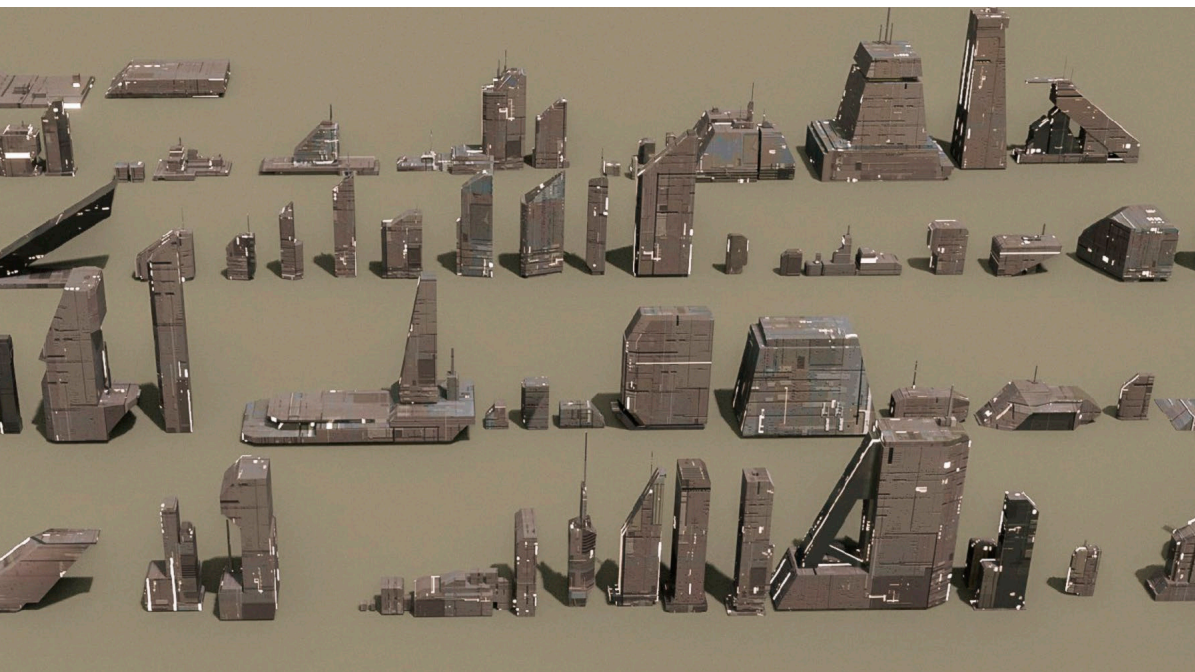


Despite being referred to internally as a rework, the only retained buildings around Lorville are the Central Tower, Teasa spaceport, and the six planetary gates. Everything else is new, including the transit pathways.

Guindon details the process of tackling such a huge task.

"We created a whitebox of the whole city, where the layout was representative of the scale we wanted to achieve but at a very low detail level; like, the buildings were essentially boxes. Even at this point it was important to make the city functional, so we tested the transit system with our changes and flew ships around the city to validate the look and feel of what we were going for."





After that, we started detailing all the buildings and structural elements as well as creating materials and textures. We used a lot of pre-existing materials from other locations and tweaked them to fit our needs."

With the recent release of Persistent Entity Streaming, it's easy to forget how significant its precursory tech, Object Container Streaming, is to the existence of huge playable spaces like Lorville. Guindon explains how this vital tech was used to populate the cityscape.

"Early on, we invested time in creating object containers for buildings and large industrial structures. In the beginning, there were fewer elements and details inside these containers, but over time, we added smaller objects that help illustrate the huge scale of the city and improve refinement. These object containers are then repeated several times in the city (some in the hundreds). This was a way for us a way to achieve a good level of detail everywhere without handcrafting and customizing every area of the city."

With the whitebox complete and functional, the next stage involved adding detail and narrative elements to create a believable city 930 years in the future.



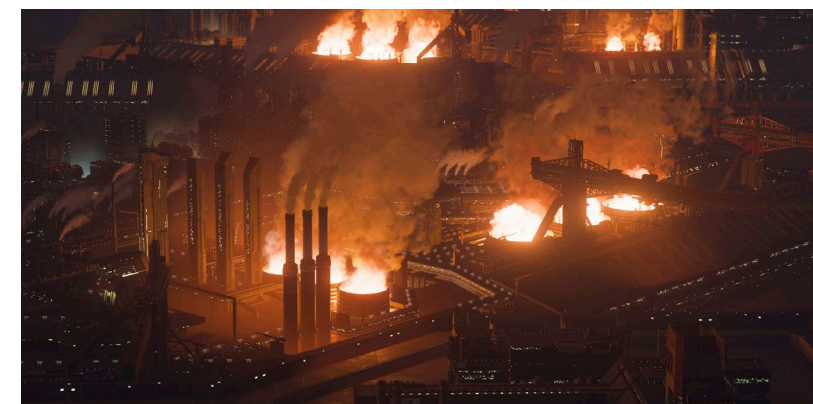
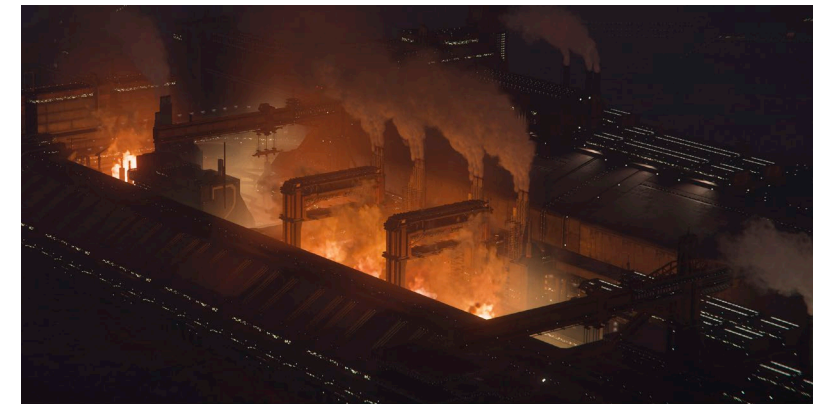
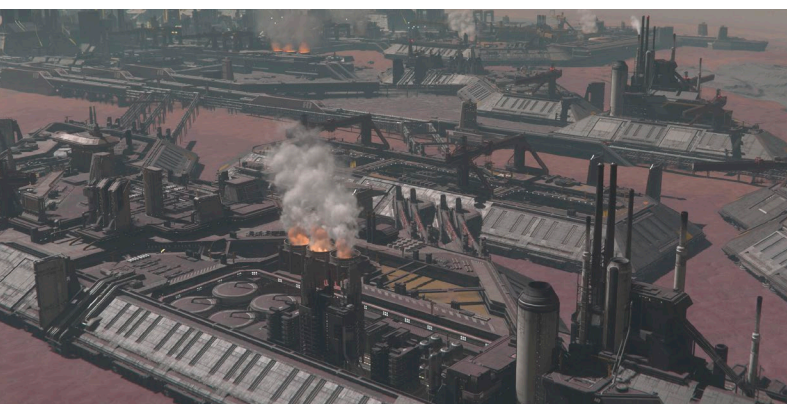
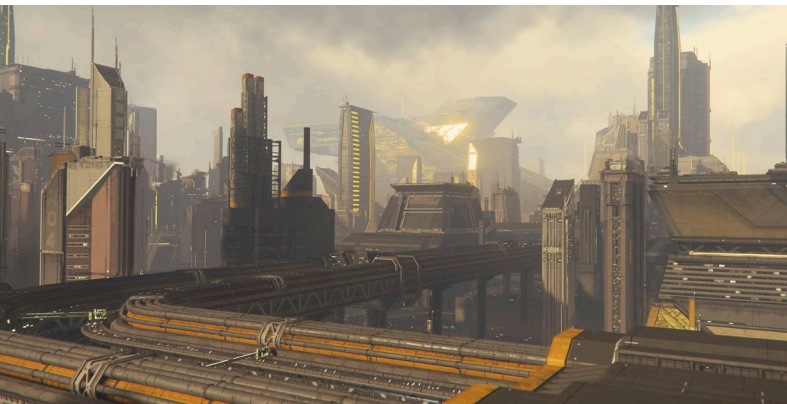
LORE-VILLE

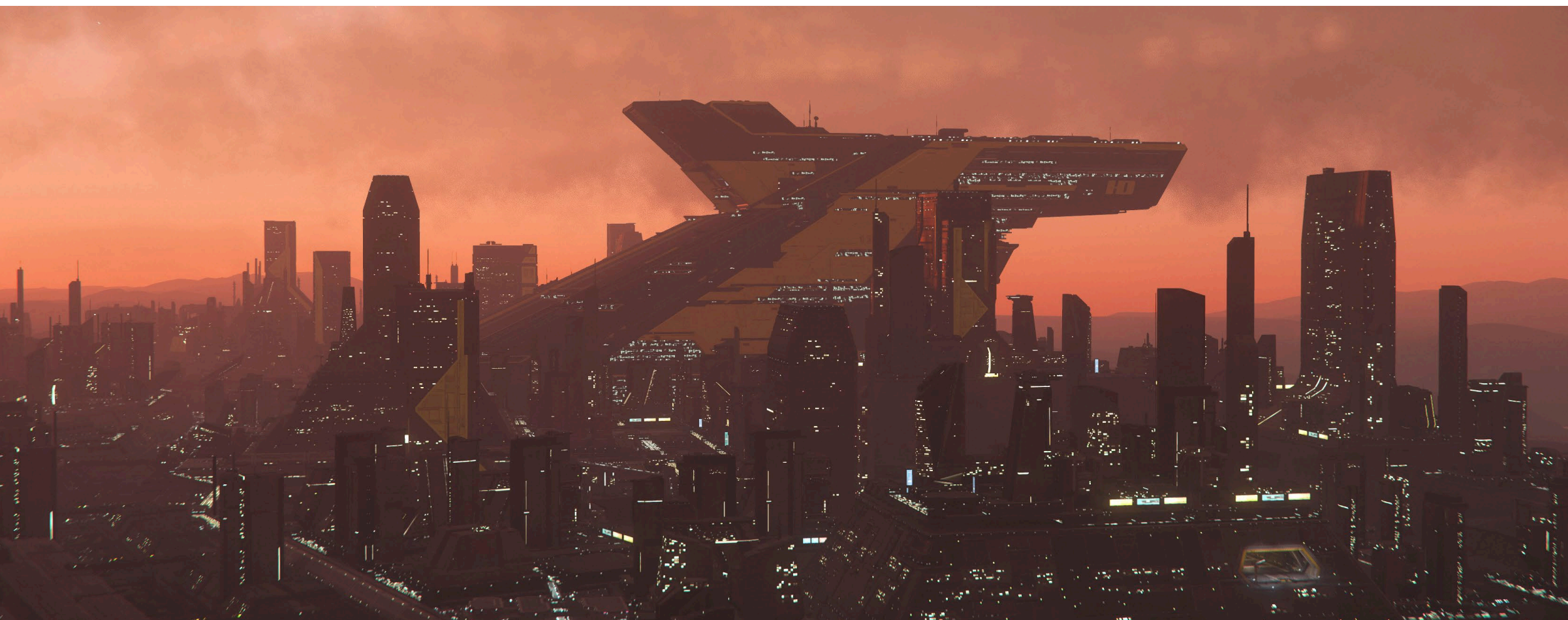
Hurston Dynamics is one of the oldest family-run companies in Human space. Since its founding in the early 2400s by Solomon Hurston, the company has always focused on producing next-generation defense technology regardless of the costs, be they financial, humanitarian, or environmental. This approach was evident in 2865, when then-CEO Magda Hurston embraced the opportunity to purchase a planet in the Stanton system, Stanton I, from the United Empire of Earth government.

Along with providing unregulated production of the desperately required anti-matter for weapons development, the investment solidified Hurston Dynamics as one of Humanity's biggest and most-recognized companies. However, its history of questionable labor practices (including the controversial Life/Labor agreement) and unashamed disregard for its environmental impact has tainted the brand and owning family's legacy; particularly among a UEE population increasingly concerned with Humanity's impact on nature.

With such a long and complex history, we asked Guindon how Hurston Dynamics' lore impacted the city's development.

"The lore definitely influenced the layout and we hope the players will notice. For instance, the Hurston Central building, representing the austere presence of the Hurston Family, is very much central to the city - all transportation lines converge there and no other building is taller. There is also the contrast of the classes: there are wealthy areas that are higher perched with gold accents and there are oppressed working-class areas; their habitations are close to ground level and they are often near industry areas with heavy pollution."





THE FUTURE

Lorville's rework is planned for release in the next major *Star Citizen* patch, Alpha 3.19. At this stage, the Landing Zone team is currently finalizing their work on the space and preparing it for release.

"We are putting the final touches, like advertisements inside the city. We also need to improve the frame-rate performance in the city, which will be achieved mainly by creating levels of detail (LOD) on objects."

With *Star Citizen's* first city setting new quality standards, what's next for Guindon and his team?

"My team is scheduled next to work on a proof of concept for the building interiors mandate, which will eventually affect every landing in the system."

So, what was initially referred to as a refresh of an older location has effectively become a full rebuilding, with a new layout, assets, locations, and tech. We can't wait to explore Lorville in Alpha 3.19 and see what the team from Montreal has created.

A huge thank you to Maxime Guindon for walking us through his and the team's incredible work.



ANVIL AEROSPACE

Founded:	2772
Founder:	J. Harris Arnold
Company Headquarters:	332 Yedilin Blvd, Nova Kyiv, Terra
Production:	MacArthur, Killian System (Military) Sherman, Castra System



“Military spending fuels the furnaces of expansion and strikes the anvils of innovation.”

ROBERT CALVIN



STRIKING THE ANVILS OF INNOVATION

In the late 21st century, Earth's population hit critical mass. So, powered by cutting-edge quantum technology devised by Roberts Space Industries, Human pioneers set out into the stars to find somewhere else to call home. The following centuries saw once-inhospitable planets terraformed and settled before further advancements took Humanity out of its home system and into the vast unknown beyond Sol. Among the systems explored was Terra, the host of a super-Earth planet that would eventually become the second home of Humanity. Determined not to create another Earth, Terran cities were developed to preserve the surrounding nature and offer everything a contemporary society needed. This, alongside jump point access to seven other systems, led to a boom in industry and the birth of one of Humanity's biggest private defense companies. And like many aerospace companies founded

during the great expanse into space, Anvil Aerospace was initially an exclusive government contractor.

However, unlike other military contractors, Anvil forgoes the design-by-committee approach and required each system of a new ship to be personally signed off by the CEO; a practice implemented from the off by founder J. Harris Arnold that continues today.

From planet-side assaults to deep-space dogfights, Anvil combat vehicles have been a staple of the various military arms of the UEE since their inception. Notably, the F7 Hornet has been the Navy's go-to fighter in all major space conflicts, forming the foundation of countless fleets and specialized squadrons.

NEW TERRITORY

Once the exclusive preserve of the military, Anvil ships were recently made available to the general spacefaring public. But, unlike other aerospace brands that ultimately strived to get their products into the hands of the public, Anvil initially had no intention of ever offering warships for general sale.

Behind closed doors at Anvil's Terran headquarters, the potential of publicly selling ships was regularly debated, with the company split regarding its future. However, the idea was typically shot down due to concerns about destroying the brand's perception in the eyes of the military. Worries regarding converting military designs were also cited; warships bypassed the safety and usability requirements of civilian-spec vehicles, and their wealth of integrated classified systems would obviously need to be replaced.

In the end, the debate was settled by an unlikely advocate – the UEE government itself. As Humanity's reach expanded deeper into the stars, so did its protected borders. With aliens to defend against and a rapidly growing problem with homegrown piracy, the UEE had no choice but to

relax its restrictions on militias and private security firms. The aim was to allow far-flung systems and outposts to police themselves and act as a first line of defense against threats to UEE space – a role that needed better equipment than was currently available.

So, following extensive redevelopment, Anvil's first civilian vehicles entered Human space. Alongside greatly increased utility, Anvil ships came with ingrained military history, making them desirable even among pilots that would never utilize the firepower and defense capabilities. And rather than diluting the brand, civilianization increased awareness of Anvil's output, making it a household name and one of the most successful shipbuilders in history.

THE FUTURE

Anvil's success shows no sign of tailing off, with ships in constant demand by the government and public alike. Recently, Anvil partly returned to its origins and introduced several military-only ships that offer firepower deemed far beyond that manageable by the public. These include the F8 Lightning heavy fighter currently in service on all RSI Bengal supercarriers and the MKII F7 Hornet used by UEE special forces and elite squadrons.



ARROW

Light Fighter of the Future

Though typically used for patrols and scouting, the Arrow is more than capable in combat thanks to its class-leading agility and firepower that belies its diminutive frame.



ATLAS CHASSIS

Ballista, Centurion, Spartan

The Atlas chassis currently underpins three in-service ground vehicles: the Ballista long-range missile platform, the Centurion anti-air defense system, and the Spartan armored troop carrier.





CARRACK

Legendary Explorer

Once a military-only pathfinder, the Carrack was reworked for public release in the late 2800s. It's highly regarded in exploration circles due to its effortless long-range capabilities and impressive armament, making it a consummate solo traveler.



PISCES

Versatile Snub

The C8 Pisces snub was initially designed as a parasite craft to support the mighty Carrack explorer, though it has become an icon in its own right. Three variants are currently available: the C8, C8X explorer, and C8R medical craft.



CRUCIBLE

Repair Platform

A single-minded repair craft, the Crucible exists to repair fighters and utility ships in the field, getting them back to the task at hand as quickly as possible.





F7 HORNET MKI
Ubiquitous Fighter
 Humanity's most utilized combat ship, the Hornet has been tweaked to suit various specialist roles over the years, including tracking, interdiction, and heavy dogfighting.



F7 HORNET MKII
Military-Only Specialized Fighter
 Not available to the public, this modern evolution of the original Hornet features a refined chassis with contemporary components and increased firepower.



F8 LIGHTNING
Next-Gen Space-Superiority Fighter
 The F8 Lightning is Anvil's most cutting-edge fighter. A military exclusive, it features next-gen weapons and shielding to effectively combat the growing Vanduul threat. The folding wings enable it to fit in hangars built for fighters a class below.



GLADIATOR
The Navy's Go-To Bomber
 Used in countless historic conflicts, most UEEN carriers maintain a fleet of Gladiators typically outfitted for both planetary bombing runs and ship-to-ship combat.



HURRICANE
Hard-Hitting Heavy Fighter
 Smaller than other fighters in its class, the Hurricane trades defense for all-out firepower to take out enemy ships before they can retaliate.



HAWK
High-Tech Light Fighter
 Compact and agile, the Hawk punches well above its class. Distortion cannons and an integrated EMP generator help it disable much larger ships.



LIBERATOR
Long-Range Fleet Transporter
 Built to carry small fleets huge distances, the civilian version features the same inter-system capabilities as the military ship alongside improved crew facilities.



TERRAPIN

Resilient Survey Ship

Originally used to survey distant planets and newly discovered systems, the small but heavily armored Terrapin is widely used for private exploration and traveling to dangerous locations.



VALKYRIE

Dependable Dropship

The Valkyrie is a rugged dropship designed to get troops and ground vehicles into and out of battle without incident. Features dedicated door guns and heavy shielding for safe deployment.



ROBERTS SPACE INDUSTRIES BENGAL CARRIER

The RSI Bengal is the UEE Navy's ultimate capital-class carrier. Leading the charge into dangerous systems and locations, it's a vast self-sustaining fortress with the means to turn the tides of war.

The 2900s equivalent of a naval supercarrier, the Bengal transports and maintains an entire fleet of battle-ready fighters, including squadrons

of Anvil F7A Hornets, F8A Lightnings, and Gladiators. Alongside the fighters are dedicated divisions of bombers, dropships, and utility craft for specialist missions and support.

Onboard, the Bengal supports a maximum crew of 476, with habitation for all. The crew is protected by a wealth of ballistic, laser, and

missile turrets, including a main turret with a Behring 'Ship Buster' railgun for engaging enemy carriers and king ships.

As part of the UEEN Invictus fleet, the Bengal will be touring Stanton across May, giving citizens the opportunity to experience the tip of the navy's spear firsthand.

Flight deck with manual ship-to-ship ballistic cannons, remote Phalanx point-defense ballistic Gatlings, and remote 'Beehive' missile pods



Main thrusters (1 of 4, supported by 22 maneuvering thrusters)



Size 7 remote ship-to-ship Ballistic cannon (1 of 40, loaded with flak rounds)



PYROTECHNIC AMALGAMATED

Tromo Nivelin insisted he wasn't a gambler. Born into a family that struggled to eke out a living, he claimed he only took calculated risks, but none would be more daring than pouring his life savings into launching Pyrotechnic Amalgamated in 2409. Rich beyond his wildest dreams at the age of thirty after the sale of a data management company he founded with a friend in university, Nivelin wasn't one to rest on his laurels. He spent years courting investors for a new venture, Pyrotechnic Amalgamated, but most financiers looked at the crowded mining field, and Nivelin's inexperience in it, and passed. Nivelin remained undeterred against the advice of family and friends. He didn't know it at the time, but this high risk, high reward move would set the tone for the company; one that saw Pyrotechnic Amalgamated achieve incredible highs, including the discovery of two systems, before the accumulated risk finally dragged it down.

NO RISK, NO REWARD

According to Nivelin, the discovery of Vega in 2402 was the key moment that inspired him to found Pyrotechnic Amalgamated. Newly rich and in search of a new business venture, discussions with his husband, a lawyer representing a mining concern fighting for the rights to a massive claim on Selene (Vega III), opened Nivelin's eyes to the profit potential that an untapped piece of the frontier could offer. Meanwhile, some of his fondest childhood memories were joining his aunt on mining runs that endeared him to the profession and sparked an obsession with geology. Nivelin spent two years researching the industry and assessing its business practices. He identified several areas where his prospective company could forge a strategic advantage, but he refused to specify them in the business plan to ensure potential investors wouldn't steal and implement them elsewhere. After years of searching for investors, only a few had agreed to back his venture, so Nivelin, in 2409, made the bold call to self-fund the rest of it. The risk was massive but his timing couldn't have been better.

Humanity discovered Virgil in 2412 and fast-tracked the terraforming of the first planet due to favorable conditions. To encourage private investment, the United Nations of Earth (UNE) allowed mining companies early access to prospect the system and bid on mining rights. Rather than employing the systemic scan-grid technique (popular with most mining organizations due to its thoroughness), Pyrotechnic Amalgamated prospecting ships were outfitted to scan in the style of explorers - covering as much area as possible during their first pass before honing in on small anomalies for further investigation. Other companies mocked the Pyrotechnic Amalgamated ships speeding across the system, but their unique approach allowed them to identify and ultimately underbid on several lucrative locations. The windfall profits from these claims enabled the company to expand and reinvest in technologies that kept them on the cutting edge for decades. As Humanity entered a golden age of expansion in the mid-25th century, no mining company was better positioned to explore these systems and identify viable claims than Pyrotechnic Amalgamated.



Despite these successes, Nivelin's ultimate goal was to discover a system, believing that finding one would be enough to sustain the company for centuries and establish its name in history. He created an exploration division, whose sole purpose was to find new jumps, and required all company and contracted ships to share their flight data with it. He would retire in 2457 without achieving this dream but the systems he put in place would eventually pay off.

In 2469, the crew of the company tanker Roustabout noticed a gravitational anomaly while crossing Cano and filed a detailed report with the exploration division. It remained overlooked until 2493 when CEO Cecile Uchiha ordered legacy flight records be reassessed to factor in recent scientific advancements in jump point detection. By then, Pyrotechnic Amalgamated fortunes had soured after its pioneering exploration and scanning practices had become widespread within the industry. Losing its competitive advantage and exhausting several profitable veins left Pyrotechnic Amalgamated in a precarious position. Industry insiders

believed the company would need a miracle to survive. This decades old flight data from Roustabout would provide it.

PYROMANIA

It didn't take long for the exploration ship dispatched by Pyrotechnic Amalgamated to discover the new jump point and take preliminary scans of the system. Insiders claim that CEO Uchiha screamed in celebration upon receiving news of the discovery, and then screamed in frustration upon seeing that the system suffered from unpredictable solar flares. Still, significant mineral deposits on Pyro II and the presence of water and a breathable atmosphere on Pyro III convinced Uchiha to direct executives to devise a plan to assess and exploit the system.

Pyrotechnic Amalgamated registered its discovery with the UNE and named the system in honor of both the company and the system's volatile star. CEO Uchiha lobbied the UNE to claim the system, which would open

the floodgates of government subsidies and resources to police and make living and traveling across it more manageable. Yet, government officials decided the unstable sun was too dangerous and decided not to claim it, leaving those responsibilities to anyone who wanted to work the system. Pyrotechnic Amalgamated immediately established operations on the system's most substantial mining deposits and bolstered its security forces to strongly "discourage" others from developing their own. While most mining sites were on Pyro II, the company built a majority of the staging sites, processing centers, and habitation encampments on the more hospitable Pyro III. Still, the looming threat of solar flares made Pyrotechnic Amalgamated reluctant to establish a permanent headquarters on either planet, forcing the company to adopt a radical and expensive alternative.

Construction began on MacEwan Station in 2506. Named in honor of the Roustabout watch officer who noticed the gravitational anomaly, the station was designed to be a massive and awe-inspiring operational hub

for the company. Yet, it wasn't long before this ambition clashed with reality. Construction-cost overruns, disappointing mining profits from Pyro II, and a downturn within the wider mining industry combined to drag down the company's bottom line. In late 2508, CEO Uchiha slowed construction of the station due to liquidity issues and seriously considered abandoning it until another discovery convinced her otherwise.

RUINOUS

In 2510, a Pyrotechnic Amalgamated security force hunting an outlaw crew ran deep space scans that returned an unusual result. The company dispatched an exploration ship that discovered a jump into a new system. Scans showed a promising asteroid belt but no habitable planets. Financially strained, Pyrotechnic Amalgamated decided not to pursue interests in the system. They registered it with the UNE under the name Nivelin and used the finder's fee to fill the budget shortfall in constructing MacEwan station.



Construction on MacEwan Station was completed in 2512. It streamlined mining and supply operations for the company's operations within the system, and provided an additional revenue stream from the sale of fuel, food, and other supplies to independent miners traveling to and from Nivelin. The discovery of the Terra system in 2516 and a jump from it to Pyro also boosted traffic to the station. Meanwhile, Pyrotechnic Amalgamated attempted to capitalize on its proximity to Terra by bidding on mining rights to several sites in the system. But, in a now infamous incident, the company wildly overbid for the Arroyo lode after data from a faulty scanner convinced executives that it was worth ten times its true value. Then, in 2539, a jump was discovered from Nivelin to Gurzil, placing it in the middle of the brewing Human-Xi'an cold war. The government quickly restricted access to the system and renamed it Hadrian. The loss of civilian access to the system noticeably reduced traffic to MacEwan Station.

By 2542, many of the company's mines within Pyro had become significantly depleted, and aggressive attempts to find significant deposits elsewhere were unsuccessful. The loss of traffic to MacEwan station also meant that the station's operational costs exceeded what

Pyrotechnic Amalgamated made in the system that year. The company attempted to sell the station to the government, pitching it as the perfect resupply hub for Hadrian, but failed to secure a deal.

Pyrotechnic Amalgamated spent the 2550s shrinking its workforce, reducing its areas of operation, and liquidating assets to stay afloat. Following the First Tevarin war, as shield tech advancements from the Tevarin made their way to civilian ships, there was a glimmer of hope that the company could leverage the tech to access and mine parts of the system that were previously too dangerous. Yet, the new shield tech also meant outlaws could more easily survive and thrive within the system. Having drastically reduced its security forces as a cost-saving measure, Pyrotechnic Amalgamated ships found themselves under constant attack, which made exploiting those meager and hard to reach resources not worth the cost. In its desperate last days, the company stripped anything of value from MacEwan Station and abandoned its operations there, leaving the station in ruins; the name Ruin Station was bestowed upon it by outlaws and squatters. In 2563, the company finally declared bankruptcy, but would not be forgotten thanks to the discovery of the system that shares its name.



MIRAI

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