

JUMP POINT

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STAR CITIZEN:
A YEAR IN THE 'VERSE 2953

BEHIND THE SCENES:
DRAKE CUTTER SERIES

LIVING LUX:
WITH MAHLI

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ROUGH & READY

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FROM THE COCKPIT

GREETINGS, CITIZENS!

Welcome to December's **Jump Point** and the very last *Star Citizen* publish of the year! As I write this, we're sat in an increasingly empty studio, adding the final touches to the issue and seeing off our workmates as they begin well-earned Christmas breaks following the release of Alpha 3.22: Wrecks to Riches. CIG Manchester has been bustling all year, so it's cathartic wandering the quiet floors and reflecting on the year that was.

With that in mind, we're starting by looking back at 2023. Those with us at the end of 2022 will undoubtedly remember the difficulties that came with the implementation of Persistent Entity Streaming. However, five major patches, three significant in-game events, countless pirate attacks and raids on drug labs, a Bar Citizen world tour, and the surprise release of an iconic UEEN war machine later, 2023 turned out to be the biggest year in the 'verse yet.

We're also going behind the scenes of one of 2023's most popular ships. Despite being Drake's first starter chassis, the Cutter series features three immensely capable ships, each with a different

focus that opens up unique possibilities for new and seasoned pilots alike. While the final design is all Drake, some of the early concepts suggested radical departures from the familiar brand aesthetic and are certainly worth checking out.

As a bonus, we've got an update from IAE's breakout star of the year (no, not that one), luxury lifestyle blogger Mahli. Find out what she's been up to after the 'incident' on Orison.

Finally, the Narrative team is back, giving us a detailed look at the Pyro system's Rough & Ready gang - one of the outlaw groups you'll be meeting next year.

Thank you for joining us on the journey this year. We can't wait to show what we have planned for 2024; it's going to be a big one.

We'll see you in the 'verse,

Jump Point Team

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A YEAR IN THE 'VERSE: 2023



As the dust settles, it's clear that 2023 was one of (if not the) biggest ever years for *Star Citizen*. From the turbulent release of Alpha 3.18 to the triumphant return of CitizenCon, it's been a packed year in and out of the 'verse. So, to draw a line under this wild year and welcome 2024, we're looking back over the past 12 months at some of the most significant releases and events.

ALPHA 3.18: LASTING LEGACIES (MARCH 10)

Following a point patch in January that added content for Red Festival, Alpha 3.18: Lasting Legacies finally made it onto the live servers. Initially scheduled for the end of 2022, the patch was delayed by the addition of Persistent Entity Streaming (PES), the most significant tech addition to the PU since Object Container Streaming. A huge step toward true in-game persistence and laying the foundation for the future of the 'verse, PES fundamentally changes how items exist in the game world, allowing anything, including items, ships, and bodies, to remain long after players have logged out. Vital to next year's Server Meshing, PES took a huge amount of work to integrate, and following its release, numerous point patches improved stability and gave the devs vital feedback on how the new tech was behaving and what was required to improve it.

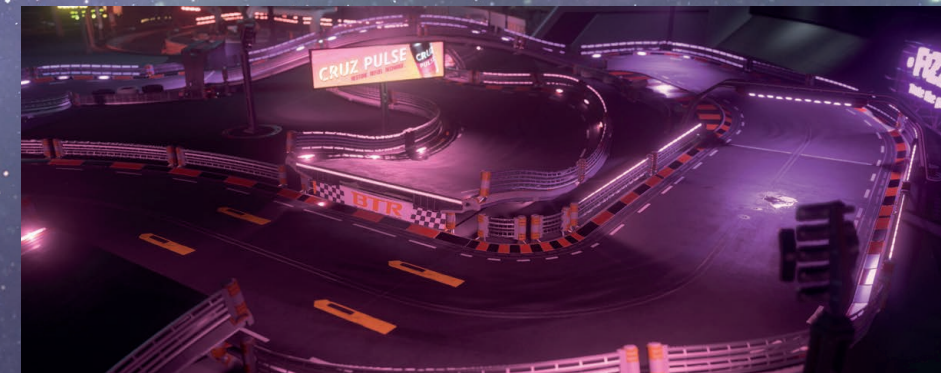
Alpha 3.18 also brought new content, including rivers, the first derelict settlements, the beginning of Salvage gameplay, and a cargo refactor. It also saw the introduction of one of this year's most popular ships, the

Drake Vulture, which almost cleaned up at Ship Showdown 2953.

March 17 kicked off Stella Fortuna and its content encouraging players to tempt fate for the chance to win vehicles and exclusive paints.

- Persistent Entity Stream & Gen12 Graphics Renderer
- Sand Caves & Rivers
- Derelict Settlements
- Security Post Kareah
- Missions
- Racetracks
- Hull Scraping (start of Salvage)
- Soft Death
- Cargo Refactor

Ships: RSI Scorpius Antres, Drake Vulture



ALPHA 3.19: CALL TO ADVENTURE (MAY 17)

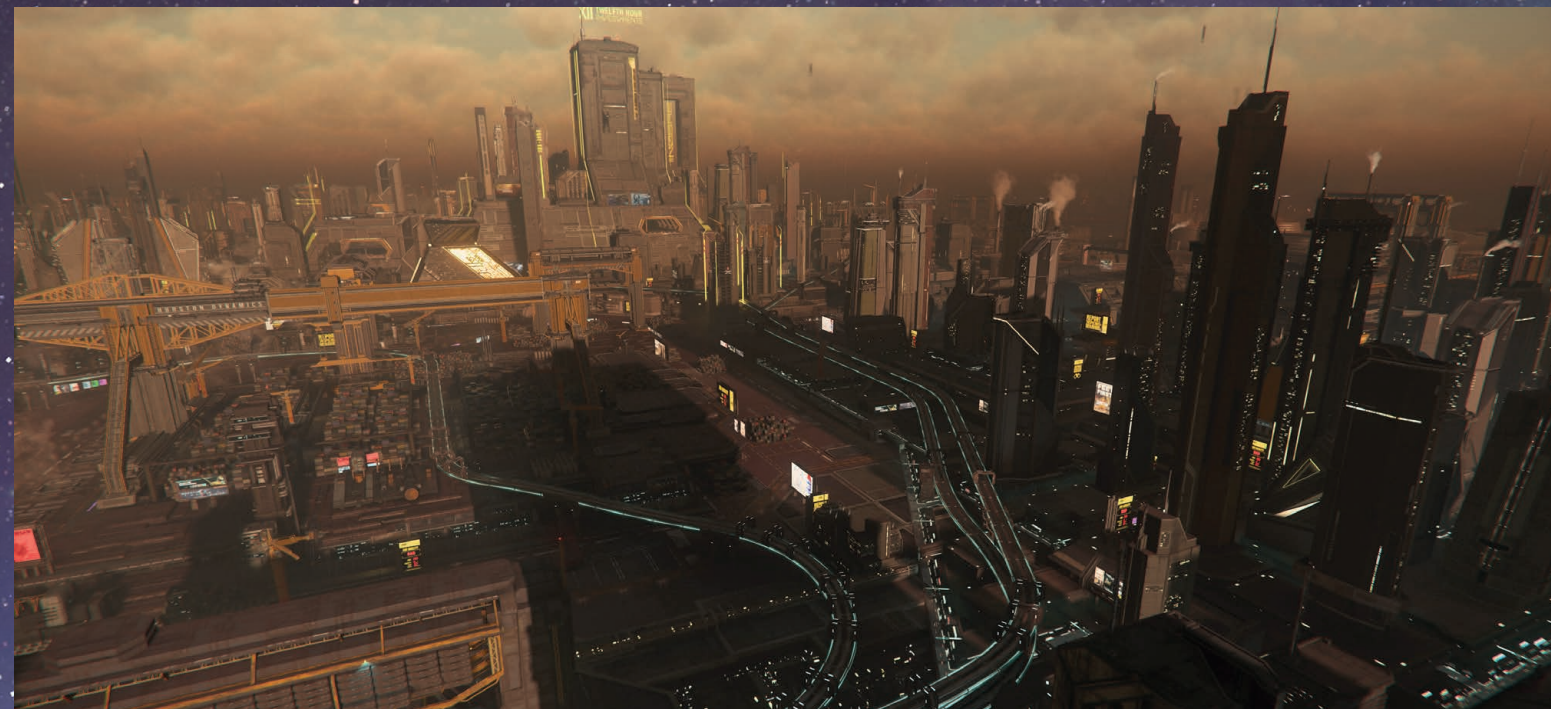
The theme of spring's Alpha 3.19 patch was adventure, with the new Ghost Hollow outpost and related missions delivering a serious dose of action and excitement. Alongside a huge rework of Lorville's industrial cityscape and updates to Salvage, the patch introduced updates to stability and PES, which would be an ongoing initiative throughout the year.

New players were catered for too with the debut of the New Player Experience. Now, fresh-faced citizens can follow an introductory mission from the minute they first enter the 'verse, including guidance on how to get around, use the mobiGlas, access and fly ships, and more.

Mid-June saw the Community team meet and socialize with citizens in all of CIG's home cities during their now-annual International Bar Citizen weekender, and Foundation Festival encouraged veteran players to support new recruits throughout July.

- Ghost Hollow
- Component Salvage & Salvage Missions
- Mining Gameplay Enhancements
- Stability & Persistence Upgrades
- New Player Experience
- Lorville City Upgrade

Ships: Mirai Fury (Flyable) & Mirai Fury MX (Concept), RSI Lynx, Tumbril Storm (Concept)



INVICTUS LAUNCH WEEK (MAY 19 – MAY 30)

May 19 opened the doors to the annual Invictus Launch Week event. Alongside a ship convention showcasing the deadliest in-service and military-derived vehicles in the 'verse, the UEEN's flagship Bengal supercarrier and fearsome Javelin destroyer toured the system. Citizens could even tour the destroyer to get a glimpse of life aboard this iconic war machine.

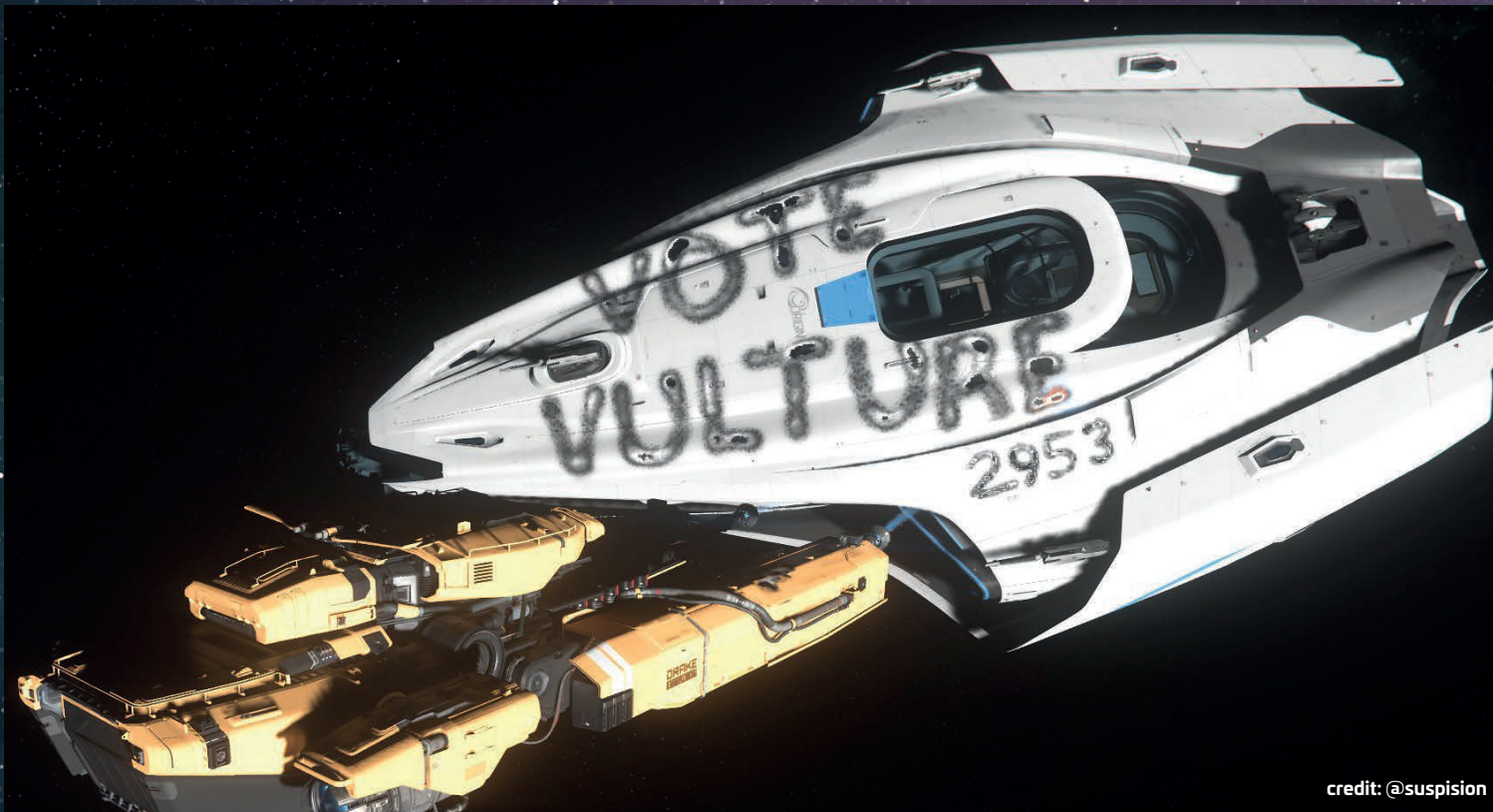
The event also saw an all-new vehicle brand from parent-company MISC. Mirai entered the market with the tiny-but-ferocious Fury and the missile-focused Fury MX.



SHIP SHOWDOWN (AUGUST 7 - SEPTEMBER 7)

The annual tournament of aerospace champions returned in early August. As usual, community submissions whittled down the game's 150+ flyable and drivable vehicles to a top 16 that then battled it out head-to-head. We were genuinely surprised by some of the results, including the faithful-old Anvil Terrapin defeating last year's champ, the Anvil Carrack, and the Anvil Arrow knocking out the new Mirai Fury.

But, the community spoke and ultimately crowned the Drake Corsair its Ship Showdown champion of 2023. The Drake Vulture, Aegis Redeemer, and Origin 400i followed, with each finalist receiving a Best in Show livery later in the year at IAE.



credit: @suspision



credit: @Tallven



credit: @polacus01



credit: @HK94



credit: @Raven004

ALPHA 3.20: FULLY LOADED (SEPTEMBER 20)

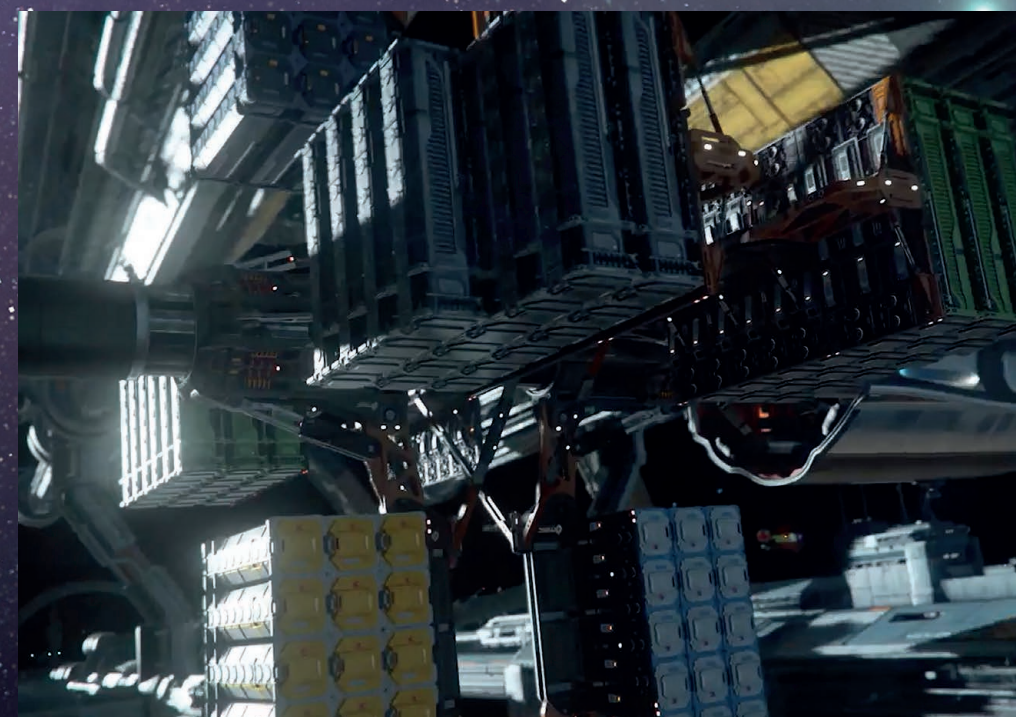
Alpha 3.20 made the live servers in September and brought with it the first of three huge *Arena Commander* updates. All-new racing tracks, modes, maps, and features premiered in the biggest update to the all-action game module yet. However, Alpha 3.20 also brought about the demise of arguably the PU's most iconic location. Port Olisar, the first space station every long-term player first woke up in, was replaced by Seraphim Station due to the OG station's legacy construction being unable to accommodate *Star Citizen's* upcoming features and tech. But, all is not lost, as plans for Olisar's future are underway...

updated physicalized cargo for the flyable debut of the MISC Hull C, and introduced the LX racing variant of the Mirai Fury.

- *Arena Commander* Racing
- *Arena Commander* Combat
- Physicalized Cargo Updates
- Criminal Salvage Missions
- Seraphim Station

To dull the pain, Alpha 3.20 premiered criminal Salvage missions,

Ships: MISC Hull C, Mirai Fury LX



DARK WATER: ANVIL F8C LIGHTNING (OCTOBER 10 - 23)

Late in September, hushed conversations began around CIG's studios as the codenamed 'Project Dark Water' came to fruition. The clandestine approach clearly worked, as the community and many CIG staff alike were surprised by the announcement that the Anvil F8C Lightning would be making its flyable debut in the PU. Previously only seen (and regularly stolen) as part of the fleet supporting

Invictus, the UEEN's prizefighter was instantly available to members of the Chairman's Club who already had one.

However, that wasn't all, as a scavenger hunt of epic proportions began, with gold tickets being added to loot boxes that enabled any citizen to test fly and pledge for the iconic fighter. Over 60,000 gold tickets were uncovered during

the event, with the same number of test flights taking place.

Much rarer were the 75 platinum tickets. Guarded by devs in a variety of locations and vehicles, any player lucky or skilled enough to pull one from its protector's cold, dead hands could turn it in for a free F8C, no questions asked.



ALPHA 3.21: MISSION READY (OCTOBER 19)

Alpha 3.21 upped the risk and reward with some of the most dangerous missions Stanton had seen so far. Whether stealing evidence from the already hectic Security Post Kareah or heading deep underground to retrieve consignments, players victorious over these demanding missions would walk away well paid for their troubles.

The patch added new platforms to Orison well away from the main city, making accessing the Repel Raid mission simpler (though not necessarily easier due to turret fire!). Multiple instances of the mission can now also run simultaneously, opening up the action for several groups of players at once.

The all-new Preview Channel was also added to Public Test Universe,

giving players the opportunity to help experience upcoming features before they're added to the live servers. Specially designed to test in-development tech, it debuted with the Replication Layer split and would later be used to showcase the Pyro Playground demo unveiled at CitizenCon.

- Steal Evidence Mission – Security Post Kareah
- Retrieve Consignment – Underground Facilities
- Repel Raid – New Crusader Platforms
- Preview Channel in Public Test Universe (PTU)

Ships: Crusader A1 Spirit



CITIZENCON 2953 (OCTOBER 21 - 22)

After four long years away, October 21 saw the return of an in-person CitizenCon, with almost 3000 citizens heading to the Los Angeles Convention, California, USA. This time, it was a two-day extravaganza of all things *Star Citizen*, with fascinating presentations on upcoming locations, vehicles, tech, characters, and more. Attendees also got to take their first trips out of Stanton, with the Pyro Playground demo giving citizens a whirlwind tour of the lawless system and its beautiful-yet-unforgiving environments.

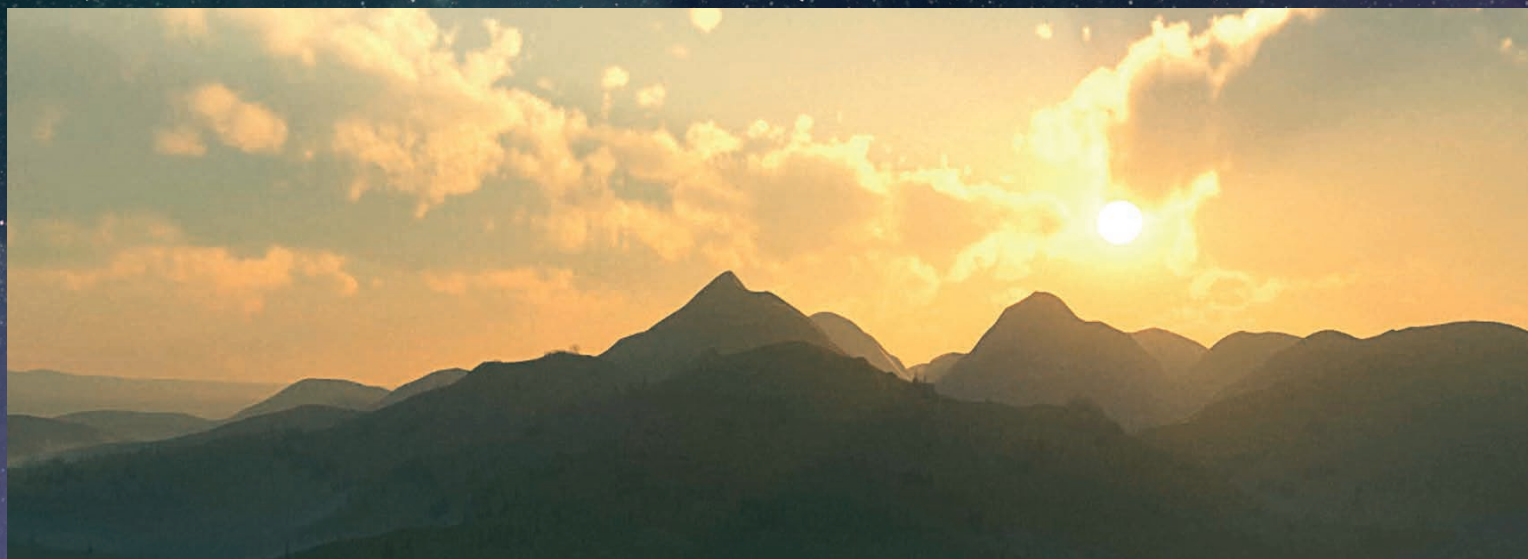
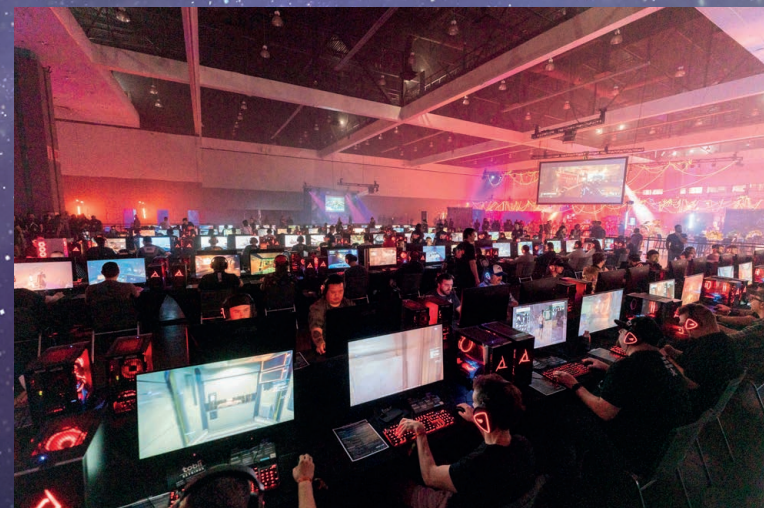
Included in the many surprises was the unveiling of the all-new RSI Zeus Mk II concept, a thoroughly contemporary take on one of *Star Citizen* lore's most important vehicles. The original Zeus was the first ship to make quantum travel commercially available, revolutionizing the way Humanity explored space. Though it has big boots to fill, with combat, cargo, and exploration variants, the Zeus MkII will certainly do its best when it enters the 'verse.

The event also gave players the deepest-ever look into the ongoing

development of the engine behind the Persistent Universe and *Squadron 42*. The Future of Gaming: StarEngine showcased much-anticipated features coming next year and unveiled game-defining tech that will change the 'verse forever. All the presentations from this year's event can be watched now on the CitizenCon 2953 playlist on the *Star Citizen* YouTube channel.

To top it all off, a huge announcement by Chris Roberts closed out the event: *Squadron 42* is now feature-complete and in the polishing phase! This included the I Held the Line campaign preview – a stunning showcase and the biggest reveal of the game's campaign to date. Community reactions to the trailer were hugely appreciated across all CIG studios, particularly by the many devs who have worked incredibly hard on *SQ42* over the past few years. Your excitement is mirrored in the studios, and we can't wait to show you more in 2024.

Ships: Crusader A1 Spirit, Drake Cutter Scout, RSI Zeus (Concept)



IAE (NOVEMBER 17-30)

The biggest vehicle show in the Empire returned on November 17 through November 30. Each day, the universe's best-known vehicle manufacturers took over Bevic Convention Center in New Babbage, microTech, to give citizens the opportunity to see and try out their products. The event saw the unveiling of two all-new ships, the straight-to-flyable Gatac Syulen alien starter ship and the RSI Arrastra mining concept, while the previously announced Crusader A1 Spirit, Tumbрил Storm, and Argo SRV made their flyable debuts.

With Whitley's Guide on indefinite hiatus (and its host still unaccounted

for), the official IAE Event Program kept visitors informed about the goings on around the show. Check it out now for all the news from the event along with all-new content from security pro Garman Humble, influencer Mahli, Drake CEO Anden Arden, private medic Seiuli Lenzini, Whitley's Guide's Jimmy, and much more.

Ships: Gatac Syulen, Crusader C1 Spirit, Argo SRV, Tumbрил Storm, Tumbрил Storm AA (Concept), RSI Arrastra (Concept)



ALPHA 3.22: WRECKS TO RICHES (DECEMBER 14)

Closing out the year was Alpha 3.22: Wrecks to Riches, a collection of content and features to keep players adventuring well into 2024. One of the main additions is 15 derelict settlements scattered across the system; some are entirely abandoned, some are small-scale commercial hubs, and others are home to hostile gangs that aren't open to visitors. These new locations are the work of CIG's newest development team in Montreal, with many more to come next year, including the brand-new distribution centers shown at CitizenCon.

Helping players explore (and potentially escape from) these new planetary locations is the Origin X1 series – three open canopy bikes with a laser-focus on speed and agility. Structural Salvage, new character

customization options, personal cargo crates, and the next big update to *Arena Commander* also rounded out the year.

- Structural Salvage
- Derelict Settlements
- Reworked Hairstyles
- Gamemaster Events
- Jumptown Global Event
- Secure Cargo Crates
- *Arena Commander* Update

Ships: Aopoa San'tok.yai, Origin X1 Series, Drake Cutter Rambler



BAR CITIZEN WORLD TOUR 2023

With travel and in-person events far easier this year than in recent history, the Community team took the opportunity to head out to meet players in locations less traveled.

Beginning close to home and then heading out to distant cities and countries, members of the team and a few devs visited 10 countries, socializing with players and handing out exclusive loot. A big thank you to everyone who came out and helped organize these events. If we didn't manage to make it to a bar near you, stay tuned, as we're heading out again next year...



"Your kindness and hospitality in every city we visited for a Bar Citizen event this past year made it an unforgettable journey. Meeting so many of you in person was a delightful experience that we will always cherish. We are eagerly looking forward to next year's World Tour and hope to see even more of you at the fantastic locations we are currently planning."

COMMUNITY TEAM

- April 1:** Paris, France (Dernier Bar avant la Fin du Monde)
Phoenix, AZ, USA (Four Peaks Brewing Company)
- May 14:** Sacramento, CA, USA (At Ease Brewing Company)
- May 20:** Liège, Belgium (HEPL Campus 2000)
- June 3:** Columbus, OH, USA
(EQNX at Game Arena Columbus)
- June 17 (International Bar Citizen Weekend):**
Los Angeles, USA (Santa Monica Brew Works)
Montreal, Quebec, Canada (Pub L'île Noire)
Manchester, UK (BrewDog Doghouse)
Frankfurt, Germany (Apfelweingaststätte Dauth-Schneider)
Austin, TX, USA (Woody's Tavern & Grill)
- June 23:** Shanghai, China (Super Brand Mall)
- June 25:** Hong Kong, SAR of China
(Up a Notch Homemade Pasta & Pizza)
- July 1:** Incheon, Korea (Bali&Bali Soju & Beer)
- July 8:** Paris, France (Dernier Bar Avant la Fin du Monde)
- August 24 - 25:** Cologne, Germany (BON - Brauhaus ohne Namen)
- August 26:** Cologne, Germany (Brauwelt Köln)
- September 16:** Vienna, Austria (Wiener Prater)
- November 25:** Milan, Italy (Doppio Malto Milano Navigli)
- December 2:** Dublin, Ireland (Token)

BEHIND THE SCENES: DRAKE CUTTER SERIES



Forget about its past outfitting pirates, Drake Interplanetary claims to have one aim under the guidance of its divisive CEO Anden Arden: making accessible ships for the hardworking people of the Empire. Unlike the raw combat capabilities of the infamous Cutlass Black and Buccaneer, Drake's recent offerings, such as the Corsair and Vulture, have been career ships focused on doing one job and doing it well. However, its latest release not only follows this more utilitarian approach, it's also the brand's first starter ship and one of the most capable entry-level vehicles in the 'verse.

Straight-to-flyable at the end of 2022, the Drake Cutter proved to be a hugely popular ship for both new and existing players thanks to its rugged usability and trademark Drake aesthetic. However, behind the scenes, two additional variants were planned from the off, each focusing the Cutter toward a specific role. Even before the first concept, the Cutter's initial brief called for cargo, scanning, and long-range variants.

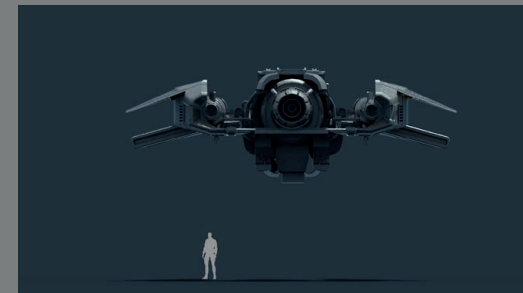
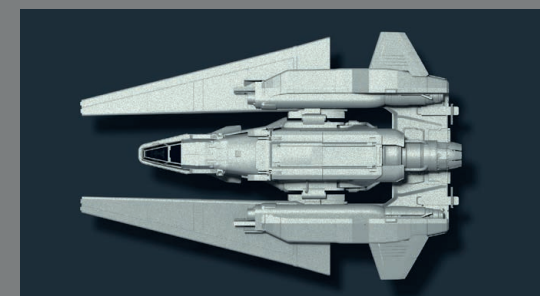
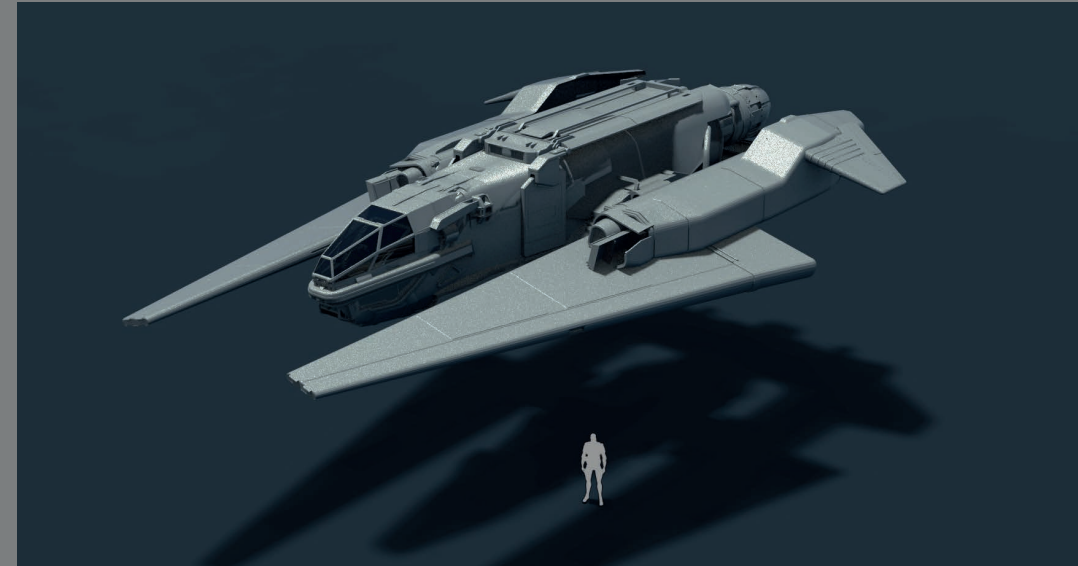
"A starter version of the Drake Corsair focused on expeditions and explorations. Drake's starter is jump orientated with larger fuel capacity than other starters. Folding wings for landing, fold-out bed, personal storage, shielded hidden compartment for smuggling, high top speed though less maneuverable. Variants - base, expedition, scouting."

Alongside minimum requirements for weapons, defense, and power, the brief added additional details for the concept artists to consider when creating each version:

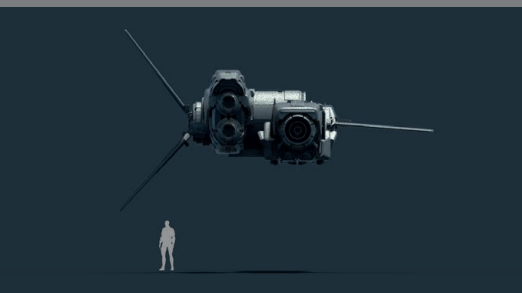
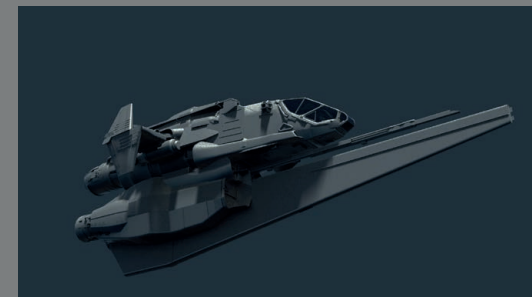
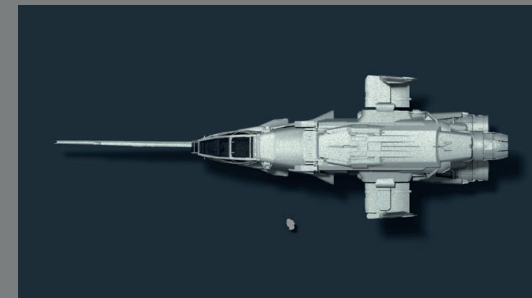
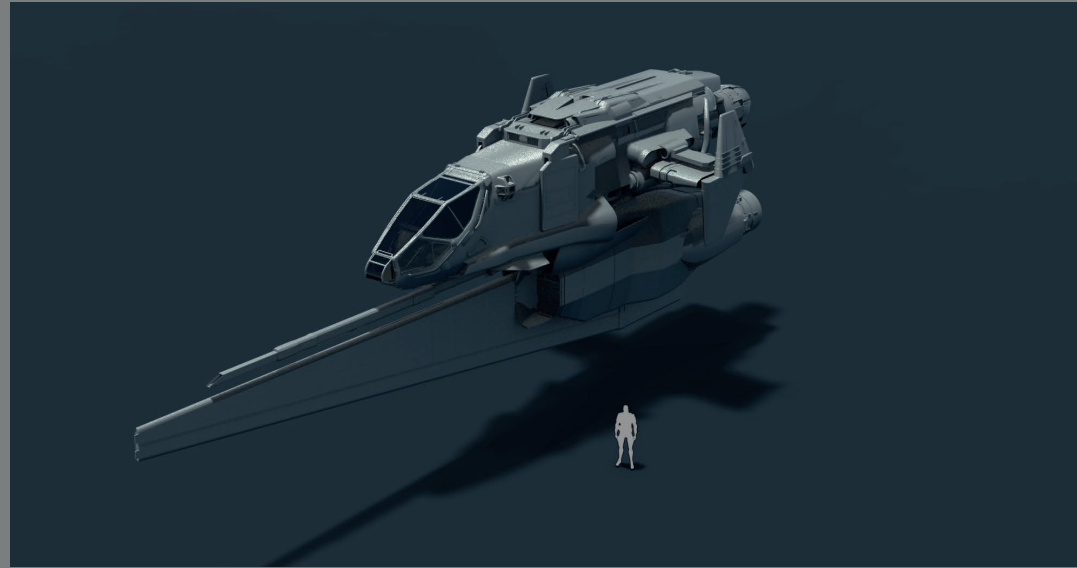
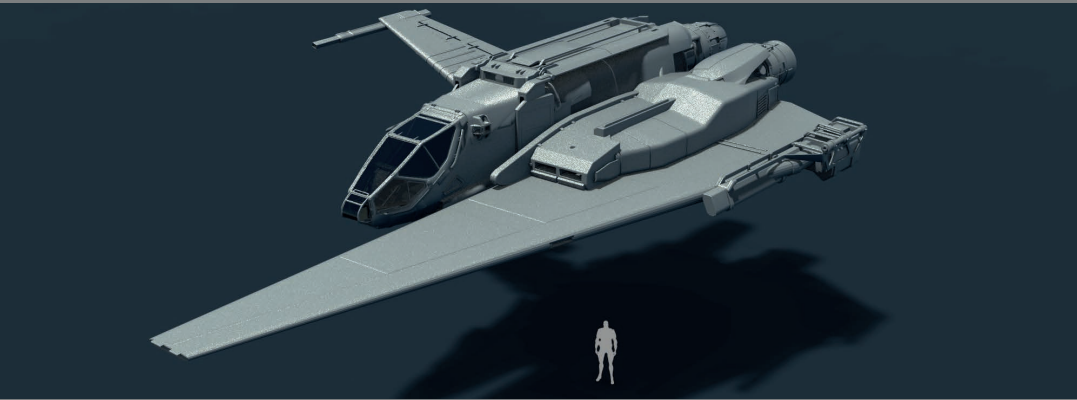
- Base:** 4 SCU (1 Shielded)
- Scouting:** Upgraded Radar/Scanner S02, Upgraded Power Plant S02, Upgraded Cooler S02, More Powerful Thrusters, 1 SCU (Shielded)
- Expedition:** Food Processor, Armor Storage, 2 SCU (1 Shielded)

With a full brief and expectations for a Drake starter high, production kicked off properly in early 2022.

The first step was basic shape exploration, with the team kit-bashing various elements of existing Drake ships together. Some referenced the brand's older designs, like the Caterpillar and Cutlass...

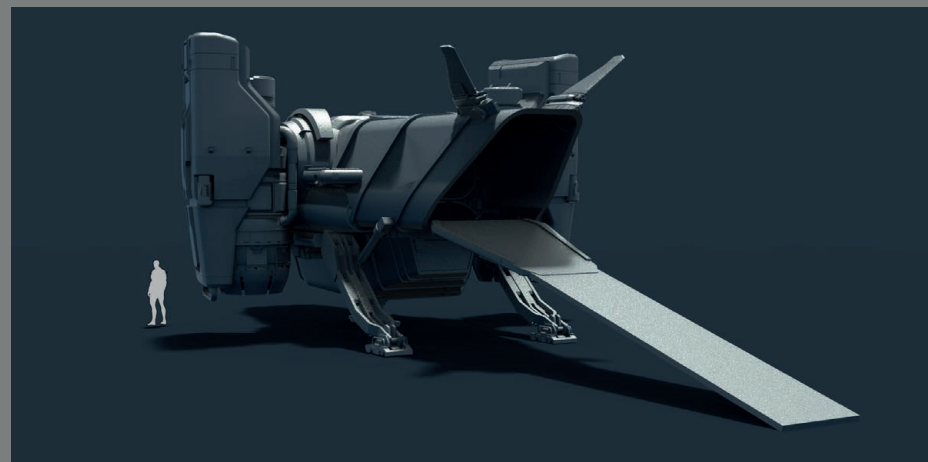
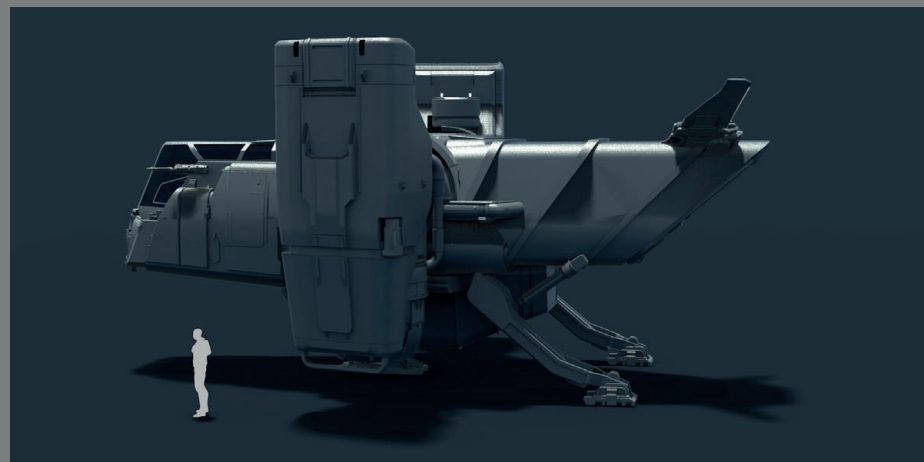
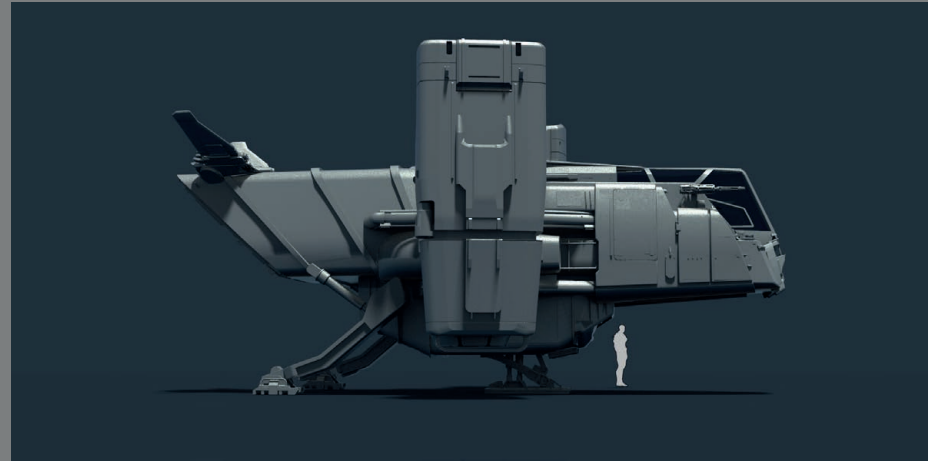
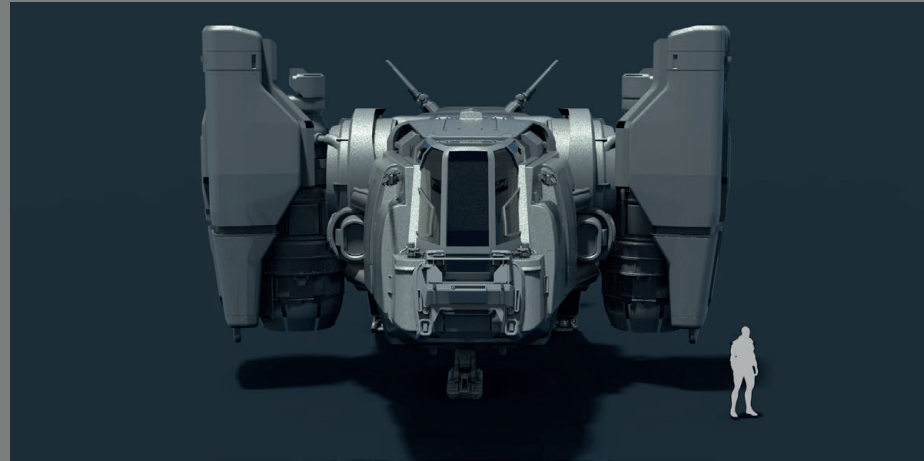


...while some incorporated the Corsair's asymmetrical wing layout in varying configurations, including beneath the hull.



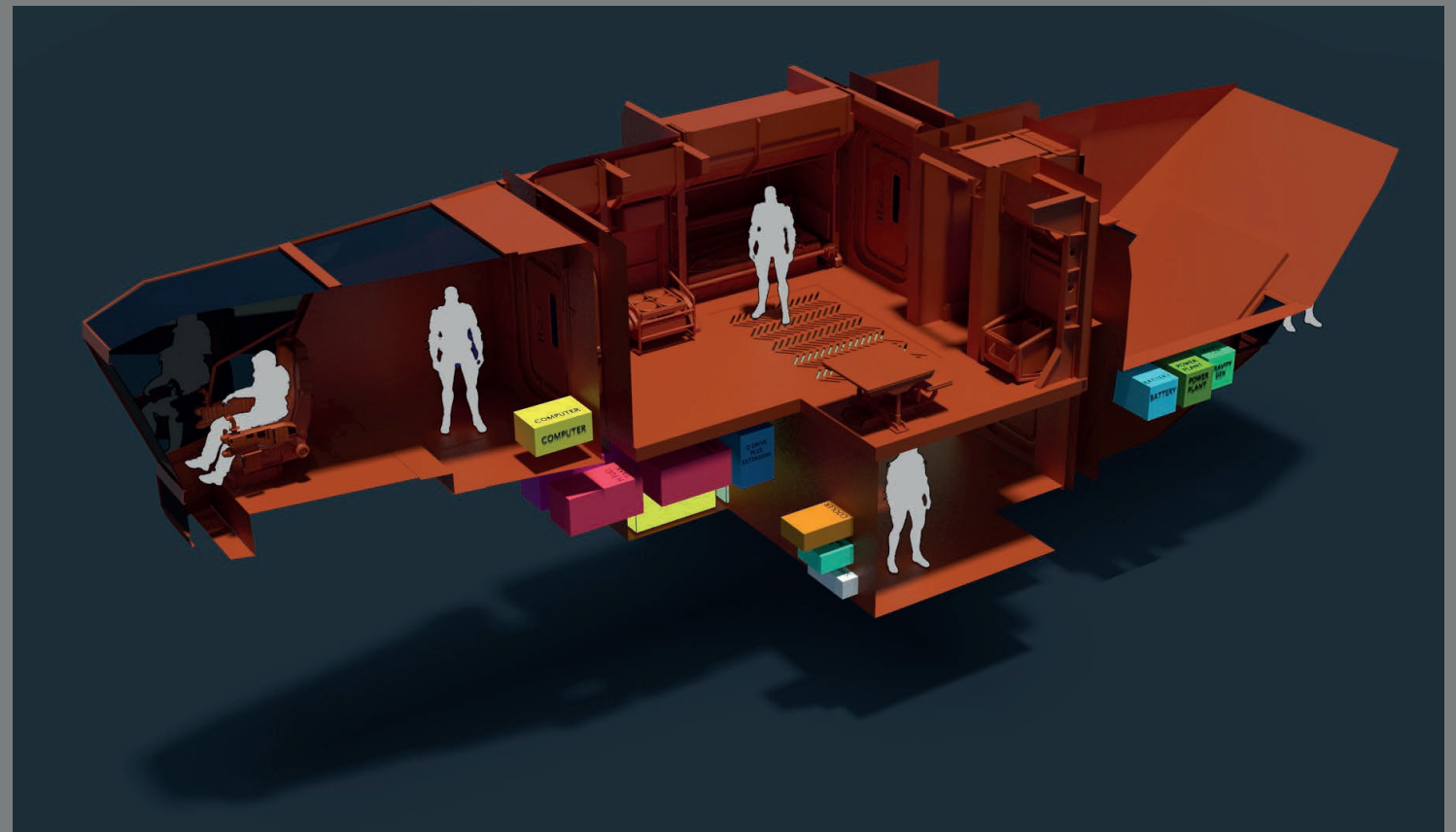
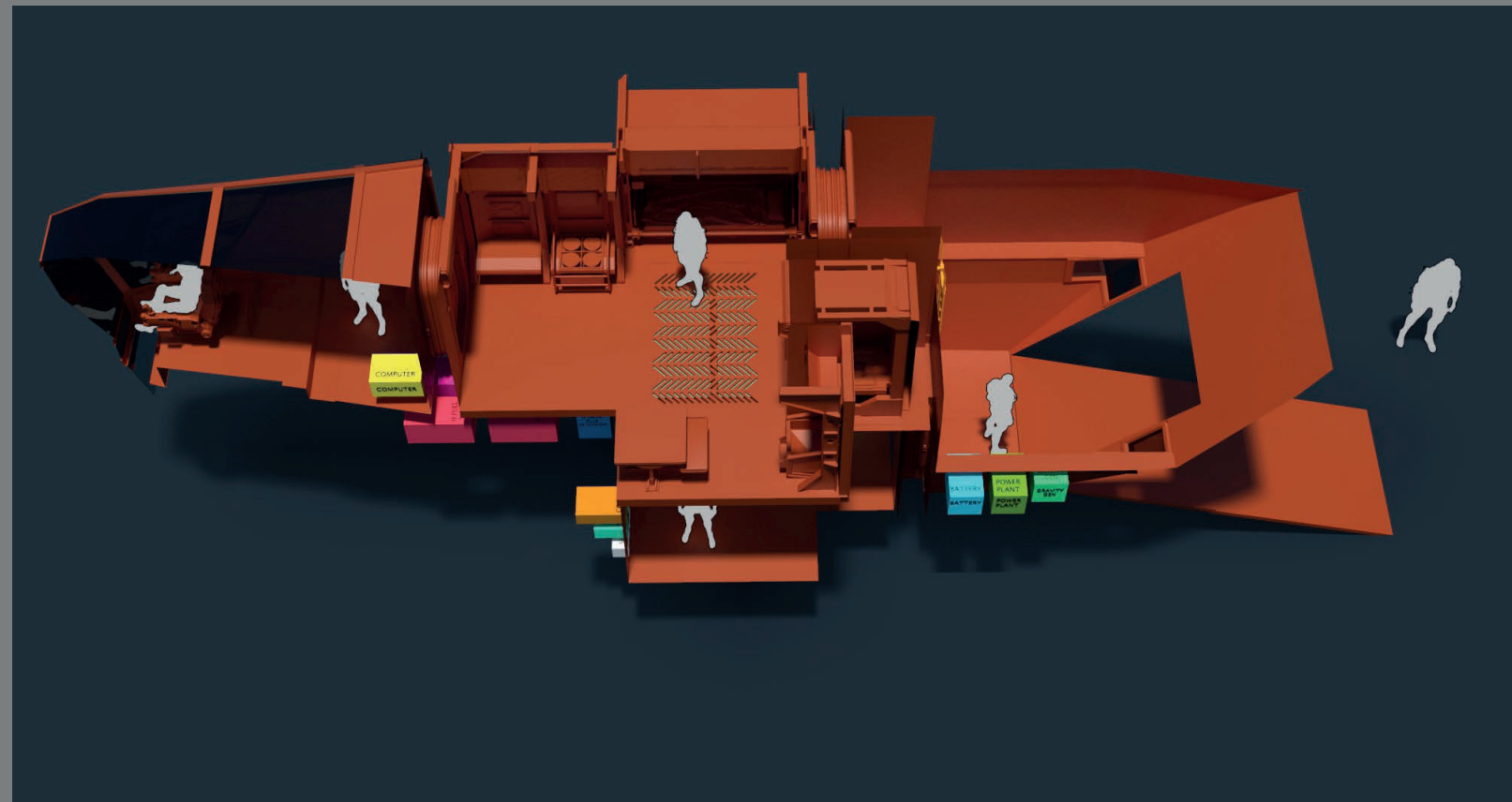
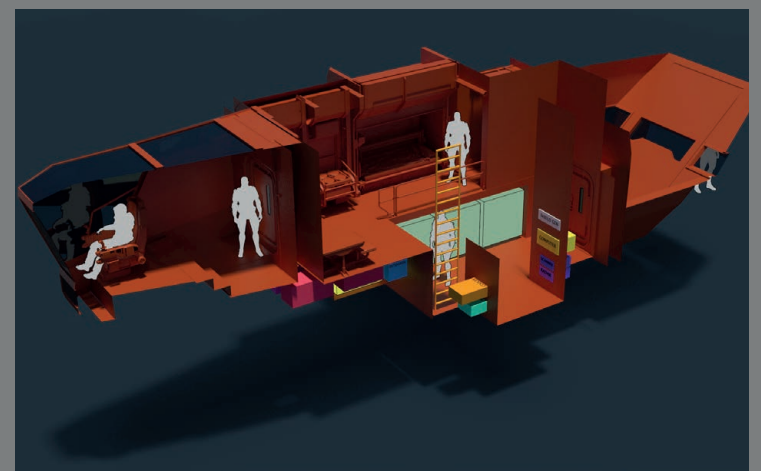
Several new ideas were then created by the concept director building on the earlier kit-bashed concepts. Alongside refined variations on the Corsair theme were a Vulture-style rear-cab layout and a Drake take on the Anvil Terrapin.

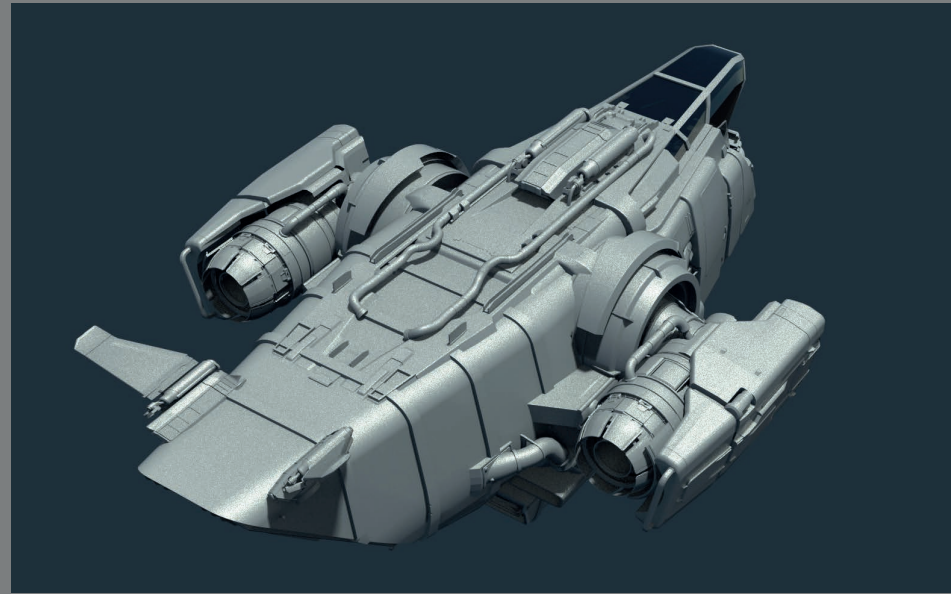
However, a rugged, symmetrical design featuring rotating VTOL thrusters was chosen to move on to the next stage. This was developed further, with the form of the Cutter as we know it starting to appear.





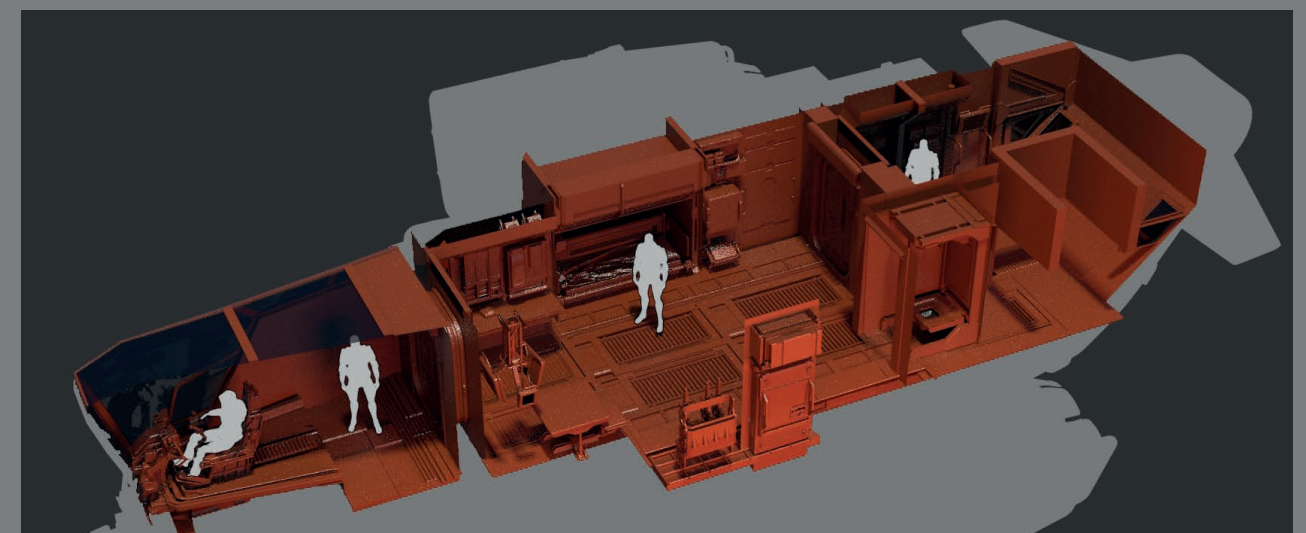
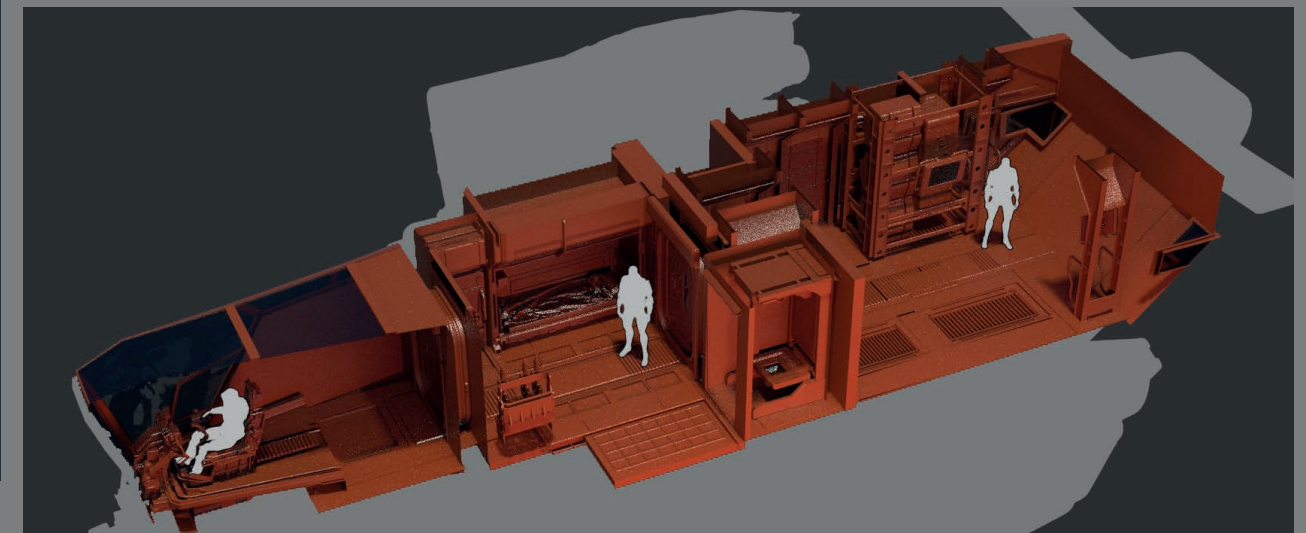
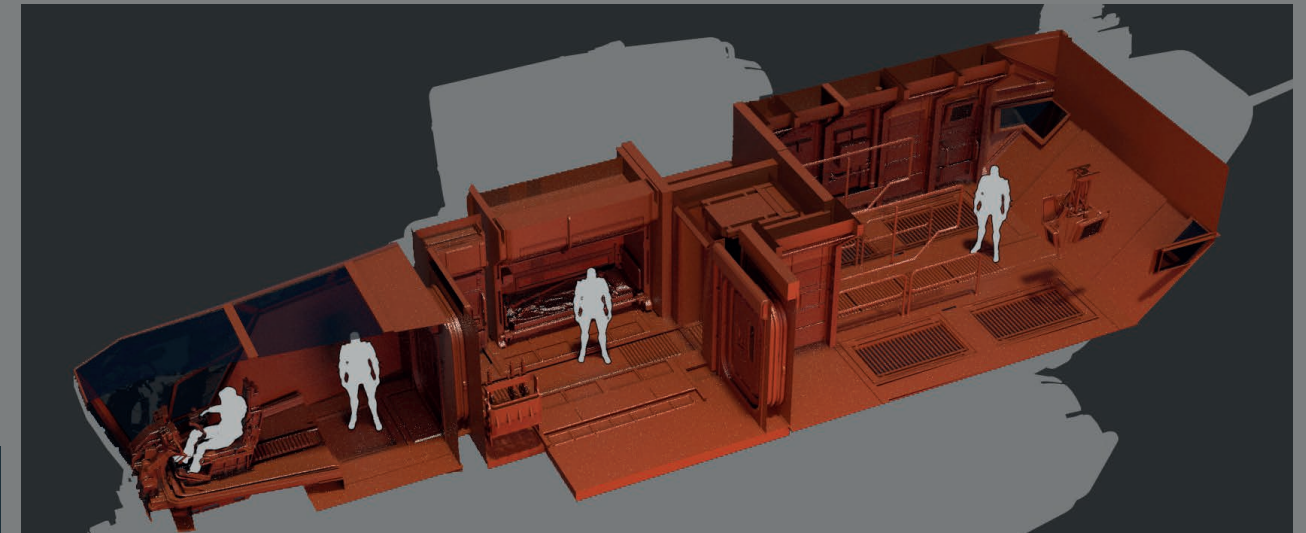
With the overall shape approved, the interior blockout began. At this stage, the interior was split over two floors: the upper housing the cockpit and hab and the lower accommodating the variant-specific components and access ramp. A simple ladder connected the two to save space.



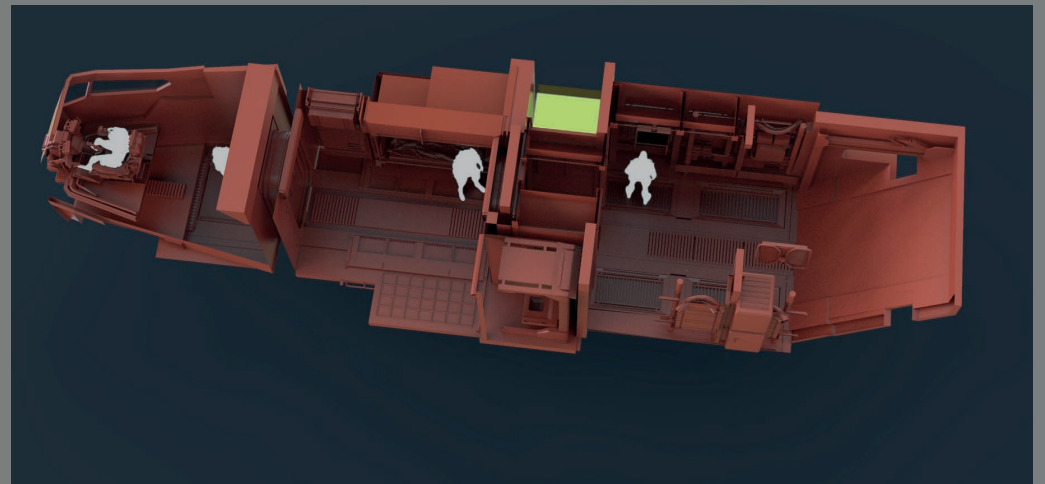
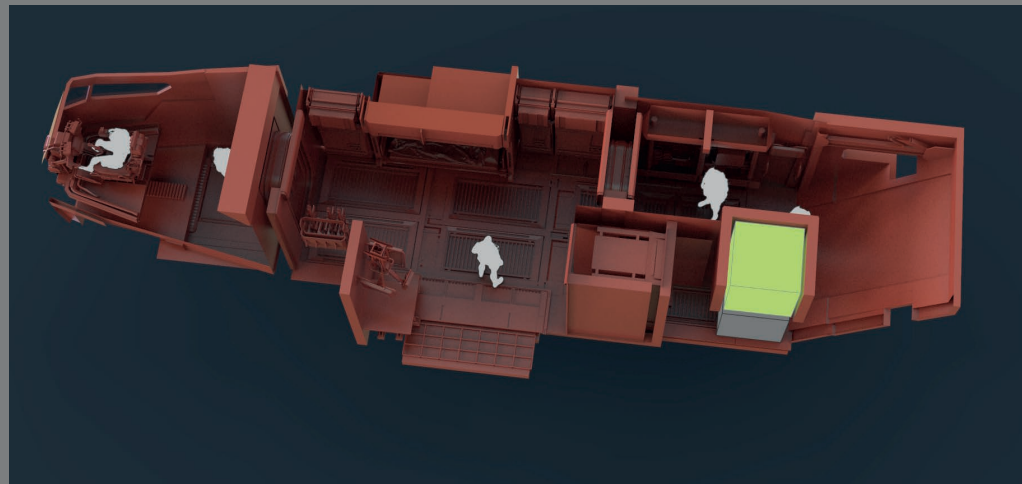
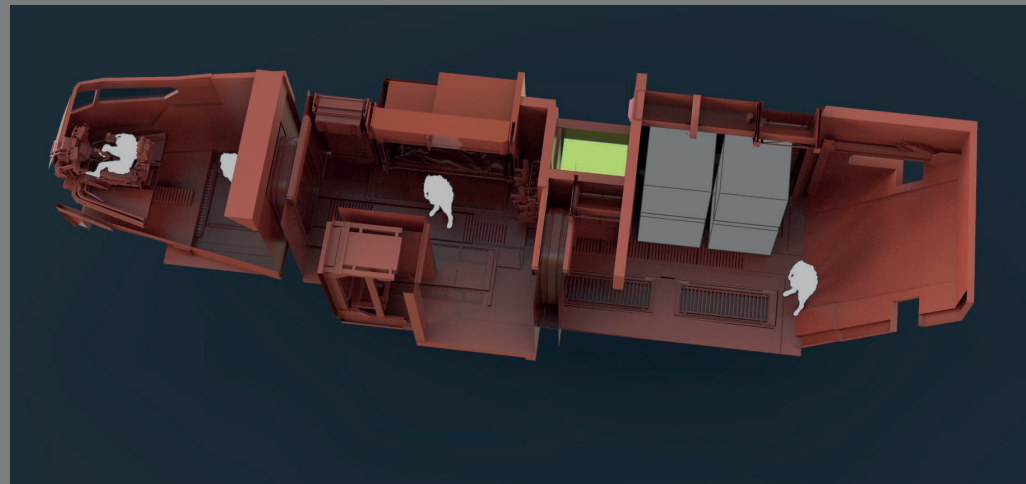
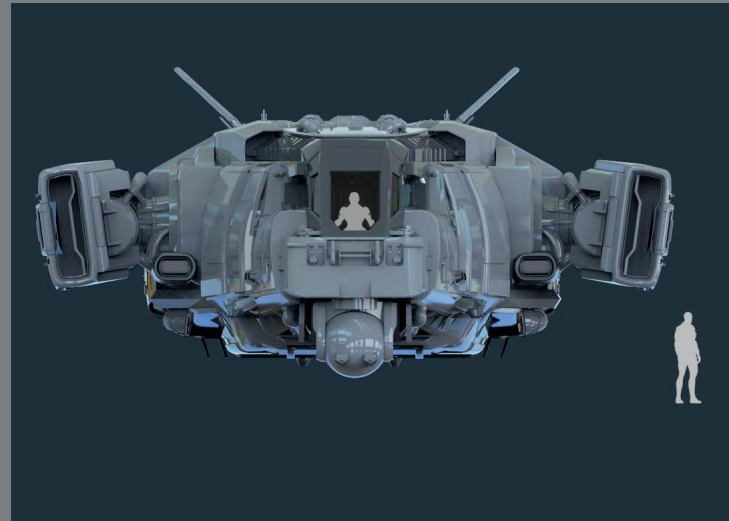
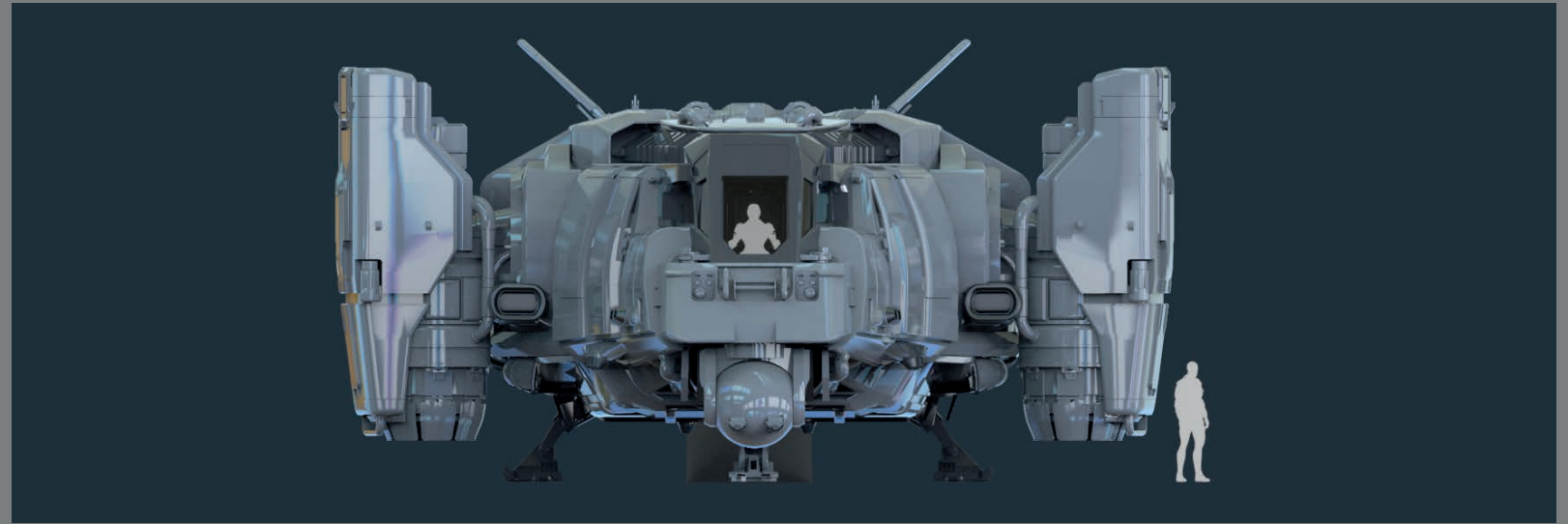


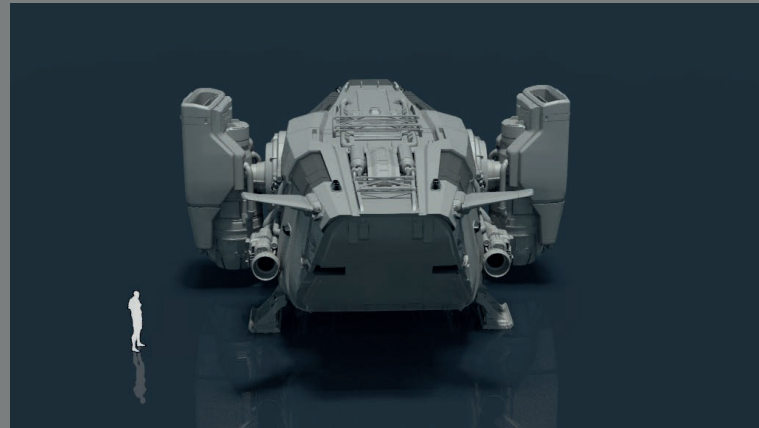
Work then began on differentiating the three variants, with each receiving unique tail fins and minor detailing around the exterior. Concurrently, the interior was further refined, with a single-floor layout

chosen for usability and packaging. Three variant layouts were worked up: the base gaining a cargo bay, the survey receiving additional scanning components, and the expedition swapping storage for improved habitation.

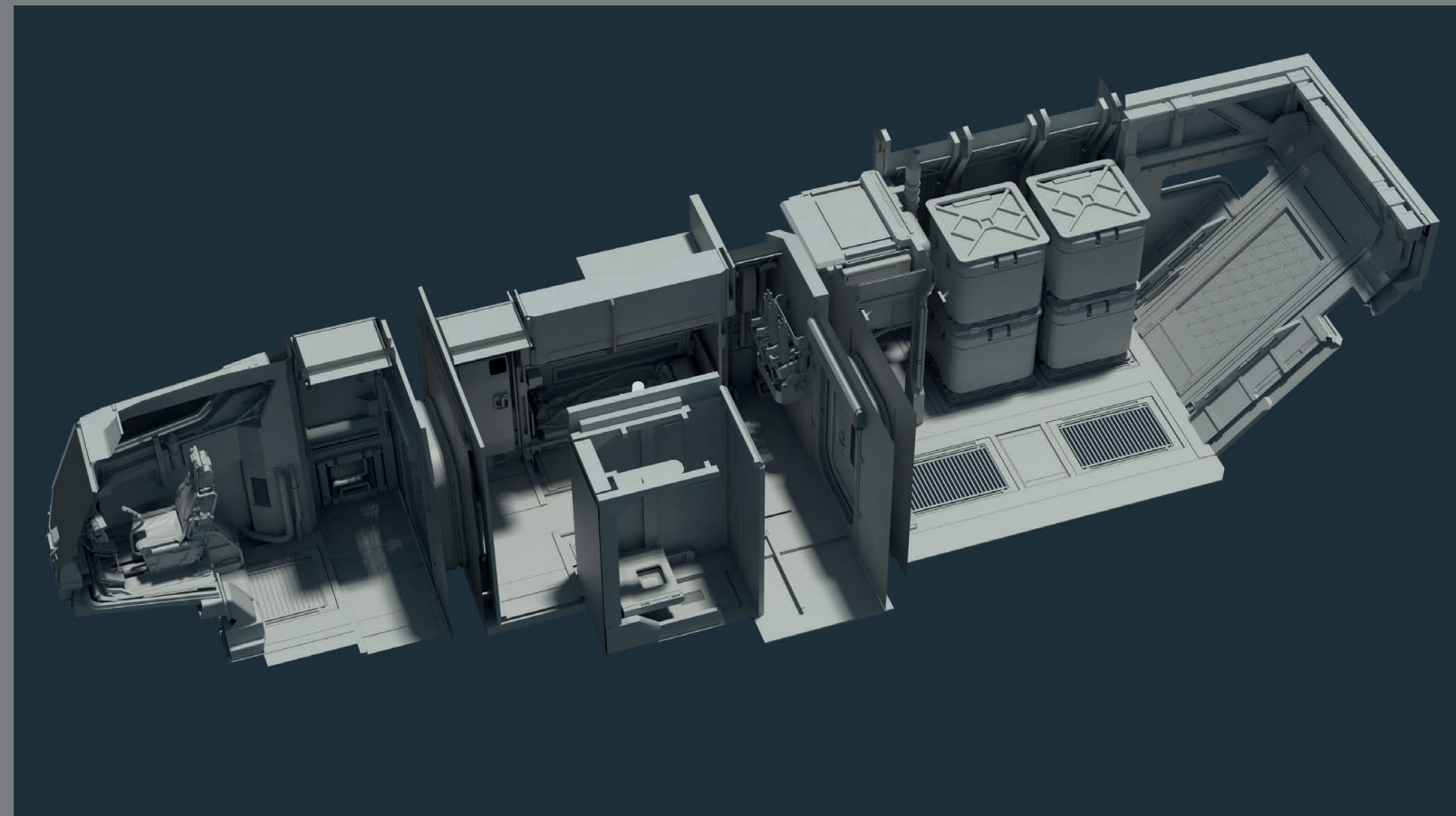


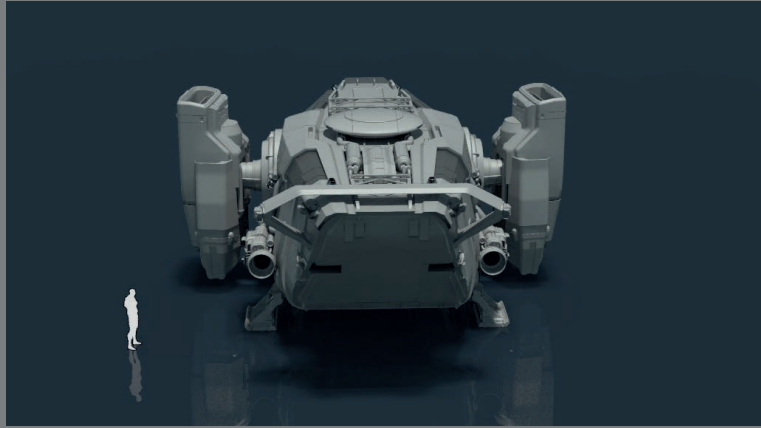
Following the move to a single-floor interior, the exterior was reworked, gaining length to accommodate the new layout. Vital components were also placed around the interiors, varying with the role. Each ship then received an additional detail pass for the exterior and interior.



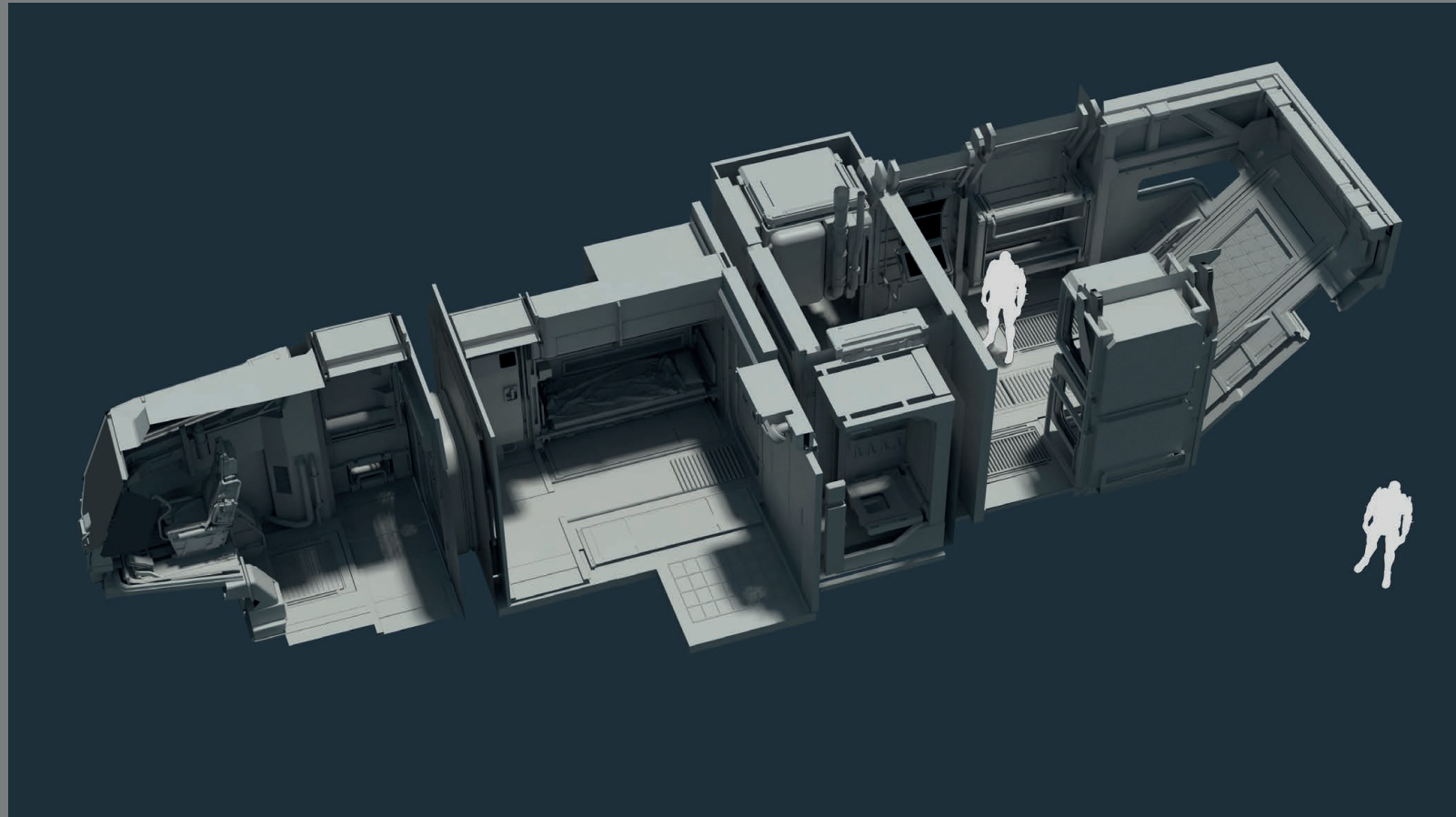


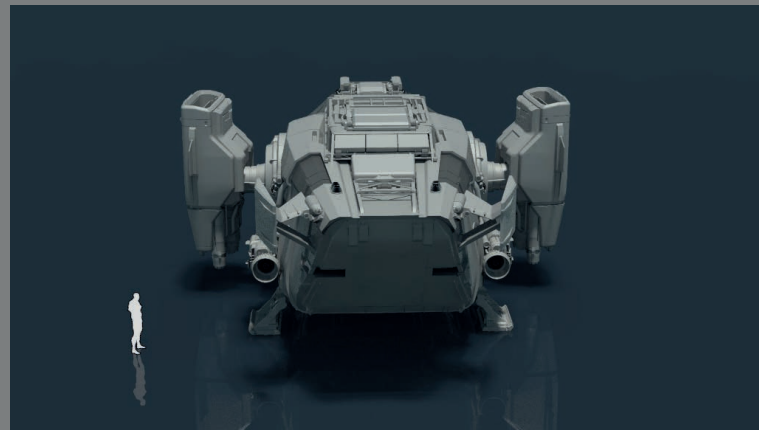
The base ship, now officially known as the Cutter, was scheduled for release first, so was first down the production pipeline, receiving its final habitation layout, cargo bay, and design touches.



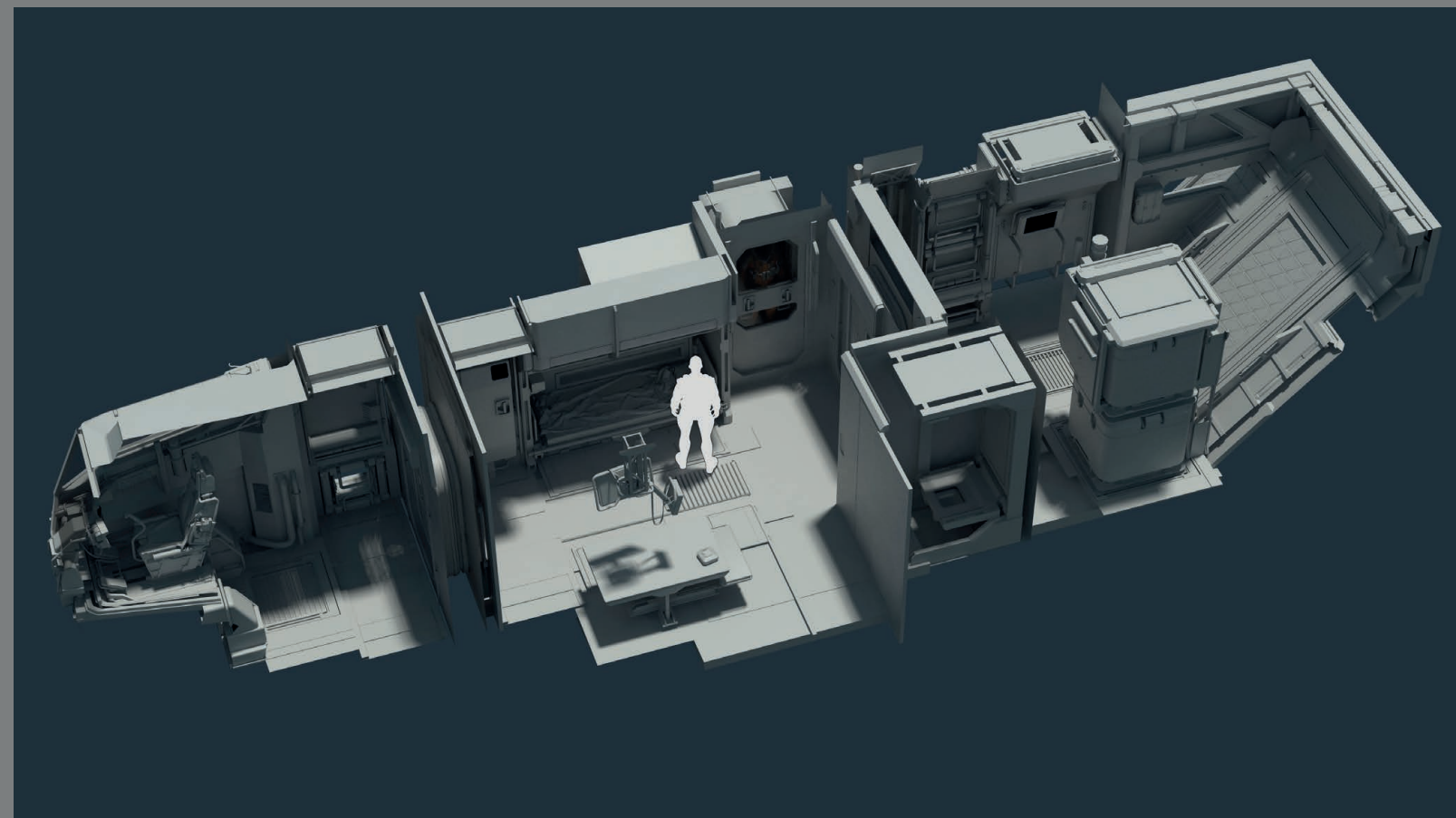


The scanner variant, now named the Scout, was then refined. Here it gained visible scanning components on the roof, additional weapons, a slimmer tail fin, and a reworked interior to support its role.





The final variant received improved habitation, a large auxiliary fuel tank, and components better suited to long-range travel, being referred to internally as the 'camper van'.





Before flyable release, final damage, VFX, and LOD passes were done to each variant, adding the minute details and specifics required of a usable in-game vehicle.

The base Cutter entered the 'verse at the end of 2022

with its big brother, the Corsair. Both gained an instant following for their utility and design.

This year's CitizenCon event saw the release of the Scout, with players appreciating the additional firepower and scanning functionality over the base.



Finally, the Rambler debuted in the recent Alpha 3.22. Already a capable starter, Drake's 'camper van' will undoubtedly come into its own with the release of the Pyro system, being the starter ship best suited to crossing systems and surviving treacherous locations.



LIVING LUX WITH MAHLI

Hey, friends!

Everyone's favorite lifestyle/travel blogger here, back with another update following the whirlwind action of IAE that, honestly, kind of took it out of me.

Luckily, straight after my visit to Orison, the Advocacy offered me an impromptu break from civilization and I LITERALLY couldn't say no.

Perfect timing or what!

My guides picked me up in a retro-cool Aegis Avenger and made it very clear this little break is for my own good; how thoughtful!

Eventually, we arrived at the camp and, honestly, it's totally chic.

So NOT tourist vibes!

Trying to figure out exactly where I am is pointless, but the rustic sails and untouched nature made me forget all about what happened on Crusader (although the guys keep reminding me that's why I'm here!).

Anyway, first job was to settle into my bunk, which was surprisingly comfortable considering I'd recently spent a few wonderful nights in absolute luxury aboard that 890 Jump (miss it!).

Next, I was shown around the camp.

Taking in the never-ending expanse behind the ramshackle buildings, I was told that I need to be careful, as we're sooooo far from civilization that, sometimes, people come out here and are never seen again!

Obviously, I'm a seasoned traveler so know what I'm doing, but it's worth bearing in mind before planning a trip like this if you don't have the experience.

Night fell crazy fast, and it was so dark and I was so tired that the only thing I could do was get some rest.

Once I'd woken up, I was rushed onto the Avenger again for a full day's outing!

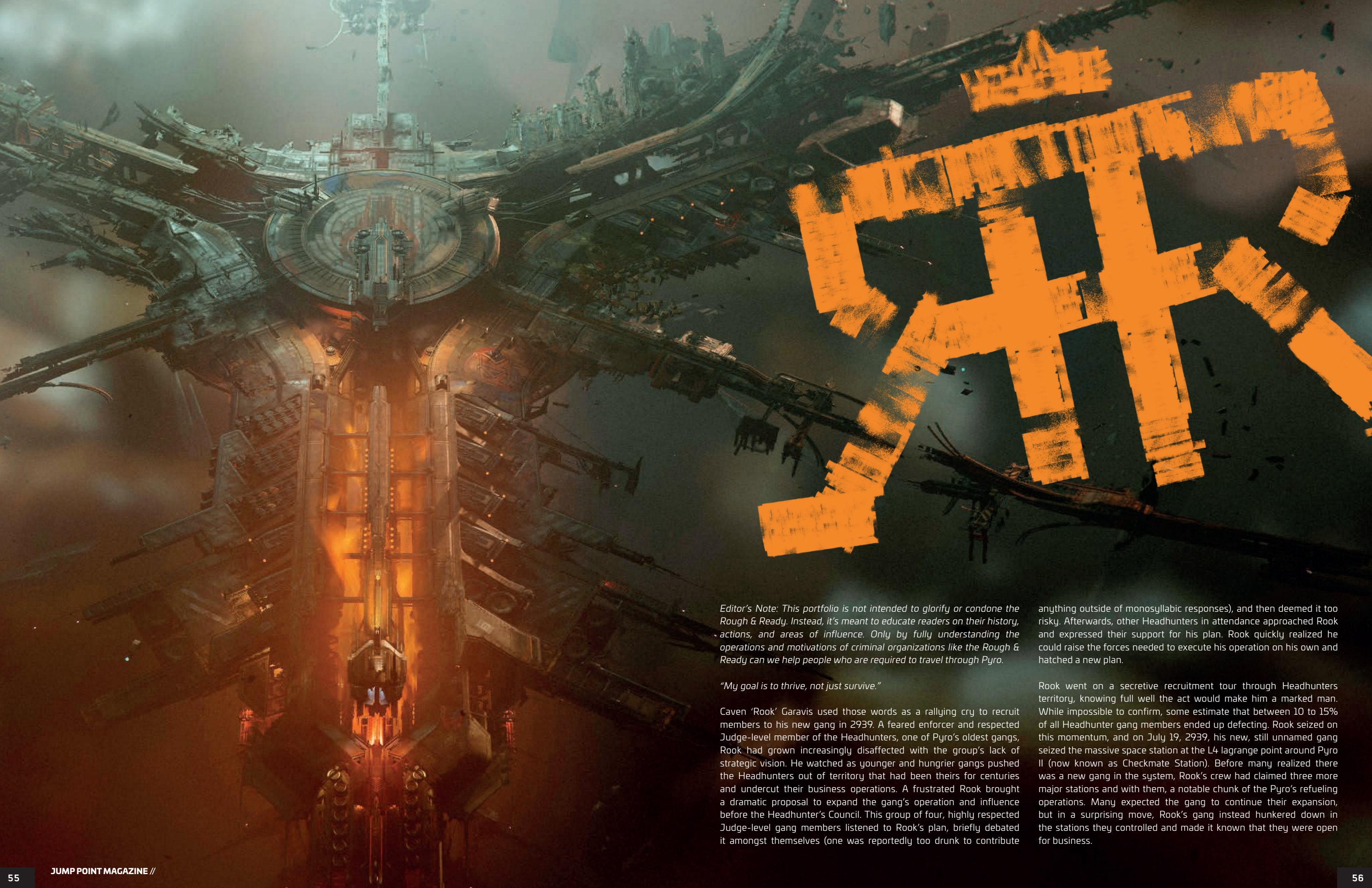
No idea where I am now, but we didn't leave atmo so it can't be too far from the camp.

Everyone says it's reeeaaally important I keep blogging and posting as normal, so you'll no doubt be hearing from me soon!

xxx Mahli xxx

**DRAIKE
INTERPLANETARY**





Editor's Note: This portfolio is not intended to glorify or condone the Rough & Ready. Instead, it's meant to educate readers on their history, actions, and areas of influence. Only by fully understanding the operations and motivations of criminal organizations like the Rough & Ready can we help people who are required to travel through Pyro.

"My goal is to thrive, not just survive."

Caven 'Rook' Garavis used those words as a rallying cry to recruit members to his new gang in 2939. A feared enforcer and respected Judge-level member of the Headhunters, one of Pyro's oldest gangs, Rook had grown increasingly disaffected with the group's lack of strategic vision. He watched as younger and hungrier gangs pushed the Headhunters out of territory that had been theirs for centuries and undercut their business operations. A frustrated Rook brought a dramatic proposal to expand the gang's operation and influence before the Headhunter's Council. This group of four, highly respected Judge-level gang members listened to Rook's plan, briefly debated it amongst themselves (one was reportedly too drunk to contribute

anything outside of monosyllabic responses), and then deemed it too risky. Afterwards, other Headhunters in attendance approached Rook and expressed their support for his plan. Rook quickly realized he could raise the forces needed to execute his operation on his own and hatched a new plan.

Rook went on a secretive recruitment tour through Headhunters territory, knowing full well the act would make him a marked man. While impossible to confirm, some estimate that between 10 to 15% of all Headhunter gang members ended up defecting. Rook seized on this momentum, and on July 19, 2939, his new, still unnamed gang seized the massive space station at the L4 lagrange point around Pyro II (now known as Checkmate Station). Before many realized there was a new gang in the system, Rook's crew had claimed three more major stations and with them, a notable chunk of the Pyro's refueling operations. Many expected the gang to continue their expansion, but in a surprising move, Rook's gang instead hunkered down in the stations they controlled and made it known that they were open for business.



One of Rook's first orders after overtaking those first three stations was for the gang to tag each one with a symbol everyone would know, the double R logo used by the Rest & Relax franchise. Rook wanted the gang's ambitions to be clear and knew that referencing the popular Rest & Relax franchise would make people associate them with refueling. Yet, Rook also knew he needed a name that would underline their willingness to do whatever was needed to survive. That's why he decided to name his gang Rough & Ready.

DIRTY BUSINESS

Today, the Rough & Ready gang are the preeminent refueling operation in Pyro. They have been known to charge exorbitant fuel prices and bully burgeoning refueling enterprises into either abandoning their operation or conceding it to them. Still, when compared to other gangs in Pyro, Rough & Ready is seen as the most neutral and indifferent, if you agree to their terms. Their array of space stations are generally open to all except direct adversaries. The gang wants to bring in business and make people

feel like it's a safe spot to refuel. This balance between being business-minded and brutish has helped grow and popularize their operations, but also drawn scorn from rival gangs who see Rough & Ready as corporatizing criminality.

Rough & Ready's current leaders, Kaspar and Carlson Gavaris, embody this duality between brains and brawn. Kaspar oversees the gang's business activities while Carlson commands the forces that keep their stations and refueling operations secure. Twin sons of gang founder Rook, the two shadowed their father's every move as the gang came into prominence within Pyro, and Rook made it clear from the gang's creation that his sons would succeed him. When Rook died in 2949, after a secret and brief battle with a terminal illness, the twins immediately solidified their status within the gang. They declared a day of mourning and ceased all business operations. Rough & Ready members attended ceremonies celebrating Rook where elite forces under the direction of Carlson grabbed several high-ranking gang members deemed potentially hostile to the twins' ascension. Some performed tasks to prove their loyalty

while others simply vanished. According to sources within the gang, the Gavaris Brothers' control and authority over Rough & Ready hasn't been challenged or questioned ever since.

REASON & RAGE

While Rough & Ready toes the line between being outlaws and a business, visitors to Pyro should still approach any interactions with the gang with extreme caution. Prices for their services are typically inflated and definitely non-negotiable, and their forces will not hesitate to attack if provoked. Rough & Ready controlled space stations usually carry food, weapons and other amenities, but are extremely rundown and even structurally unsound in some sectors. While the gang does patrol and police their stations, firefights and other acts of violence often still occur.

Inspired by Rook Gavaris' lifelong love of chess, gang ranks align with pieces used in the game. Pawns are low ranking members, Knights are

enforcers, and Bishops procure fuel, supplies, and other necessities to keep business operations running. A Rook oversees all operations at a station, and the gang's leaders, twins Kaspar and Carlson, both took the title King upon their ascension to the position.

Despite the Rough & Ready origins as defectors from the Headhunters, as of the writing of this article, there seems to be a tacit truce between the two gangs. The emergence of XenoThreat as a menace to both gangs has apparently lessened the tension between Rough & Ready and the Headhunters, embodying the old adage that "the enemy of my enemy is my friend."

Those passing through Pyro would be best to avoid encounters with the Rough & Ready, if at all possible. Yet, Rook's original vision to create a gang sustained by both legitimate business and typical outlaw activity means that interacting with them won't always lead to violence, just be ready to do business on their terms and prepared for a rough response if things don't go their way.

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