

# JUMP POINT

ISSUE: 11 03

IN DEVELOPMENT:  
ARENA COMMANDER 1.5

BEHIND THE SCENES:  
TUMBRIL STORM

LORE FEATURE:  
KNOWN XI'AN TIMELINE

PORTFOLIO:  
MIRAI

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## FROM THE COCKPIT

### GREETINGS, CITIZENS!

Welcome to June's issue of **Jump Point**, and the halfway point of 2023! It's been a hectic year in the 'verse so far, with the addition of Persistent Entity Streaming laying the groundwork for major features currently coming down the pipeline. We want to thank you all for continuing to support *Star Citizen* as we pass more and more hurdles toward something truly special.

With the PES milestone achieved, we're getting ready to launch a Hull C's-worth of new gameplay content, with a considerable update to *Star Citizen's* longest-serving gameplay module at the forefront. We spoke to Lead Gameplay Programmer Duncan Bunting to find out what's coming in Alpha 3.20 and get a deeper understating of the wider *Arena Commander 1.5* project.

We're then going Behind the Scenes of one of the stars of Invictus Launch Week 2953. Smaller, faster,

but no-less deadly than the Nova, the Tumbriel Storm mini-tank concept fills a vital niche in planetside combat that's sure to change the game when it reaches the 'verse.

Earlier in the month, Alien Week embraced the extraterrestrial side of the 'verse. Not wanting to be left out, we dove into the UEE archives to unearth everything Humanity currently knows about the history of the Xi'an.

Finally, we have an all-new Portfolio from the Narrative team, this time detailing the birth of the 'verse's latest shipbuilder, MISC's sub-brand, Mirai.

Thank you for your continued support, and we'll see you in the 'verse!

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# IN DEVELOPMENT ARENA COMMANDER 1.5

Way back in 2014, before the expanse of Stanton was open to explore, *Star Citizen's* early backers got their first taste of spaceflight and combat in the *Arena Commander* module. Its remit both in lore and the real world was simple – aspiring pilots would enter a simulated space battle to learn the ins and outs of controlling a 30th-century war machine. And for *Star Citizen's* devs, it was an opportunity to iterate on the game's complex and hugely important flight system.

The progress made possible by *Arena Commander* was key to opening up the Persistent Universe (PU), and it familiarized players with spaceflight before they took their first jumps into the depths of space. In fact, it continues to be the recommended starting point for anyone entering the

'verse, including new employees at Cloud Imperium studios.

Despite its importance, *Arena Commander* and its first-person counterpart, *Star Marine* (now integrated into the *Arena Commander* module), haven't received the same level of development as other areas of *Star Citizen*. However, in Alpha 3.20, the game mode is getting its biggest-ever update to bring it up to the standard and depth of the wider PU.

To find out everything about the upcoming update and beyond, we spoke to Duncan Bunting, lead gameplay programmer of the UK studio's *Arena Commander* Feature team.

**NAME:** DUNCAN BUNTING  
**ROLE:** LEAD GAMEPLAY PROGRAMMER  
**TEAM:** ARENA COMMANDER FEATURE TEAM  
**LOCATION:** MANCHESTER, UK  
**PREVIOUS WORK:** ARENA COMMANDER, STAR MARINE, ELECTRONIC ACCESS

#### *Arena Commander has been around for years. Why update it now?*

While it might seem we're only just now updating Arena Commander and Star Marine, I personally began my refactors of all the underlying systems behind them almost five years ago when Firesprite came on board. You will have seen increased stability and some new systems come online here and there over the years but no substantial changes. In that time, Firesprite revamped the first-person maps Echo11, OP Station Demien, and Demien Comms, and added The Good Doctor, as well as visually reworking Broken Moon and Dying Star.

When the Arena Commander Feature team (ACFT) was formed, we had many discussions on where we wanted to take the team; we could have easily picked up the same flow but, in the end, we had a hard look at the module as a whole and came up with a three-stage revitalization plan to elevate Arena Commander to the potential we know it has.

#### **What are the main goals for the update in Alpha 3.20?**

Alpha 3.20 sees the finalization of Stage 1 of the revitalization plan, which we've dubbed "Laying the Foundations." As a team, we have great ambitions and a many number of things we want to do but, before we do any of that, the first step is just taking some time to lay the foundations and set Arena Commander up for success by finishing the refactors I began five years ago. As we officially started Stage 1 in Q3 2022, most of the refactors were mostly complete, but what remained were the really time-consuming ones, including a complete rewrite of the frontend and lobby systems, spawning modules, UI, and scoring systems.



#### **ALPHA 3.20: ARENA COMMANDER 1.5**

**FRONTEND:** New frontend, lobby system & loading screens

**EXPERIMENTAL MODES:** Gun Rush, Tank Royale, Single Weapon Elimination (Arclight pistol), Master Modes (Free Flight, Duel, Endless Vanduul Swarm) & 2 Fury 2 Furious

**CLASSIC RACE NEW MAPS:** The Snake Pit, Miner's Lament, Yadar Valley, Euterpe Icebreaker & Halloran Circuit

**CLASSIC RACE MAP UPDATES:** Old Vanderval, Rikkord Memorial Speedway & Defford Link

**GAME MODE UPDATES:** Squadron Battle, Duel, & Control

**NEW COMBAT MAPS:** Echo Eleven (Elimination), Security Post Kareah (Flight & FPS), Jericho Station (Dogfighting) & New Horizon Arena (Dogfighting)

**PIRATE SWARM:** New Final Wave Battle

**OTHER:** Spawning, New Death Cameras, Team Auto-Balancing Changes & Competitive Scoring Balance

**Stage 1's content includes Experimental Modes. What is this and what's the aim?**

*Experimental Modes is the solution to a collection of problems we have with Arena Commander, one being that we want to bring the module back to its roots as a testing ground for features intended for the PU or SQ42; a way to collect data before the full release of features and action feedback sooner rather than later.*

*We also realized that we would be spreading our player base thin with so many game modes. Experimental Modes is our solution to these problems and more, as it allows us to deliver regular content for a limited time rotating through a patch cycle. If something does not work? That is all right, we have streamlined the map/mode creation*

*process so there's little lost but vital information is gained. If something is an immense success and players cannot get enough of it? Fantastic, we may promote it to a permanent game mode.*

**What experimental game types are you hoping to trial in the future?**

*We have so many ideas I would fill the magazine listing just a fraction of them! Quite a few of the ACFT come from a modding background, so the concept of Experimental Modes is something we are deeply passionate about. Gun Rush is a personal favorite of mine, but I am looking forward to exploring more out-the-box ideas, such as asymmetrical modes like "Infection," or modes inspired by community events, like breaching ships.*



**Some of the new racing locations are taken from the PU and its community-derived tracks. What was the process for implementing these into the game?**

*Taking locations from the PU and getting them into Arena Commander was a huge initiative for Stage 1. When we first started on this adventure as a team, we were extremely small and even now do not have artists. But we certainly weren't going to create all this new content without introducing new locations, so we looked where there are countless, beautiful, amazingly built locations. We knew we could "copy" any PU location and simply paste it into Arena Commander, but this creates a lot of maintenance problems if it ever gets updated in the PU, as we would have to manually re-copy the location and re-*

*review the setup we placed.*

*Instead, we created a system that allows us to easily choose any location in the PU and cull anything that is not needed to increase performance. And, most importantly, it uses the exact same object container as the PU, meaning that we get all the same updates and keep the location true to the time it's captured.*

**Now Stage 1 is approaching release, what are you working on for Stage 2, and when is it planned for delivery?**

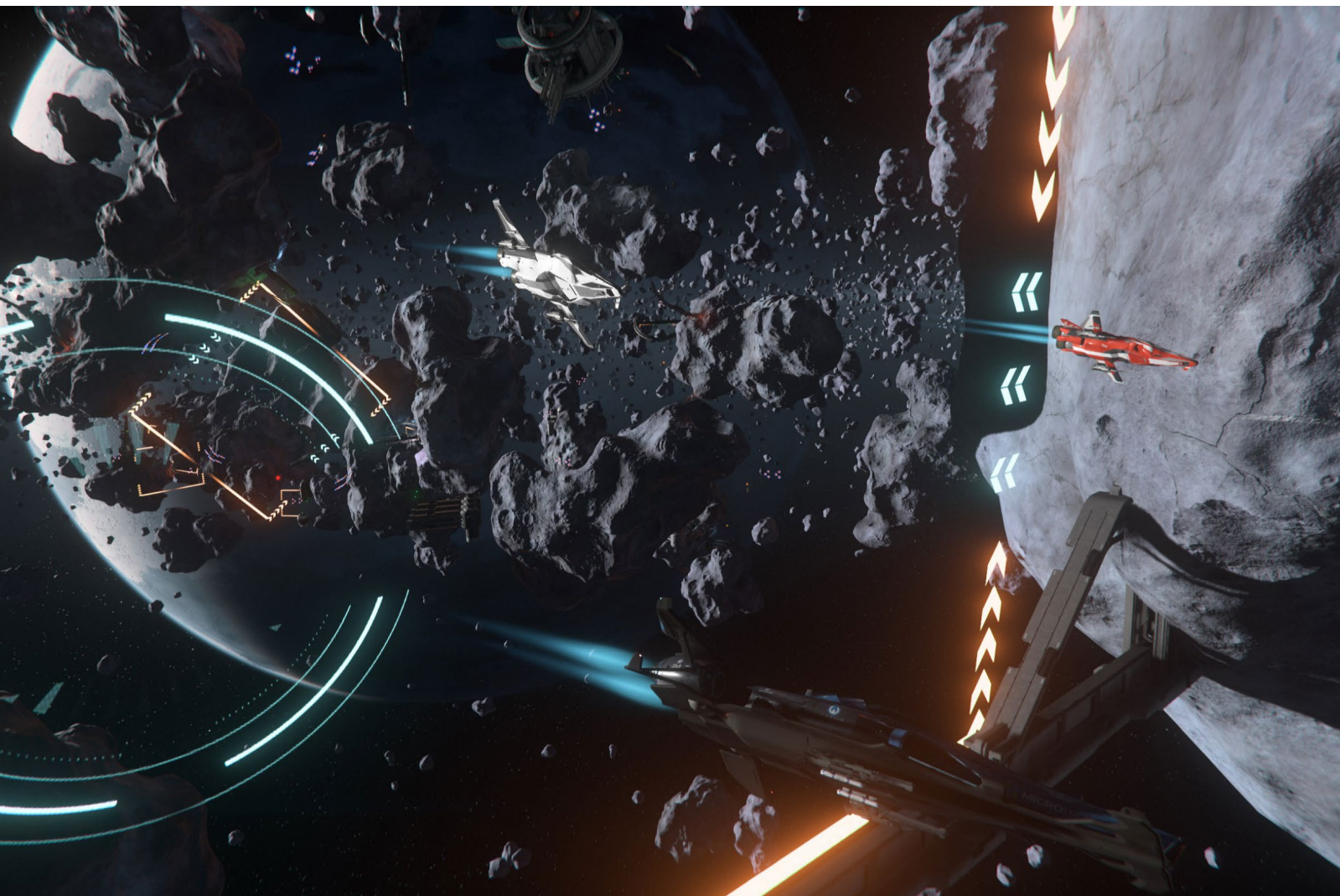
*We are not quite ready to reveal all that is involved in Stage 2, even half of its name must be kept a secret a little longer, but I will give you the first half: Bugsmash & [redacted].*

A large part of Stage 2 is bug smashing. When ACFT was formed, it inherited thousands of bugs relating to the simulation mode, and within this phase, we plan to get through all of them. Among these is addressing player feedback and all the quality-of-life issues we have identified over the years. From fixing long-standing issues with some of the older game modes to finishing the conversion of all our UI to Building Blocks, the aim is to make Arena Commander even more stable than it already is.

Throughout Stage 2, which will be spread across at least two quarters, we will continue to build upon the foundations we laid with Stage 1, expanding the spawn screen, delivering more Experimental Modes, converting more PU locations, and much more. We will give more information as soon as we are ready, but it will also address the next major issue we have with Arena Commander that we must solve...

**Longer term, could you give us a hint about Stage 3?**

By Stage 3, we hope Arena Commander is in a great place with its major problems solved - it being a high-performance, low-issue module of the game. We have dubbed Stage 3 "Content, Content, Content." After completing all the work in stages 1 and 2 to unlock Arena Commander's potential, it will be time for us to take advantage of all of it and focus on delivering regular content.



**After Stage 3, will Arena Commander continue to be supported? For example, with new tracks, maps, and game types?**

*Although Arena Commander 1.5 is just an internal name, it is very deliberately named so. We have a plan for Arena Commander 2.0, created years ago, but for that vision to be realized, the time to execute 1.5's three-stage plan must be taken. Arena Commander 2.0 is an incredibly large undertaking and, if we were to aim directly for it, it would be years before we could release updates, especially with how small our team was when we started this journey. Arena Commander 1.5 is our way of working towards 2.0 while continuing to deliver content to the players.*

*Stage 3 is not where our work on Arena Commander ends, it is simply the point where we expect to be most comfortable with delivering regular content while also working towards the vision of Arena Commander 2.0.*

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A huge thank you to Duncan for taking us through the Arena Commander Feature team's ongoing work. The first stage of Arena Commander 1.5 is playable in Star Citizen's upcoming Alpha 3.20 patch, so don't hesitate to check it out and support the ACFT on their ongoing project!





# BEHIND THE SCENES: TUMBRIIL STORM

Last month saw the return of *Star Citizen's* annual military ship show, Invictus Launch Week. Alongside a Free Fly, manufacturer displays, capital-ship fly-bys, and the Aegis Javelin tour, it saw the unveiling of Tumbрил Land System's latest tracked war machine.

The Storm is a single-seat battle tank built to rapidly break into enemy territory and take out threats before they can react. To welcome the new mini-tank concept to the 'verse, we're looking behind the scenes to see how it was created.



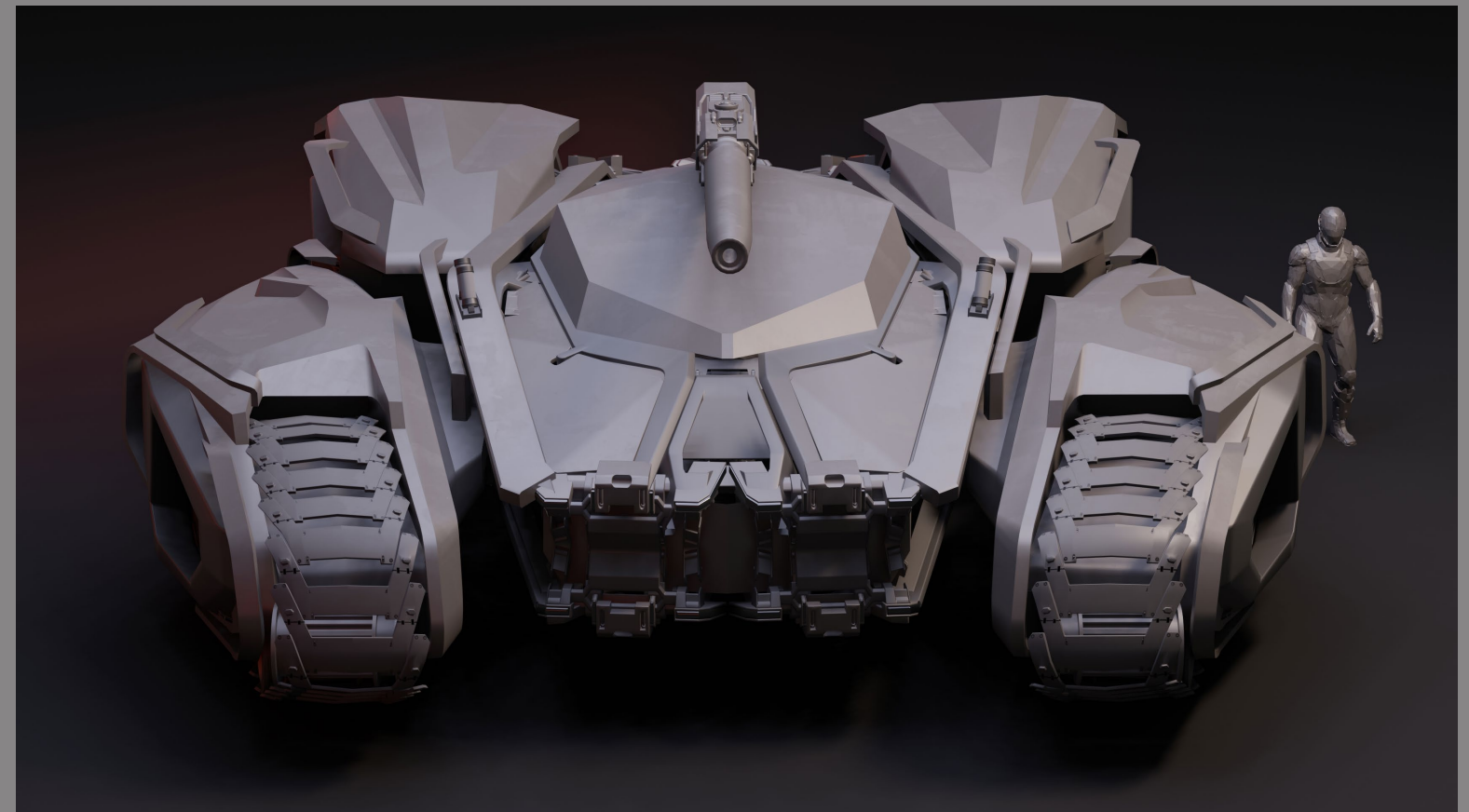
**CALM BEFORE THE STORM**

Favorite vehicles are never a given across CIG's studios; for every Cutlass diehard, someone's exploring the latest build in a Herald, Scythe, Ares, or Razor. The reasons vary, including personal connections to development, aesthetic appreciation, and pure utility need, so it's unsurprising we're never entirely in agreement over the coolest vehicle in the 'verse. However, one is appreciated by pretty much everyone: Tumbri's Nova tank. Barreling around in a massive mobile cannon is a pursuit enjoyed by many across the global studios, so a successor has regularly been floated though never pushed across the line into production.

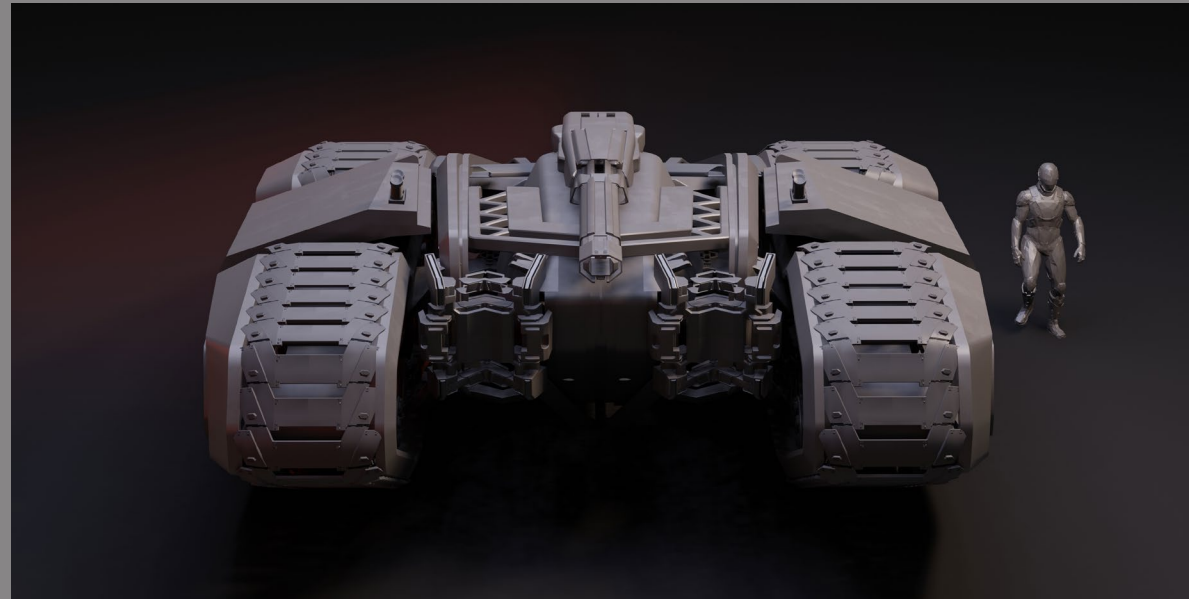
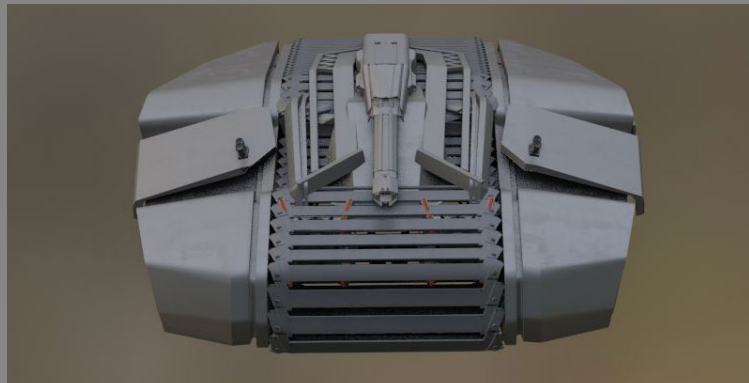
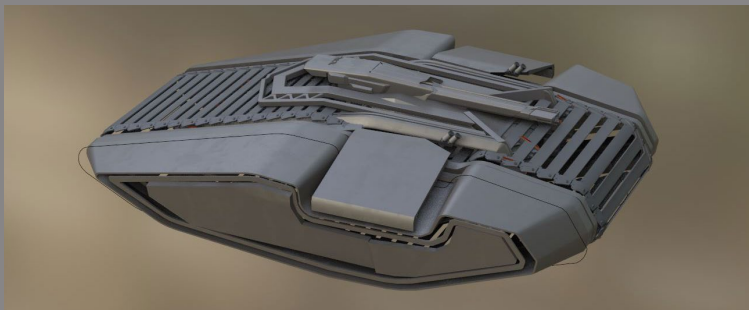
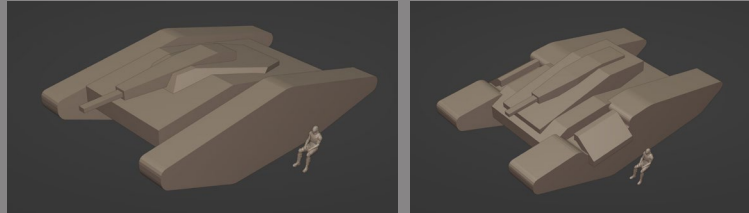
However, in 2022, the long-held desire was finally approved and given a fully-fledged vehicle brief. The as-yet-unnamed vehicle was merely described as a 'Tumbri Land System: light 1-crew scout tank.' At this point, it was only distinguishable from any other small ground vehicle by the specified 'Remote S3 turret' and a footnote stating, 'Vehicle should be tracked.' However, with this small but clear brief, concept art began.

Three basic structures were created, each depicting a unique basic shape and gun placement. These designs were then further developed into more detailed concepts to explore potential shapes, track structures, and weapon placements.

'Concept A' focused on a centrally mounted cannon with four separate tracks at each corner. Various track positions were considered, though the flat and wide shape was a constant.

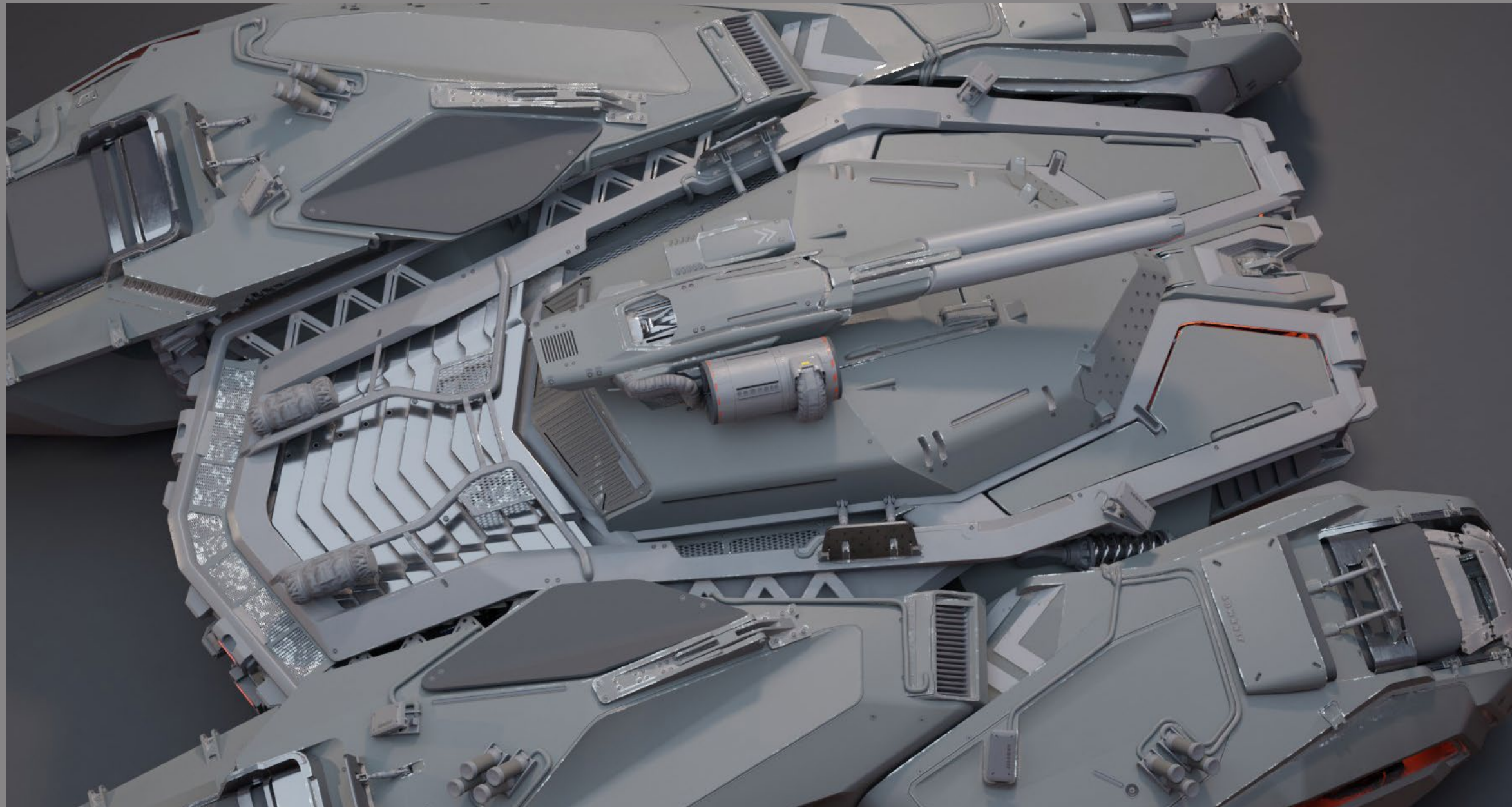


'Concept B' took influence from early real-world fighting machines, including the British Army's World War 1 tanks. Though these concepts were based around the historic rhomboidal shape, the track layout varied, including some unusual center-located explorations.



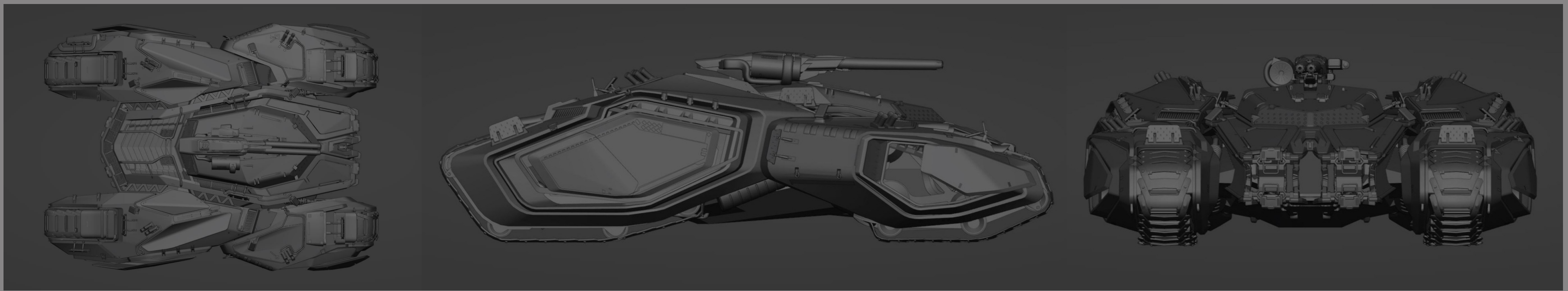
'Concept C' followed the Nova's take on modern military tanks, with a familiar top-mounted cannon and side tracks. Variations on the theme included wider tracks and a centrally mounted cannon for a 360° firing range.





Ultimately, shape A was preferred and taken to the next stage for a full concept pass. Here, the track placement was finalized and a remote auto-cannon was added above the cab.





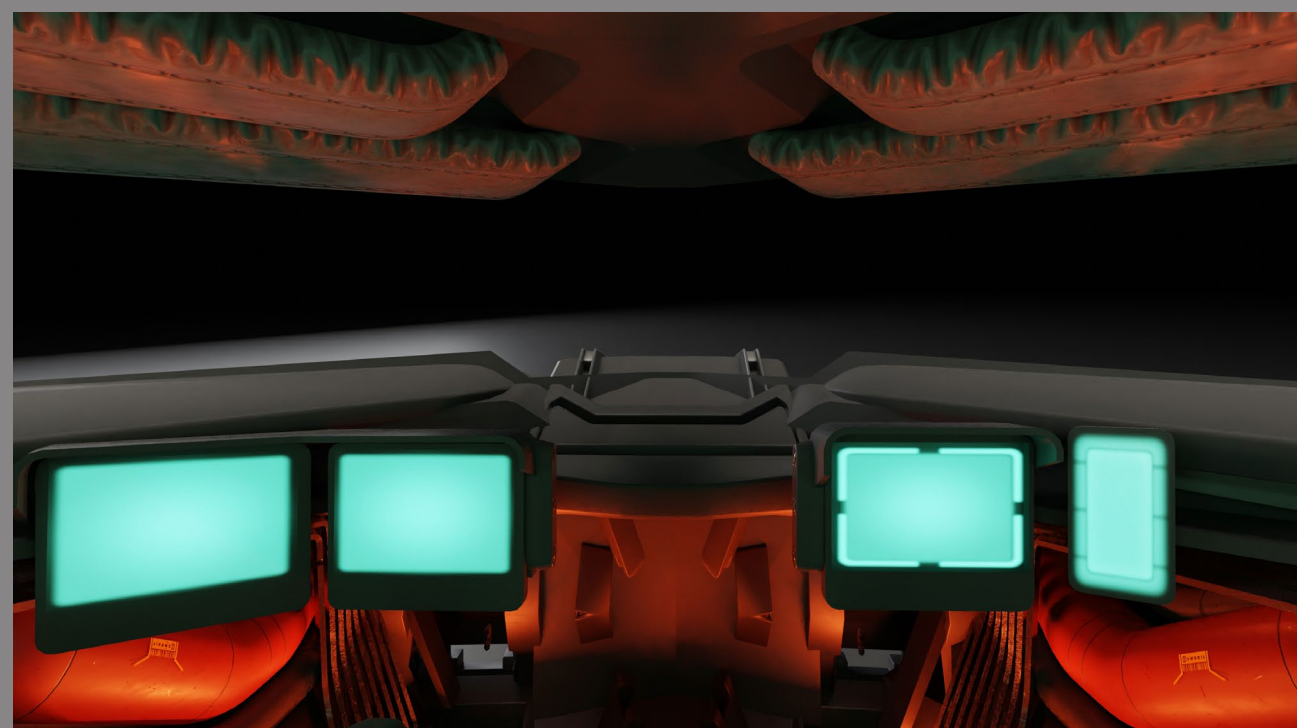
- COUNTERMEASURES
- TRACKS
- PERSONAL INVENTORY/COMPONENTS
- WEAPON
- ENTRANCE



With the general design locked, the specific placement of the personal inventory, countermeasures, and entrance were added to their final positions.

The final stage before promotional art was detailing, including driver ingress and egress and the interior layout. Various paints were also considered, with a handful being signed off for implementation at a later date.

Chris Roberts signed off the final design in early 2023, allowing it to be officially released at the annual Invictus Launch Week event in May.



STORM OF THE CENTURY

Created by Concept Artist Alberto Petronio, the Tumbрил Storm's promotional art shows the new mini-tank exploding onto the battlefield before standing proud amongst the debris of conflict.

TYPE:	SMALL TANK
PROPULSION:	QUAD TRACK
CREW:	1
PAD SIZE:	XXS
WEAPONS:	S3 REMOTE TURRET (ENERGY)
STORAGE:	PERSONAL WEAPON RACK



## THE PERFECT STORM

Following the discovery of the Elysium system and its hostile native alien species in 2541, Humanity was drawn into what would ultimately be known as the First Tevarin War. A violent and bloody conflict, the Tevarin were defeated after four years and Elysium was incorporated into Human-controlled space, then collectively known as the United Planets of Earth (UPE). The system was promptly terraformed and settled, with the native Tevarin either amalgamating or fleeing to non-Human space (typically systems controlled by the Xi'an or Banu).

While many of the Tevarin that remained within the UPE embraced Human society, those that left harbored a deep grudge against the colonizers and sought to reclaim their native land.

In 2603, a vast Tevarin battle fleet under the command of warlord Corath'Thal launched an attack on the wider UPE. Despite growing Human sympathy for the system's original inhabitants, Earth's government refused to enter negotiations and, once again, dived head-on into war with the Tevarin. Corath'Thal's use of asymmetric warfare and willingness to attack civilian targets brought the Second Tevarin War to parts of the UPE untouched by the first war. Planetside, battles were won with the support of heavily armored ground vehicles.



The result was that non-military brands began to create war machines using their expertise from the civilian world. One brand was Tumbriel Land Systems, which was highly regarded for its rugged exploration vehicles that helped map newly discovered planets during the great expansion into space. The company's first battle tank, the Nova, became legend thanks to its oversized 'Slayer' cannon, though subsequent vehicles gained well-earned reputations thanks to their overall performance and utility, including the Storm.

Although small compared to the Nova, the Storm's size and firepower enabled it to rapidly break through enemy lines and disable anti-air defenses. Larger deployments of both Storms and Novas were also used to swarm Tevarin ground bases and overwhelm defenses when air assault was too dangerous or impractical.

While Tumbriel continues to innovate with new vehicles, such as the Ranger series, its most notable modern vehicles are reimaginings of its proven historic fleet. Updated for the needs of militias and private armies, these vehicles offer traditional warfare methods with cutting-edge weapons and defense; a venture no better displayed than with the 2953 Storm mini-tank.





# KNOWN XI'AN TIMELINE

**BCE** Before Common Era (Human Calendar) **SEY** Standard Earth Years (Human Calendar) **MXY** Modern Xi'an Year, or .aiXy'an (Xi'an Calendar)

**ORIGIN:** RyiX'yan (Hyoton III), Hyoton System [Uninhabitable]

**HOMEWORLD:** Ka'ua (Hyoton IV), Hyoton System

**AVERAGE LIFESPAN:** 250 – 400 Earth Years

**BIOLOGY:** Exothermic bipedal

**DIET:** Carrion and decaying organic matter

**POLITICS:** Hereditary monarchy

**ECONOMY:** Independent functions of the Xi'an economy are run by a single familial House. An independent civil service deals with governmental matters that affect the wider species.

**-26038 BCE**

## FIRST SPACE TRAVEL

Various Houses compete against each other to be the first to explore space. The Uai'i family becomes the first to successfully develop a single-occupant craft capable of exiting and reentering the atmosphere.

**0.4628 MXY**

**-20044 BCE**

## THE GREAT DIVIDE (CIVIL WAR)

Millennia of Machiavellian scheming, political intrigue, and skirmishes amongst powerful Xi'an Houses finally erupt into all-out war. Every corner of the Empire is threatened as smaller Houses, bound by myriad alliances and agreements, are pulled into the conflict.

**0.9311 MXY**

**0.9525 MXY**

**-19770 BCE**

## LOSS OF HOMEWORLD

When the most powerful Xi'an Houses agree to peace talks on RyiX'yan (Hyoton III), the weakened House Kl.ō sees an opportunity and hacks several antique weather manipulation satellites to poison the host city's air. However, the command is accidentally extended to the planet-wide satellite network, contaminating their entire homeworld. Millions die and the survivors are forced to settle on nearby planets.

**0.9525 MXY**

-19668 BCE

REFLECTION & FIRST IMPERIAL AGE

The tragedies of the Great Divide force the Houses to reassess their culture. They reset their calendar to I.O, create the Civil Service, establish a new capital on Ka'ua (Hyoton IV), and elect House Ru'a to serve as the first Imperial House. Ru'a recommit themselves to an ancient code of ethics called Li'tova, which becomes widely adopted by others.

I.O MXY

-878 BCE

SECOND IMPERIAL AGE & KAYFA GARDENS

The First Imperial Age ends with the death of Emperor Ru'a in I.14680. The planet-wide sacred gardens on R.aip'uāng (Kayfa II) are built in commemoration and become the spiritual center of the Xi'an. A leader of House Xy.ō ascends to Emperor and the Second Imperial Age begins.

II.O MXY

-291 BCE

FIRST CONTACT WITH KR'THAK

Xi'an make first contact with the Kr'thak.

II.914 MXY

351 SEY

1342 SEY

SPIRIT WARS

The Spirit Wars were an interconnected series of massed conflicts between the Xi'an Empire and the Kr'thak that spanned centuries and had a profound effect on Xi'an society. Specifics of the conflict remain a mystery to Humanity, including how it started and how it ended.

II.961 MXY

II.1735 MXY

1305 SEY

END OF SECOND IMPERIAL AGE

The Kr'thak carry out an orbital bombardment of the Xy.ō estate during a massive family celebration for one of the House's great matriarchs. The attack is timed to coincide with incursions against other family members not present at the celebration. When the dust settles, Emperor Xy.ō and her entire lineage are killed, ending the Second Imperial Age.

II.1706 MXY



1305 SEY

1457 SEY

THE DARK

Following the sudden eradication of House Xy.ō, the Xi'an Empire enters a period with no ruling House known as "The Dark". The Spirit Wars, which continue until II.1735 (1342 SEY), complicate the search for a new emperor. Without Imperial leadership, conflict grows between the Houses as they vie for control.

II.1706 MXY

II.1824 MXY

1457 SEY

THIRD IMPERIAL AGE

The current Imperial Age begins when House Kr'ē is selected as the Third Imperial House. The Kr'ē lineage stabilizes and unites society. The Xi'an Empire improves its defenses against the Kr'thak and begins a new campaign of interstellar exploration.

III.O MXY

1924 SEY

FIRST CONTACT WITH BANU

Xi'an explorers discover the Trise system and its inhabitants, the Banu. Unlike the Kr'thak, the Banu welcome a relationship with the Xi'an and open trade relations that benefit both species.

III.364 MXY

2530 SEY

FIRST CONTACT WITH HUMANS

A Human terraforming company establishes operations on Palas III only to discover that it is already inhabited by Xi'an. 276 Human captives are taken hostage by the Xi'an, who fear further incursions into their territory. Following 57 days of tense negotiations, all hostages are released unharmed.

III.838 MXY

2530 SEY

2793 SEY

COLD WAR WITH HUMANITY

Following the tense Pallas III stand-off, an extended period of strained relations breaks out between Humans and Xi'an. The Perry Line, a string of no-man's land systems, is created to act as a buffer between the two species.

III.838 MXY

III.1044 MXY

2643 SEY

CURRENT EMPEROR KR.Ē CROWNED

After the death of his aunt, who died without sisters, daughters, or nieces, T.uēng se Kr.ē is crowned Emperor of House Kr.ē. Without a legitimate heir, the Third Imperial Age will end when he dies.

III.926 MXY



III.956 MXY

2681 SEY

**AWARENESS OF THE VANDUUL**

The Xi'an Empire discovers the existence of the Vanduul species due to its ongoing conflict with Humanity.

III.1040 MXY

2789 SEY

**AKARI-KR.Ē TREATY**

Emperor Kr.ē and Terran Senator Terrence Akari meet in secret on Tohil III and sign a peace accord. The ruling Messer regime refuses to recognize the agreement, but its existence symbolizes the thawing of tensions between Humans and Xi'an.

III.1042 MXY

2792 SEY

**FALL OF THE HUMAN MESSER REGIME**

Human revolutionaries that found safe harbor in Xi'an systems quickly return to the UEE to aid the revolution against the Messer regime.

III.1044 MXY

2793 SEY

**PEACE WITH HUMANITY**

Xi'an and Humans sign the Perry Line Pact, which divides the Perry Line systems between the two empires. Travel and business between the two are permitted and the two species are officially at peace.

III.1135 MXY

2910 SEY

**PARTNERSHIP WITH MISC**

MISC signs a historic lend-lease agreement with the Xi'an, which promotes the flow of ideas and tech between both sides. Subsequent MISC ships, including the Freelancer, Reliant, Razor, and Fury, will all feature Xi'an influences and/or tech.

III.1164 MXY

2947 SEY

**HUMAN-XI'AN TRADE INITIATIVE (HUXA)**

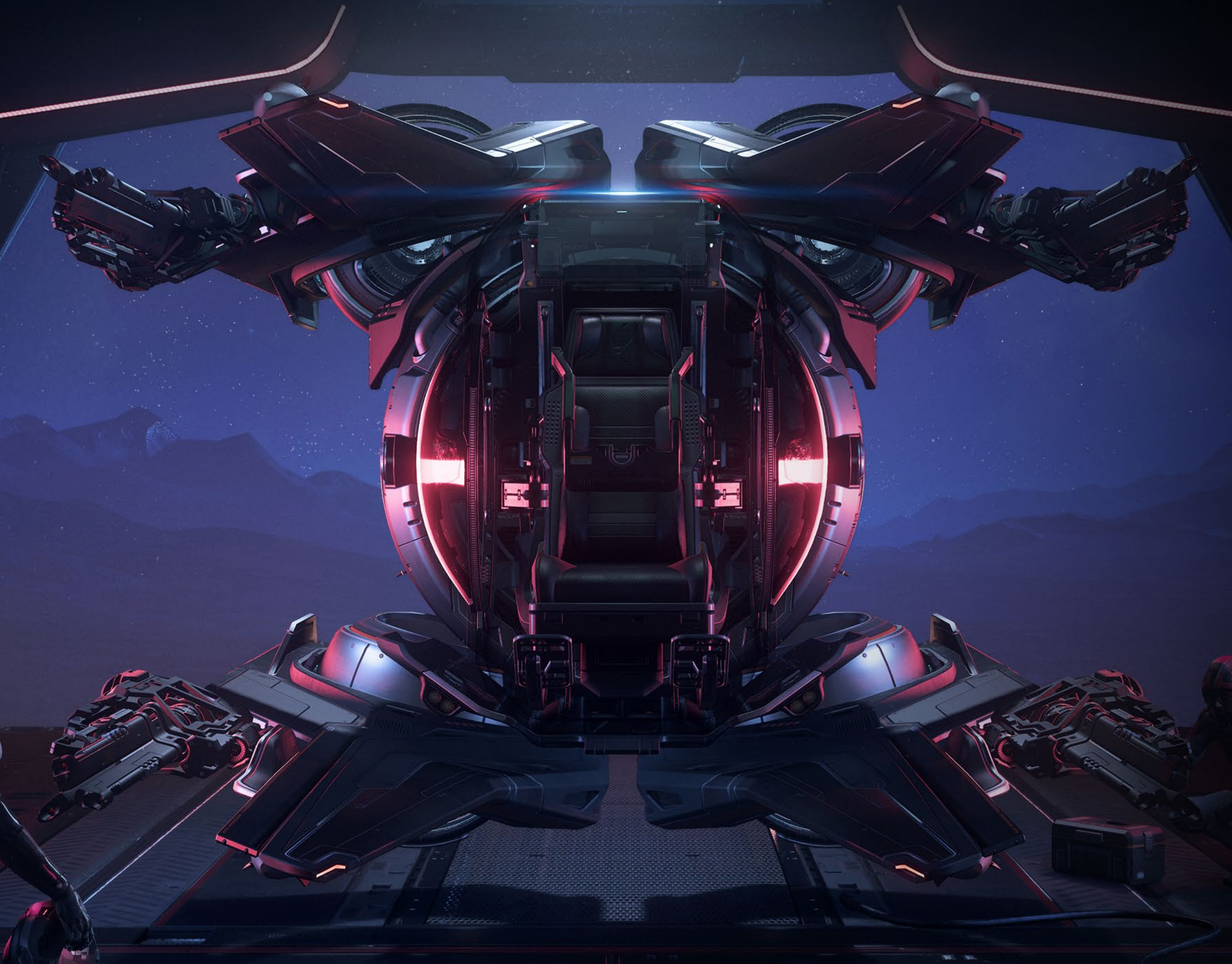
Xi'an and Humans sign the Human-Xi'an Trade Initiative to further promote trade between the two empires. It loosens restrictions on the export and import of goods, and makes it easier for Xi'an Houses and Human corporations to do business within one another's borders.



# MIRAI

When MISC CEO Irena Adjei first saw the Fury prototype she spent over an hour slowly circling the ship and assessing the compact fighter from every angle. "It feels both distinctly MISC and something all its own," she told the MISC board. "I'm convinced we should make it, but I don't think MISC should." With those words Adjei proposed a solution to a debate that had bitterly divided the company's board of directors between members who believed MISC should focus on industrial ships and those hoping to expand the brand. CEO Adjei had never taken a side until the day she proposed a solution that would satisfy both; the creation of the sub-brand Mirai.

Meaning 'Future' in Japanese, the name Mirai honors the settlers of Centauri, home to MISC's headquarters, and embodies its goal of creating the next generation of ships. The creation of a sub-brand also allows MISC to retain its cherished industrial identity, while providing the company an outlet for experimentation. Adjei argued that the Fury should launch the sub-brand, and convinced the board by showing them what the Fury team was working on next. The creation of the Mirai sub-brand shocked many within the industry and marked the most significant change to the company in decades.



## BEYOND INDUSTRY

MISC may be known for its industrial ships but its desire to develop other variants goes back to 2833. Less than twenty years after the merger that created MISC, CEO Kori Desmon pushed the company to expand its portfolio. The success of the Hull series provided financial stability and budget surpluses that Desmon wanted to invest in ships that took the brand beyond the industrial sector. Yet a coalition of board members believed in staying laser-focused on industrial ships and forced Desmon to scale back their ambitions to a single design team working on a dedicated racing ship. The result would be Daedalus.

Daedalus was developed from the ground up to be an extremely fast, high-performance ship that could endure the rigors of racing. An impressive prototype inspired MISC to sponsor a racing team and share its tech with them as opposed to releasing the ship itself. The design team disagreed with this decision, but company executives convinced Desmon that a dedicated racing team would provide insight and experience their own designers lacked. While the ship impressed racing fans, Daedalus continually failed to qualify for the professional division of the Murray Cup, a goal that Desmon knew needed to be accomplished in order for the ship to get mass produced. Experimental materials and production techniques used on Daedalus meant MISC's existing production lines couldn't be used to manufacture the ship, so state-of-the-art production facilities would need to be constructed. Though Daedalus was floundering, the board still considered the racing team a great marketing tool and continued to sponsor it. Desmon officially designated the team that built Daedalus as MISC-M and assigned it to be the liaison between the racing team and the company.

While delivering upgrades for Daedalus became part of MISC-M's working orders, the division was also directed to produce innovative and imaginative new ship designs with no mandate to keep them industrial. Most of these designs would remain theoretical, as the division's miniscule build budget was almost exclusively reserved for testing Daedalus improvements. By now the division carried a reputation as being where inexperienced designers learned and old designers faded away. In reality, it became a training ground where youngsters honed their craft under the tutelage of veterans who enjoyed the freedom of exploring unique and unusual designs.

Decades of constant tinkering on Daedalus increased the ship's performance, with it ultimately graduating to the Murray Cup professional division in 2898. The MISC racing team has been a regular qualifier ever since. MISC-M also developed and carefully cataloged thousands of designs for everything from full ships to components to ship furnishings, but it never ushered any new ships into the prototype phase. Instead, any interesting ship directions were reassigned to other teams where they were molded to acceptable MISC parameters or eventually scrapped. Every few years some members of the board would argue for shutting down MISC-M or folding it into another division, but the majority continued to support its mission. This deep well of innovative and unorthodox ideas would become more important than ever when MISC signed the landmark lend-lease agreement with the Xi'an in 2910.



### ALIEN INFLUENCE

Following the agreement's signing, MISC quickly put the newfound wealth of knowledge and resources to good use. The Freelancer, released in 2915, utilized Xi'an tech to transform it into the beloved industrial hauler known today. Despite this success, MISC discovered its traditional design teams struggled to integrate Xi'an tech or use its influence to push further innovations. Eventually, the out-of-the-box thinkers in MISC-M were tasked with evaluating the influx of Xi'an ideas and imagining uses for them. The division also combed through its massive design database to see what ideas could benefit from Xi'an tech. The first design pulled was for Daedalus.

Much had changed since the original Daedalus, but the team saw massive potential in using Xi'an tech to make it fly faster and be cheaper to manufacture. Further upgrades and innovations were developed, but they remained untested until 2940 when MISC decided to pour more money into its racing operations. The company ended its partnership with the outside racing team and tasked MISC-M with building the new ship. The result was the Razor, which would win the Murray Cup Classic Race in 2945 thanks in part to the piloting heroics of Trevor Yuman. Upon its release in 2947, the ship sold extremely well and received rave reviews. The Razor's commercial and Murray Cup success, combined

with the triumphant launch of the Reliant a year earlier, convinced MISC to continue developing bold new ships. The company dramatically increased the funding and staffing levels of MISC-M and directed the team to develop the ideas that excited it the most.

Over the following years, CEO Adjei took great interest in MISC-M and frequently visited the division to check on its progress. She encouraged it to embrace MISC values but refresh the aesthetic. Meanwhile, Adjei told the board that the division had the potential to significantly boost company revenues. Insiders believe she long wanted to make the division its own sub-brand, partially to enshrine its mission and ships as distinctly different from MISC, but didn't want to reveal her plan until it produced a second signature ship. The Fury would be that ship and inspired CEO Adjei to unveil her master plan. Once approved by the board, the company also decided to make the Razor part of Mirai. It might have been released under MISC but the ship's history within the division and its ties to the original Daedalus made it an ideal fit. What comes next from MISC's performance sub-brand remains a mystery to anyone outside the company. Rumors claim that Mirai will push the integration of Xi'an tech to bold new levels, leaving ship enthusiasts and competitors in eager anticipation of what will come next.



# FURY LX

COMING THIS SUMMER