



# JUMP POINT

ISSUE: 12 06

A YEAR IN THE 'VERSE: 2954

CONTESTED ZONES

MIRAI GUARDIAN & GUARDIAN Q1

FOXWELL ENFORCEMENT



# JUMP POINT

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## FROM THE COCKPIT

### GREETINGS, CITIZENS!

Welcome to December's **Jump Point**!

Welcome to December's **Jump Point**! As we finish up this issue, the final touches are being added to Alpha 4.0: Destination Pyro. The patch is scheduled to hit the Preview Channel for all players this week just as the studio closes for the Christmas break, so it's all hands on deck to iron out the final bugs before extensive community testing and play over the holidays.

2024 has been a huge year in and out of the 'verse (and next year is only going to be bigger) so we're starting this issue with a look back at the major releases and events of the last 12 months, from patch promos to in-person events. A huge thank you to everyone we've met and interacted with in both the real world and the 'verse, you're the reason this massive project is making the strides it is now.

Then, we're looking at one of the major additions to Alpha 4.0 – Contested Zones. These new PVP/PVE 'dungeons' are a huge step toward the intended MMO experience of the PU, giving players the

opportunity to get straight into the action and another way to make a living. Although understandably in the shadow of the whole Pyro system, this more open approach to content shouldn't be ignored as it perfectly complements more structured mission and career gameplay.

Among Alpha 4.0's new locations and gameplay is an all-new ship from the newest shipbuilder in the 'verse. To celebrate the release of the Mirai Guardian, we're going behind the scenes of this all-new heavy fighter to find out how it was made and reveal some of the interesting directions it could've taken during the concept phase.

Finally, the Narrative team gives us the background of the security company of choice for budget-conscious citizens, Foxwell Enforcement.

Thank you to everyone who's read **Jump Point** this year, and we'll see you in the new year!

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# A YEAR IN THE 'VERSE: 2954

As you read this, the jump point to the Pyro system will have just opened on the Preview Channel. Before we take the trip ourselves, we're looking back at some of the biggest moments of the outgoing year; from in-game releases to huge in-person events, it's been a busy year in both 2954 and 2024. Thank you for joining us on the adventure over the last 12 months, and we'll see you again soon to do it all again in 2955!

## BEGINNING OF 2024

2023 ended with the release of Alpha 3.23: Wrecks to Riches. The addition of derelict settlements, structural-salvage gameplay, new missions, and more kept players adventuring over the Christmas break and well into early 2024. Siege of Orison, Coramor, and Red Festival occupied pilots until the first major event of the year.

## CAPTURE THE IDRIS (FEBRUARY 23)

Following up on last year's fight for Anvil F8C Lightning licenses, *Star Citizen's* Game Masters returned with another huge live event, this time challenging players to liberate a fully crewed Aegis Idris off their hands.

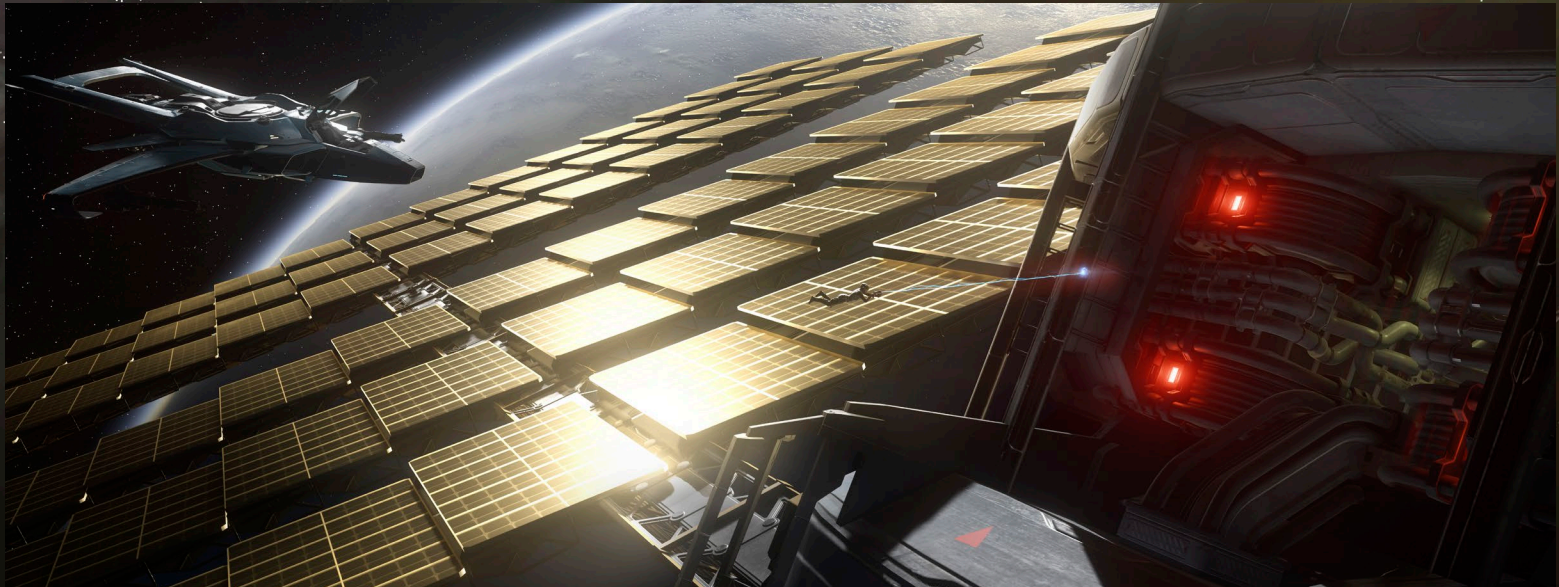
Throughout the event, players typically obliterated their target. However, a few coordinated crews managed to disable, board, and steal the capital frigate to wreak their own havoc on the system, unintentionally foreshadowing the next major event in the 'verse...



OVERDRIVE INITIATIVE (MARCH 15)

Just as the system was recovering from the player-led Idris chaos, the XenoThreat gang returned with its own capital war machine. This time, the Civilian Defense Force (CDF) had additional requests for its volunteers, asking players to take on several missions in the run up to the most recent version of the XenoThreat Global Event.

Pilots that completed each phase received reclaimed XenoThreat medium armor along with a free upgrade from the Hornet F7C to one of the most capable fighters in the 'verse, the military-honed Hornet F7A.



TRIGGERFISH (APRIL 1)

April began with the annual Triggerfish holiday. This year, it starred the industrial titan MISC, which unveiled its latest career vehicle, the RAPTOR. Factory-equipped with heavy duty scrubbers and an integrated detergent delivery system, it's a focused and effective tool for the Reclamation And Personal Transportation Of Rubbish.





ALPHA 3.23: ADVENTURE BECKONS (MAY 10)

The first patch of the year made significant changes to vehicle flight in the form of Master Modes. The biggest update to movement since the early days of the PU, Master Modes rebalances ships to better reflect their intended purpose and brings combat closer rather than the fast flybys the previous flight model encouraged. Although a major change, particularly for long-time pilots, Master Modes ensures each ship feels unique to fly, meets the standards of its specific role, and prevents certain vehicles from dominating all combat scenarios.

Alongside Master Modes, the first wild animals were unleashed into the 'verse, huge new Distribution Centers were placed around the system, and the Character Creator received its biggest ever update.

- Wildlife
- Distribution Centers
- Character Creator Update
- Master Modes
- Improved UI
- *Arena Commander* Updates
- Star Engine Updates
- New Player Experience
- Updated FPS Combat

VEHICLES: Mirai Pulse & Pulse LX





INVICTUS LAUNCH WEEK 2954 (MAY 17)

Invictus Launch Week returned in May, with the Naval fleet touring the Empire to demonstrate its might and collect new recruits for the year ahead. Alongside fleet flybys and tours of an in-service capital frigate, Humanity's military contractors displayed their in-service vehicles and equipment to citizens at the Bevic Convention Center in Area18, ArcCorp.

As usual, Drake Interplanetary wasn't invited due to its lack of military

contracts. However, the manufacturer held its own DefenseCon to display its combat vehicles and unveil the Ironclad armored hauler concept, which was recently confirmed to be in production by the Ships team.

**VEHICLES:** Argo MPUV Tractor, RSI Ursa Medivac, Aegis Sabre Firebird, Drake Ironclad & Ironclad Assault (Concept)





ANVIL HORNET MK I RETIREMENT (MAY 23)

Amidst a year of new releases and content, it was time to finally call time on a true *Star Citizen* legend, the Anvil Hornet Mk I. Although officially retired and no longer available to pledge for due to being replaced by the Mk II, the original will still receive an eventual gold-standard pass, bug fixes, and the same support as other vehicles.

This was the first time a ship had been permanently retired from sale. Although not a common occurrence, in the future, other ships that have been replaced or updated in-universe could follow this approach, which ensures existing owners can continue to fly their piece of history long into the future.



XENOTHREAT (JUNE 14)

After all the preparations during Overdrive Initiative, it was finally time to take on XenoThreat and the gang's stolen Idris. To begin with, CDF volunteers were tasked with resupplying the Navy's Javelin destroyer before helping it take down the invading outlaws and sending any survivors back to Pyro.





SHIP SHOWDOWN (JULY 30)

Ship Showdown returned in July for another battle to crown the best-loved vehicle of the year, starting with a call to the community to create crafts, images, videos, songs, or whatever they fancied in support of their favorite flyable ship or drivable ground vehicle. Creativity and standards were high before the Top 16 was unveiled and the head-to-head fights began.

Players voted in record numbers at each stage, reducing the finalists to four before ultimately crowning the Anvil F8C Lightning the king of ships for 2954. Each received a Best in Show paint plus other goodies at the Intergalactic Aerospace Expo in November.

SHIP SHOWDOWN 2954 FINALISTS

- Anvil F8C Lightning
- Crusader C1 Spirit
- Anvil Terrapin
- Aegis Reclaimer





ALPHA 3.24: CARGO EMPIRES (AUGUST 28)

The second major patch release of 2024 landed at the end of August, bringing a huge rework to the cargo system thanks to extensive development of persistence and instancing tech. Now, rather than clicking a few options on a ship terminal, ships need to be physically loaded with cargo and supplies from the new freight elevators located in each hangar.

Players can also thoroughly prepare for takeoff as all hangar instances exist independently, removing time limits and pressure from air-traffic control. New hauling missions and several other major updates improved all aspects of cargo gameplay, from huge delivery jobs to stocking ships for combat.

- Freight Elevators
- Instanced Locations
- Persistent Personal Hangars
- New Ship Elevators
- Improved Cargo Management
- Automated Cargo Loading
- New Hauling Missions

VEHICLES: Aegis Sabre Peregrine



ARGO ATLS POWER SUIT (SEPTEMBER 13)

September saw a first in the 'verse, the introduction of the Argo ATLS power suit. Designed to load cargo in difficult locations or make life easier for solo haulers, the ATLS is an entirely new vehicle type and one unseen in the 'verse until now. With power suits now established, it's anyone's guess what the vehicle teams will do with the concept next...



CITIZENCON 2954 (OCTOBER 19-20)

The biggest *Star Citizen* event in the galaxy returned to the UK in October, with over 5000 people passing through the gates at Manchester Central Convention Complex. Our most attended event yet saw presentations on everything PU and *Squadron 42*, from news on upcoming locations and content to deep dives on tech and the plan

for *Star Citizen*'s full 1.0 release. Each presentation is available on our YouTube channel now.

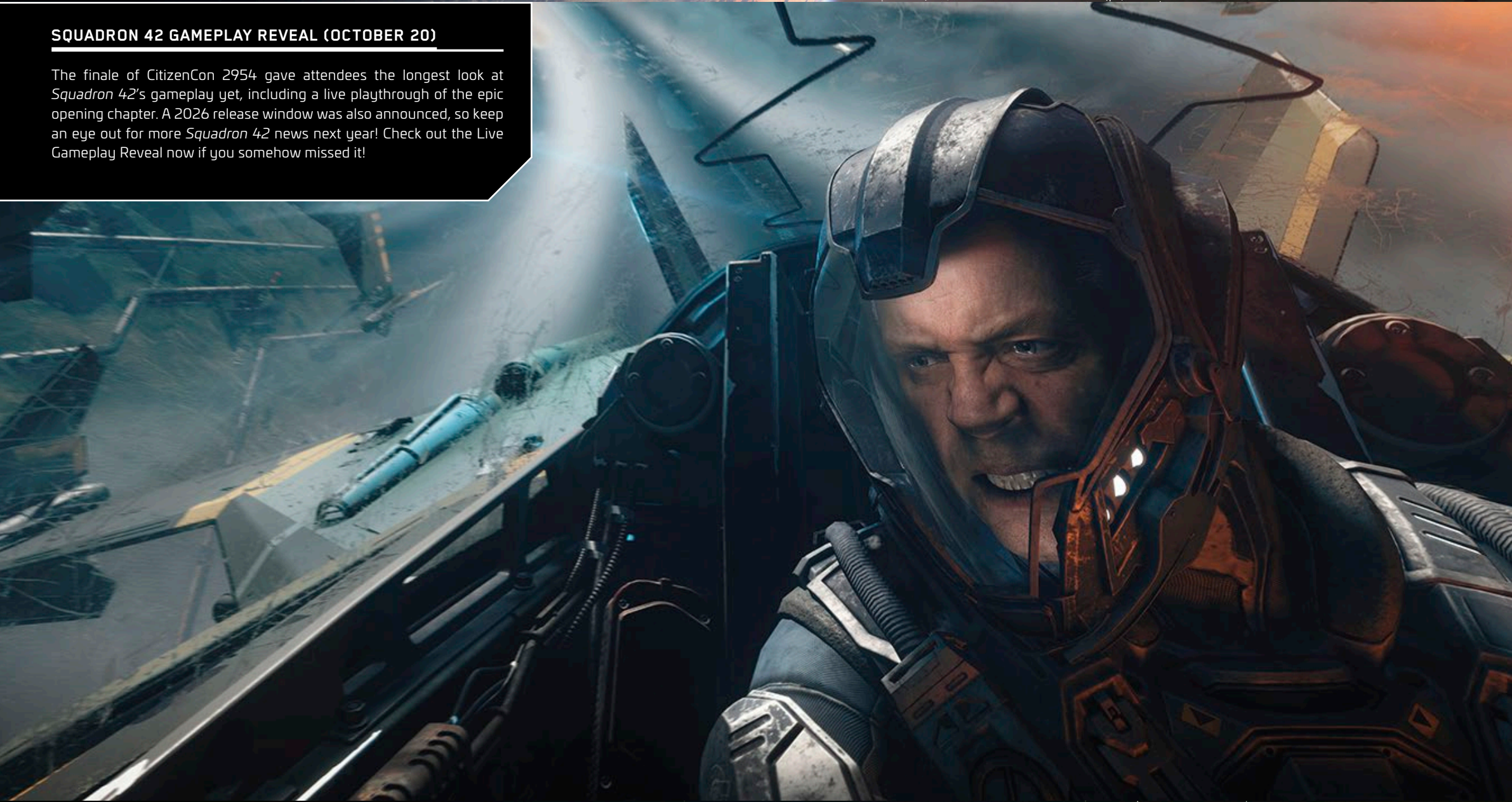
**VEHICLES:** RSI Zeus Mk II, Argo CSV-SM, MISC Starlancer MAX, MISC Starlancer TAC (concept)





SQUADRON 42 GAMEPLAY REVEAL (OCTOBER 20)

The finale of CitizenCon 2954 gave attendees the longest look at *Squadron 42*'s gameplay yet, including a live playthrough of the epic opening chapter. A 2026 release window was also announced, so keep an eye out for more *Squadron 42* news next year! Check out the Live Gameplay Reveal now if you somehow missed it!



SAVE STANTON (NOVEMBER 12)

November brought the first phase of Save Stanton, a collection of missions challenging players to combat a mysterious wave of pirate violence sweeping the system that will eventually take them beyond the confines of the system.

As of now, we know the outlaws call themselves the 'Slicers' and originate from Pyro, but beyond that, there's little to go on. Luckily, both the Freedom Fighters and Citizens for Prosperity are planning excursions through the jump point to deal with the situation once and for all, albeit in different ways. Join your preferred group and get ready for the next phase of this multi-mission event in January.



IAE 2954 (NOVEMBER 22)

The annual Intergalactic Aerospace Exposition (IAE) returned to microTech in November, giving all citizens the opportunity to test fly and drive a huge array of ships and ground vehicles. As usual, different manufacturers took over the halls each day, showcasing classic ships and even unveiling some new ones. IAE also hosts the biggest Free Fly event of the year, encouraging new players to take off on their first *Star Citizen* adventures.

With Jax still unaccounted for, Jared and the IAE Show took the programming reigns to share news, interviews, in-fiction ads, and musical numbers. Each IAE Show episode is available now on YouTube.

**VEHICLES:** Crusader Intrepid, Anvil Hornet F7CR, Anvil Hornet F7S, Anvil Terrapin Medic, Anvil Paladin (Concept), RSI Polaris (Flyable).





ALPHA 4.0: DESTINATION PYRO (DECEMBER 19)

The jump point to Pyro is now open following extensive testing in the Public Test Universe (PTU). This dangerous new star system features all-new planets, moons, space stations, outposts, asteroid bases, FPS contested zones, and much more for players to discover and explore. Head there now for the adventure of a lifetime in this lawless system long abandoned by UEE security services.

The patch also introduced the first iteration of Server Meshing, which enables significantly more players to explore the universe together without loading screens or transitions between areas. This is the culmination of major development efforts over the past few years and is vital to further expanding the 'verse with more star systems and content in future patches.

- Pyro System
- Server Meshing
- Jump Points
- Outlaw Space Stations
- Asteroid Bases
- Contested Zones
- Pyro Missions

VEHICLES: Mirai Guardian & Guardian QI





BAR CITIZEN WORLD TOUR

Following last year's hugely successful global excursions, the Community team asked you all where they should take their Bar Citizen World Tour in 2024. You kindly obliged, with the team heading to more events than ever before with exclusive goodies and in-game loot to give out.



Thank you all for being so hospitable, enthusiastic, and friendly at every event we attended. It's such a privilege to be a part of the best and most welcoming game community in the galaxy. We can't wait to see you again in 2025!

COMMUNITY TEAM





BEHIND THE SCENES:

# CONTESTED ZONES

Pyro is a unique system among the many with direct jumps to UEE space. Despite no Empire-approved security presence, it hasn't devolved entirely into chaos. Instead, Pyro's major gangs have become de facto authorities, operating out of abandoned space stations and asteroid bases. For players, this means either choosing alliances that best suit their needs or anticipating regular conflict as they travel through the system.

In Stanton, the Advocacy or local security maintain total order. However, across the jump gate, the gangs run things how they see fit and within their limited abilities. So, unlike major landing zones like New Babbage and Orison, rival gangs regularly push the boundaries and violently trade disparate sectors of otherwise well-established territories.

**WHEN IN ROME**

Contested Zones are a huge opportunity for brave adventurers. Rather than risk a trip to Klescher committing crimes in Stanton, well-armed players can break in and take what they want, be it relinquished weapons, well-protected loot, or vital pieces of a larger puzzle...

While in the main areas of Pyro's stations, reputation is everything, below the threshold, it matters less. While friendly gang members won't attack, incursive forces hold different areas of each zone. So, having a positive relationship with XenoThreat won't prevent the Fire Rats or Horizon gangs from hostility; if anything, it will only make things worse.



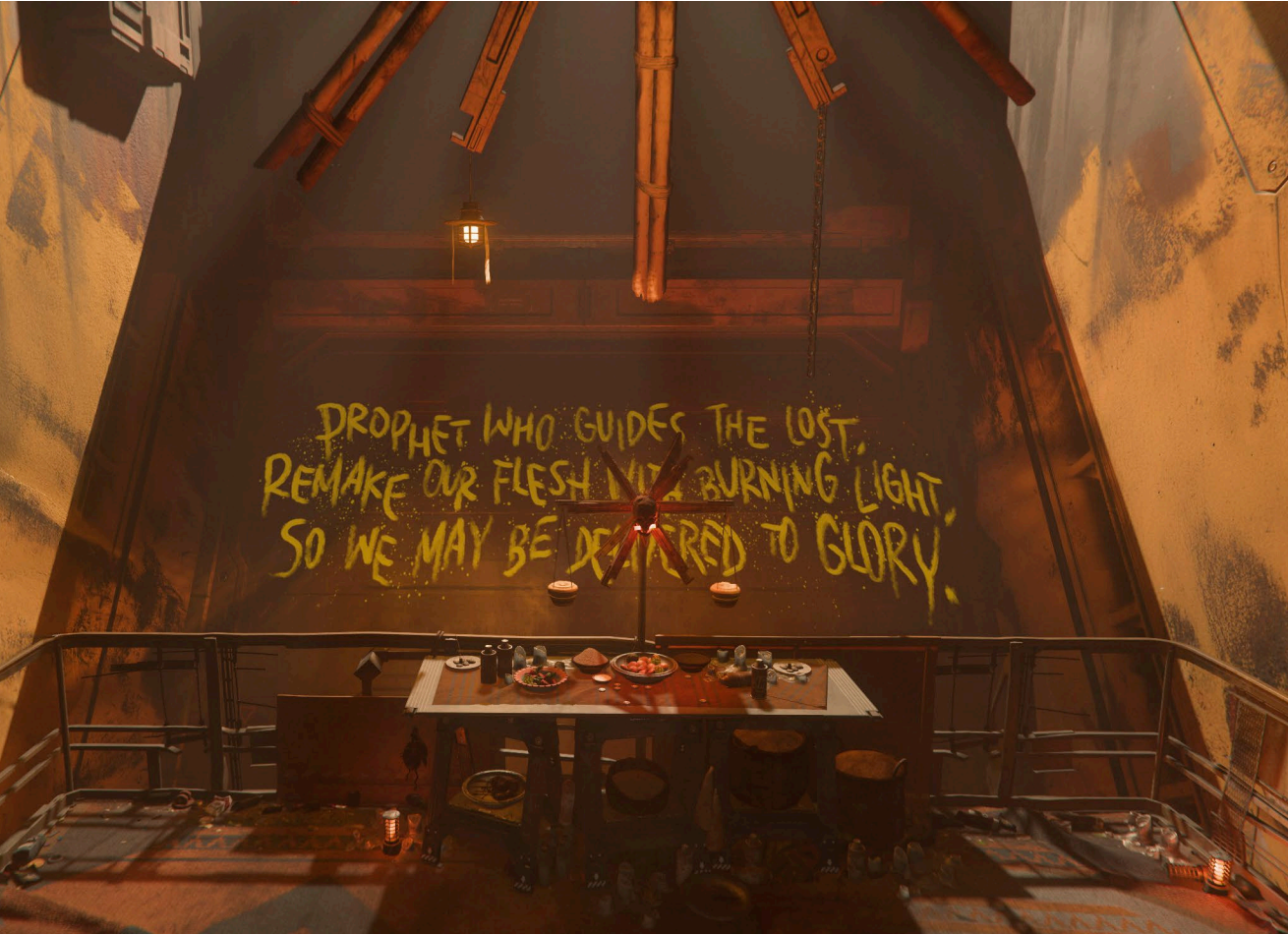
These weapons-free, combined PVP/PVE areas are entirely new to the Persistent Universe, both to players and devs. To find out a bit more about them, we spoke to Lead Level Designer Kaan Cakir.

How do the contested zones differ from existing locations in the game?

Contested Zones are a living, breathing sandbox environment hosting many dangers but also rewards to players who want to take on the challenge. This is our first iteration of a fully-fledged open dungeon environment in Star Citizen, involving traversal and key puzzles, NPCs, and unique loot that you will not be able to get anywhere else in the universe.

What was the team’s initial aim when creating Contested Zones?

Our initial aim was to enable players to experience gameplay content without gating them behind missions. We wanted to create environments that exist as part of the world, are enjoyable, rewarding, and important enough to stand on their own feet and have players repeatedly visit them to either get rewards for themselves or trade them with other players.



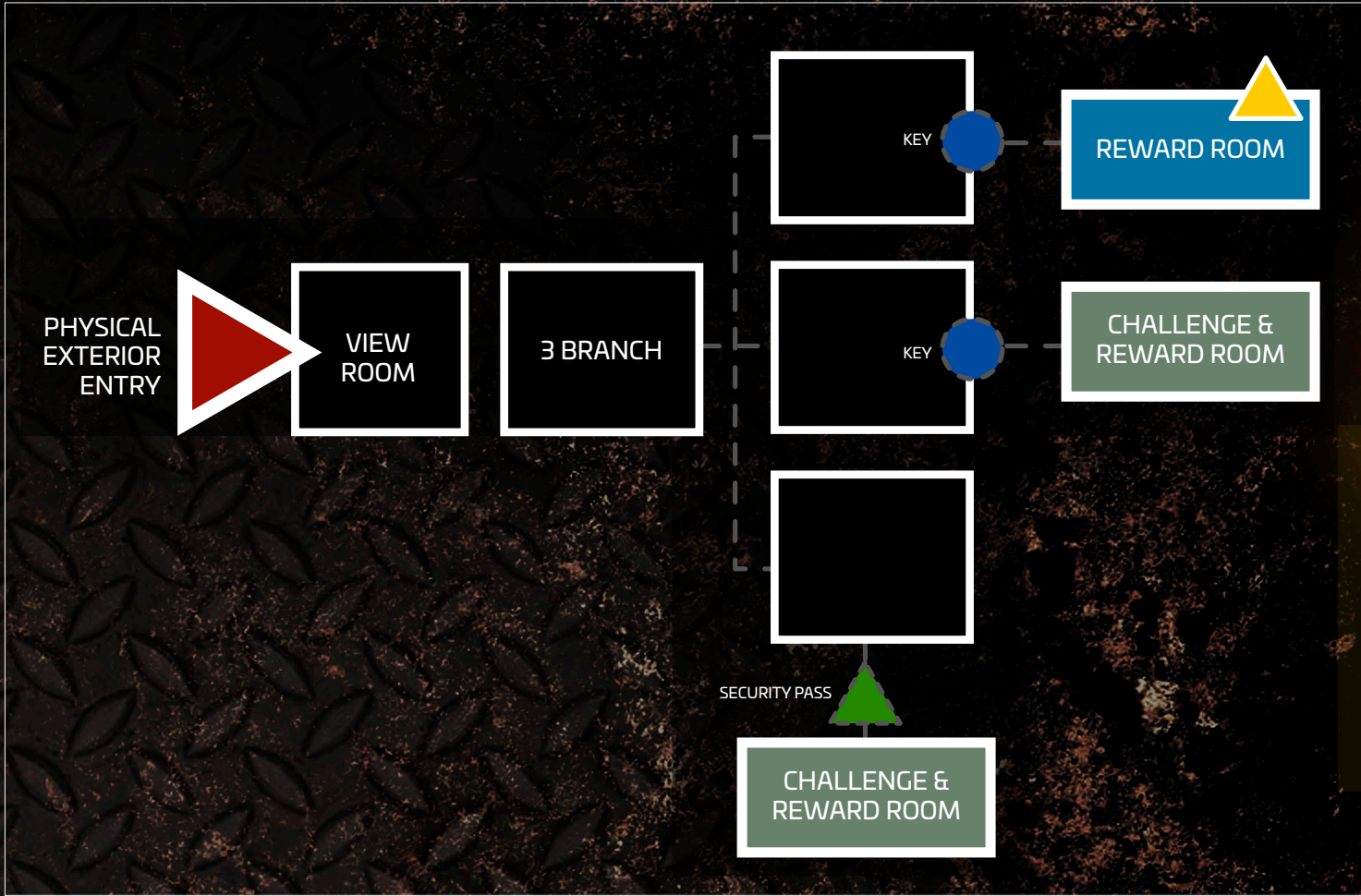
How do they fit into the established narrative of Pyro?

These locations are contested both from an in-world and player perspective. Various factions control areas within Contested Zones and you’ll occasionally see gangs fighting over tight interior spaces. It was important to us to tell a story through the environments and make them immersive, making the naturally repetitive design of a space station interior distinct through the characteristics the factions bring into the spaces they control. For example, anyone going through the Fire Rat controlled decks will discover small and large environmental storytelling pieces that tell more about them, who they are, and what they do.

What is the process for creating these locations?

We generally divide the process into multiple stages. It starts out with a pre-production stage where we define what our goals are and the requirements the location will need to fulfil. The next stage, whitebox, is a purely geometric exploration of the environment. It does not need to look great, it only needs to function in all aspects of gameplay, including player traversal, FPS combat, hangars, air-traffic control, shops, and transit. From here on out, we go through the greybox towards the final and polish stage, where the location is fully fleshed with visuals and features.



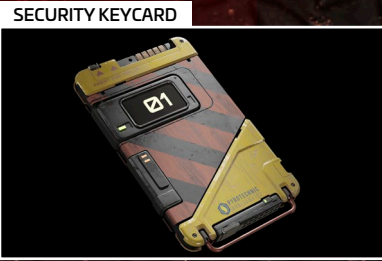


ORBITUARY STATION CONTESTED ZONE

Before production, simple layouts were created for each Contested Zone to show the main entrance, potential directions, and number and types of reward rooms at the end.

With the basic structure determined, detailed floor plans were built, showing intended progress routes, alternative entrances, loot, threats, puzzles, secrets, and more.

These plans were used to build the locations in-engine using an all-new library of room modules and architecture. Despite the modular approach, each station received unique materials, props, and design elements to differentiate it and better tell the story of the occupying gang.





What challenges did these new locations present for your team?

Due to the nature of the location essentially being an open dungeon that can be entered by players at all times, we need to ensure important aspects (such as gameplay ingredients, NPC populations, and loot) are consistently populated. The Level Design team had to learn many new systems we were not familiar with before, but it gave us much more confidence to tackle similar locations in the future.

Are contested zones unique to Pyro, or will we be seeing more in Nyx?

Whilst Contested Zones will not exist in Nyx or Stanton the same way as they do in Pyro, we will be following a similar design philosophy for both these star systems. We'll take what we have learned and craft locations in both space and on the ground that are as fun, engaging, and rewarding.

What's next for you and your team now that Alpha 4.0 is live?

We will be looking at any improvements we can do for Alpha 4.1 as a priority for Pyro locations, especially Contested Zones. Our focus will then start to shift toward new gameplay content initiatives that I cannot talk too much about yet. We hope that Pyro and its new locations will bring our players a lot of enjoyment whilst we follow through with enriching our universe even more. The Level Design team is super excited for 2025!



Players can explore several Contested Zones now in Alpha 4.0. To get started, head to one of the Pyro system's gang-controlled space stations and poke around for an alternative entrance. However, come well prepared, as clearing out these hostile new locations is a challenge for even the most experienced citizens.

A huge thank you to Kaan for taking the time to take us through Contested Zones, especially in the incredibly busy run-up to the Alpha 4.0 launch.





# RECLAIM OUR FRONTIER

We can do more together. Help us create real opportunities and real change. By building a thriving community that stretches beyond the UEE's borders we can create a safe and stronger Empire.

JOIN CITIZENS FOR PROSPERITY TODAY.







# BEHIND THE SCENES: MIRAI GUARDIAN & GUARDIAN QI

Despite a comparatively small list, *Star Citizen's* Heavy Fighter class consists entirely of iconic, fearsome-looking ships. From the RSI Scorpious to the Anvil F8C Lighting, each has a unique look, specific role, and the potential to control any combat scenario.

Players who choose to pilot heavy fighters do so for specific reasons – these aren't all-rounders that enable their owners to dip into multiple careers, they're hard-hitting, small-crew war machines designed to destroy anything in their way. Heavy-fighter pilots must be prepared to accept a major sacrifice for the significant increase in firepower, be it the

lower defense of the Hurricane, single forward-facing gun of the Ares, or lower mobility of the Vanguard.

However, very little can combat a well-piloted heavy fighter and those that can handle them typically won't consider compromising for anything else.

So, creating a new heavy fighter is a challenging task, with high performance and aesthetic expectations from would-be pilots. In June 2023, a brief was submitted with a title that would theoretically tick both boxes immediately.

## MIRAI LONG RANGE FIGHTER

*Mirai extends its range of ships with a long-range, single-occupant fighter. Sticking to the Mirai experience, the ship sacrifices armor and durability for speed and maneuverability.*

Although the newest ship manufacturer in the 'verse, the Mirai brand's clear identity ensured a simple yet effective brief, with the ship entering the concept phase immediately. A longer brief was added to the ship's design page to provide additional detail to the devs tasked with creating the initial design.

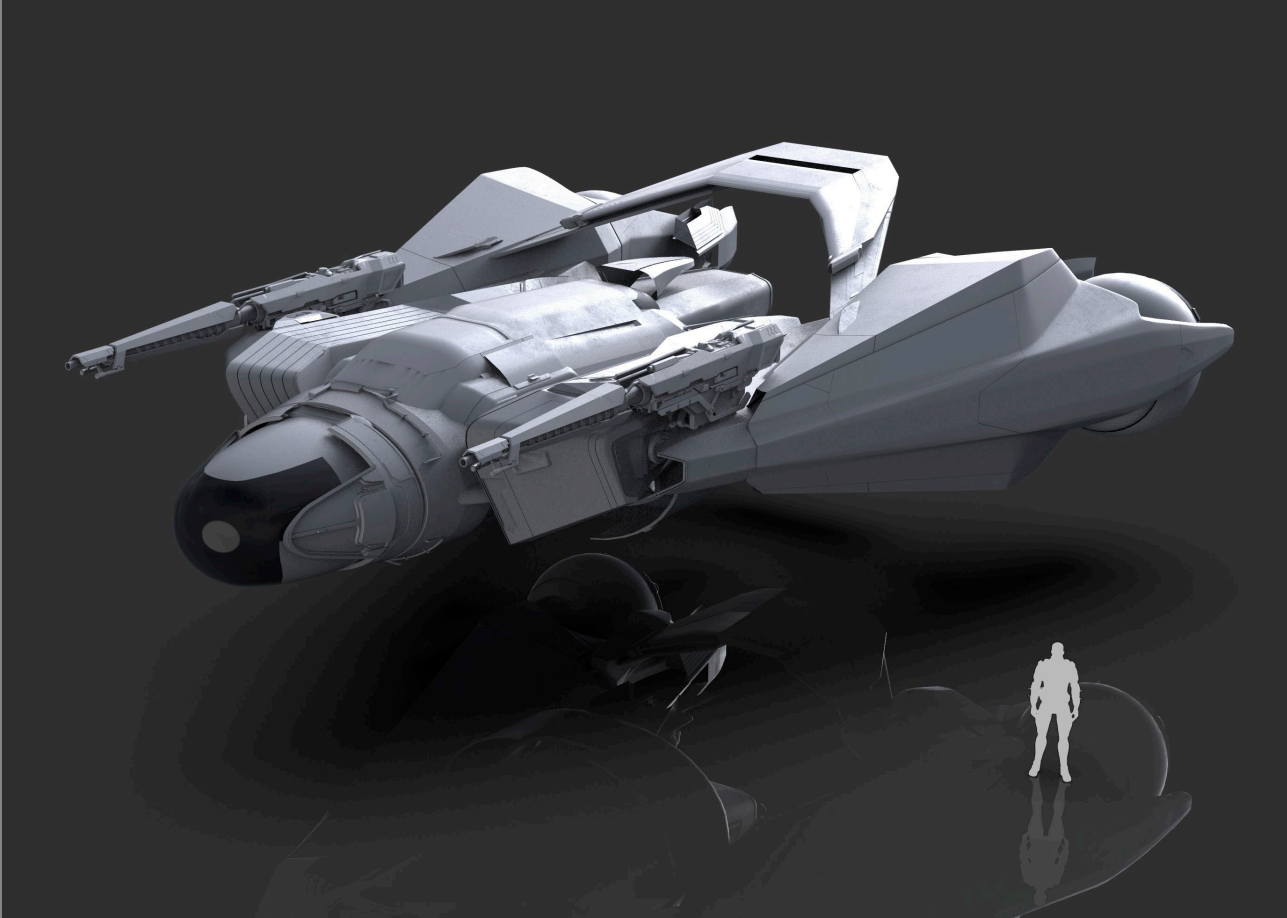
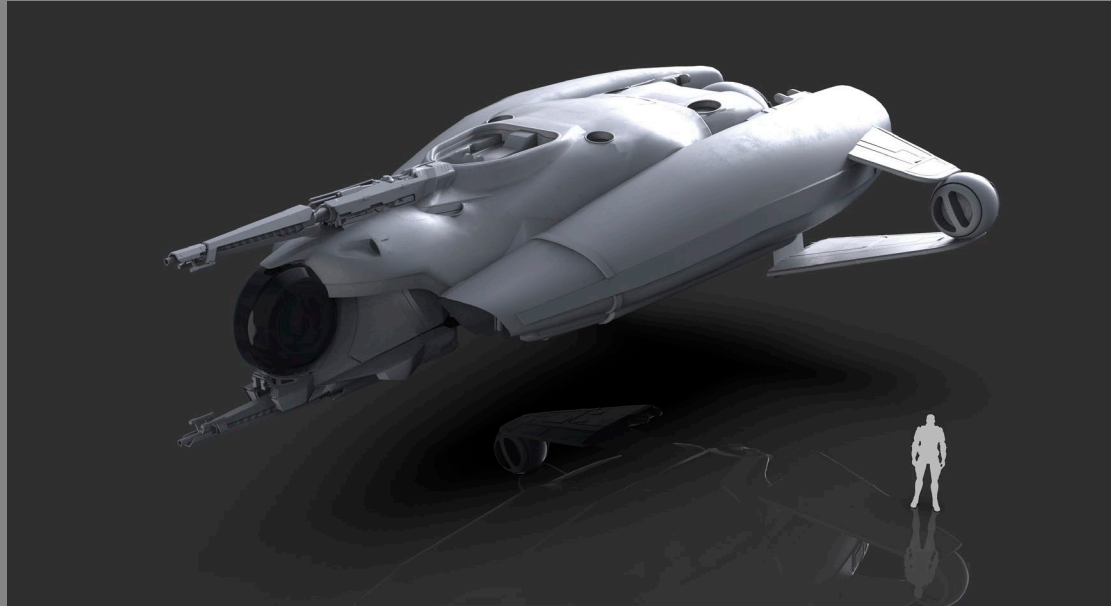
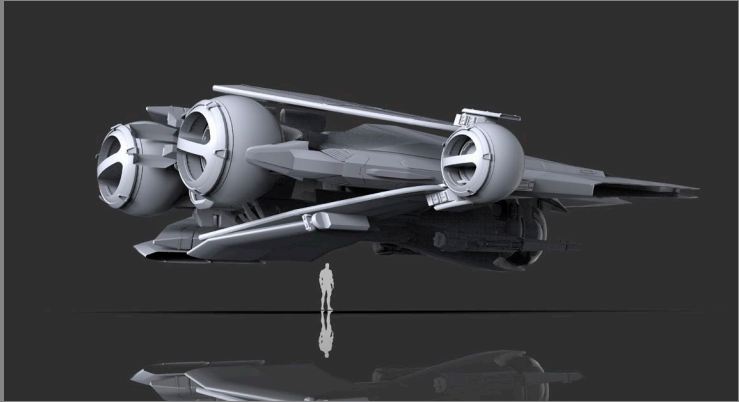
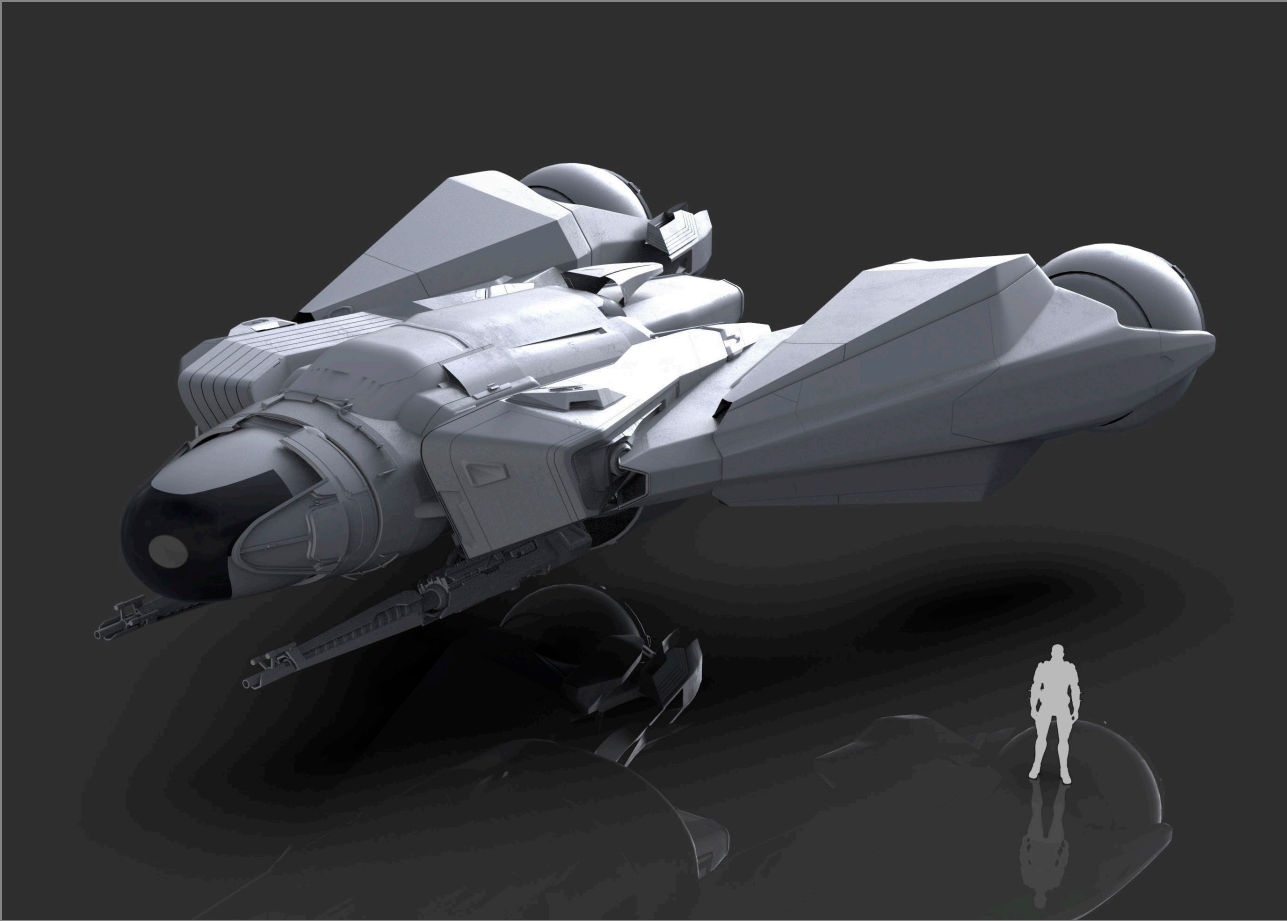
*Takes cues from the Fury and Razor. A sleek, speed-focused, long-range fighter. Takes every opportunity to keep weight minimal. Reuse the thruster tech from the Fury but scale it up and out to apply more power in more than just a vertical arc. This may require a transformed state to move the thrusters out into a position where they can be most effective vs. a landed state where they're out of the way.*

Mirai, MISC's recent offshoot, is known for building uncompromising performance vehicles focused on speed and agility, and its first foray into the heavy-fighter market would be no different.

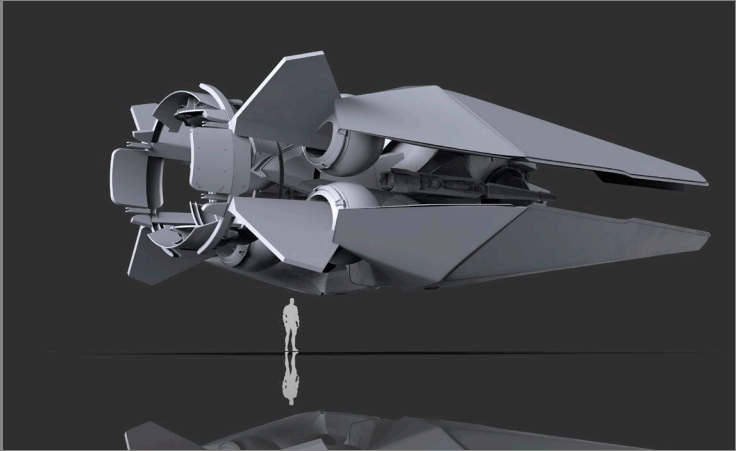
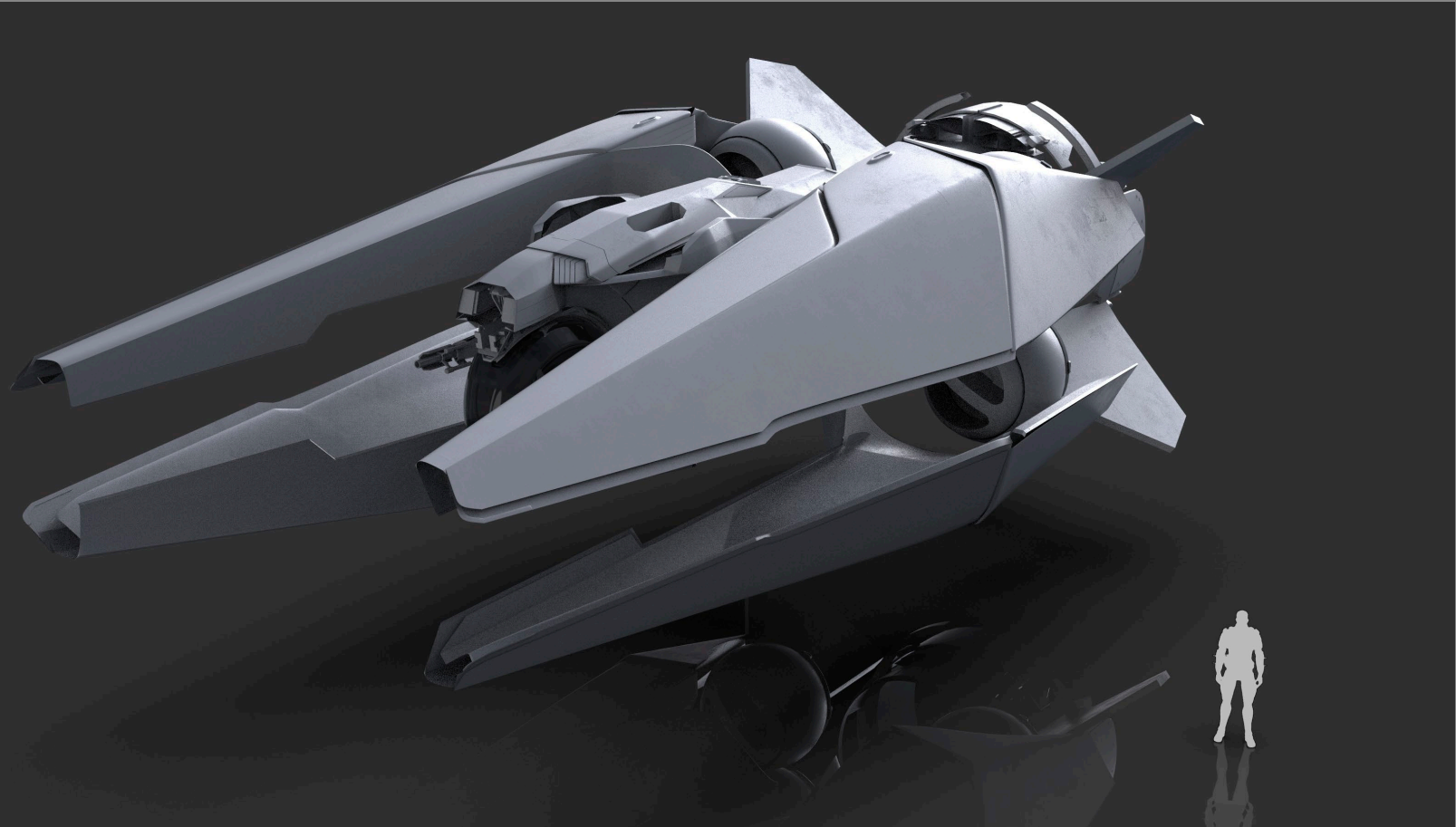


The process began as most new vehicles do, with the team kit-bashing various elements of existing ships to establish a general shape and design language.

Four distinct directions were created. Two of the three shown here explored elements of MISC ships, including the Reliant's bug-like cockpit and the Freelancer's prominent rear thruster layout, while the third looked more to Mirai and the sharp angles of the Fury and Razor.

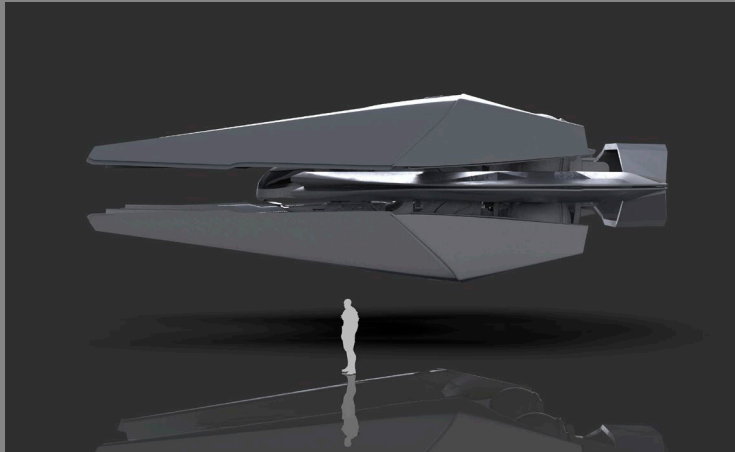
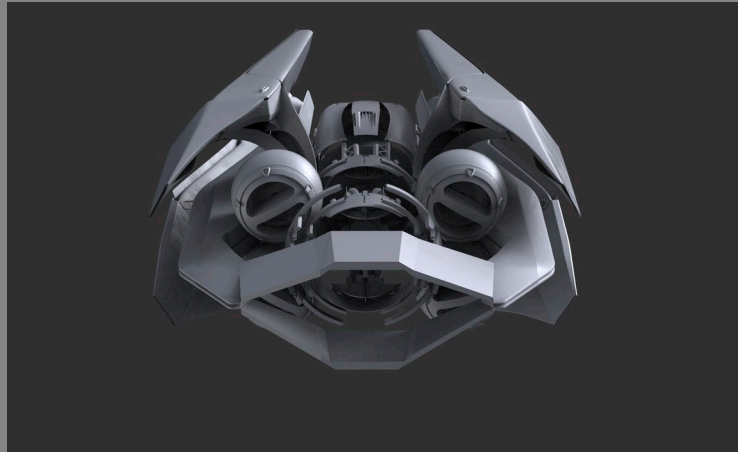
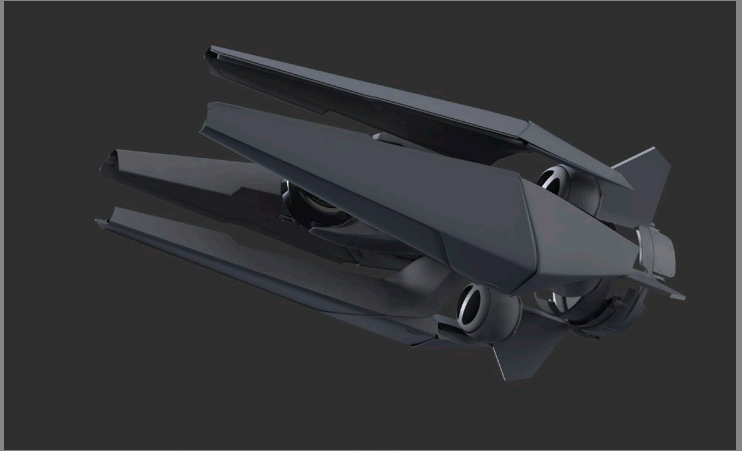




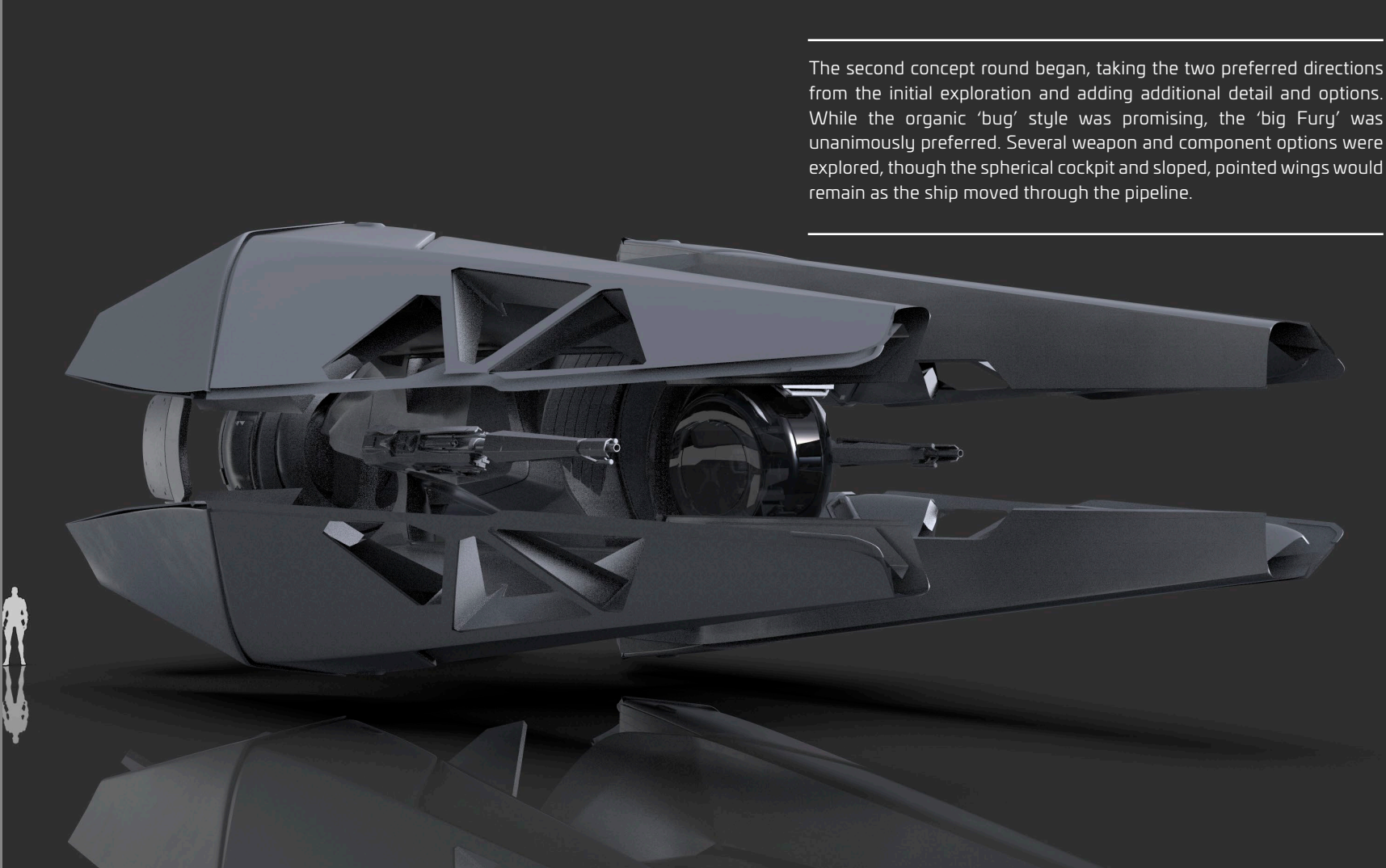
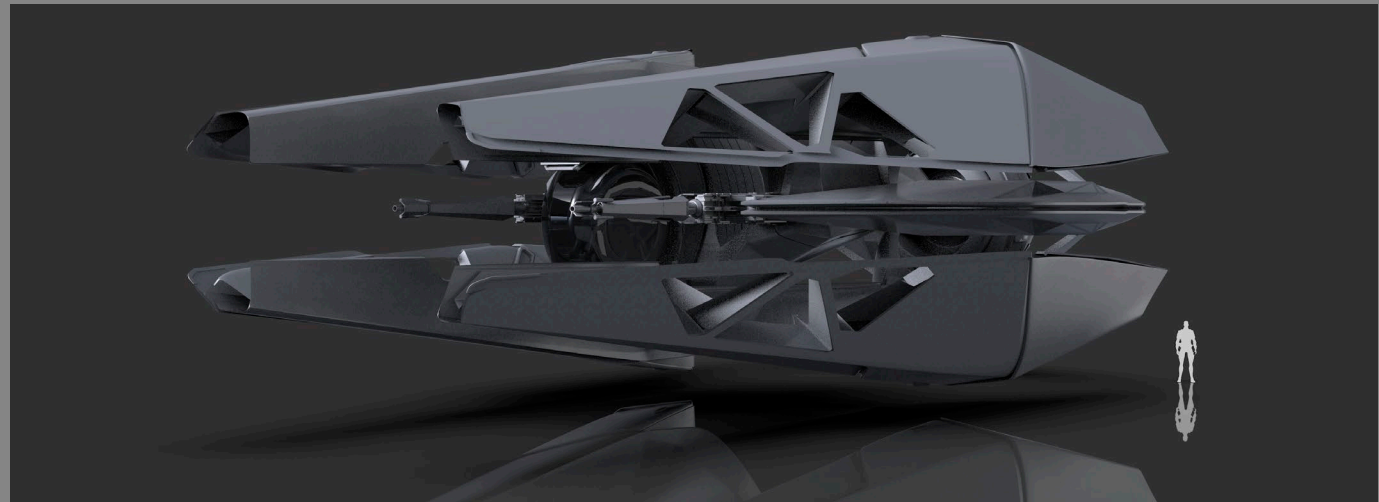
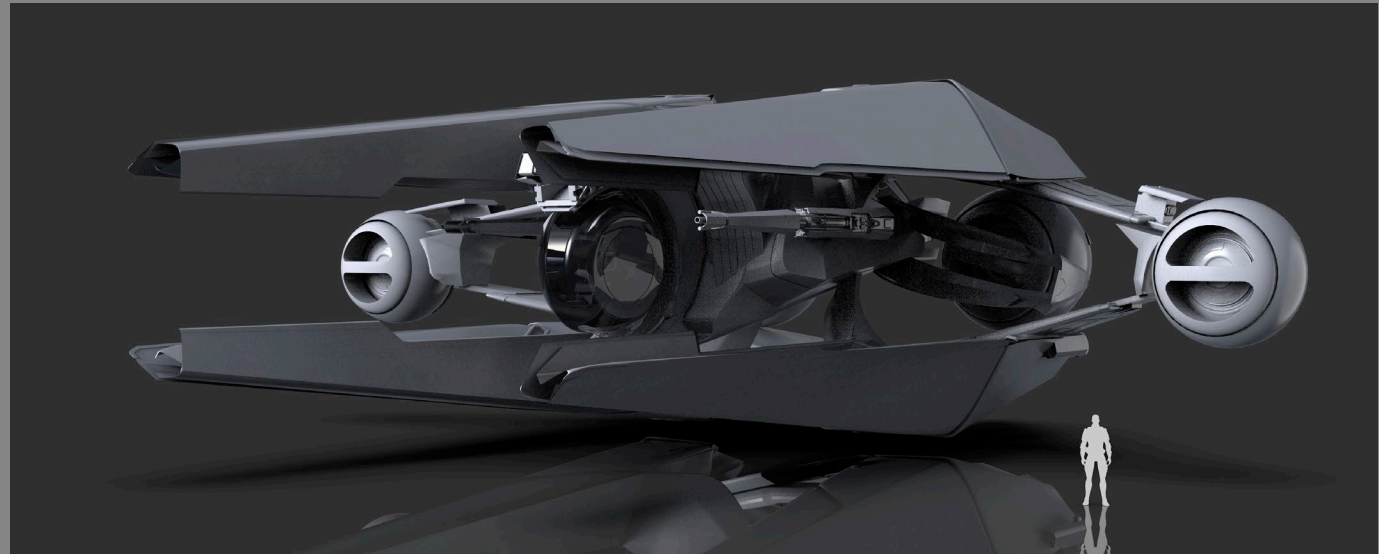
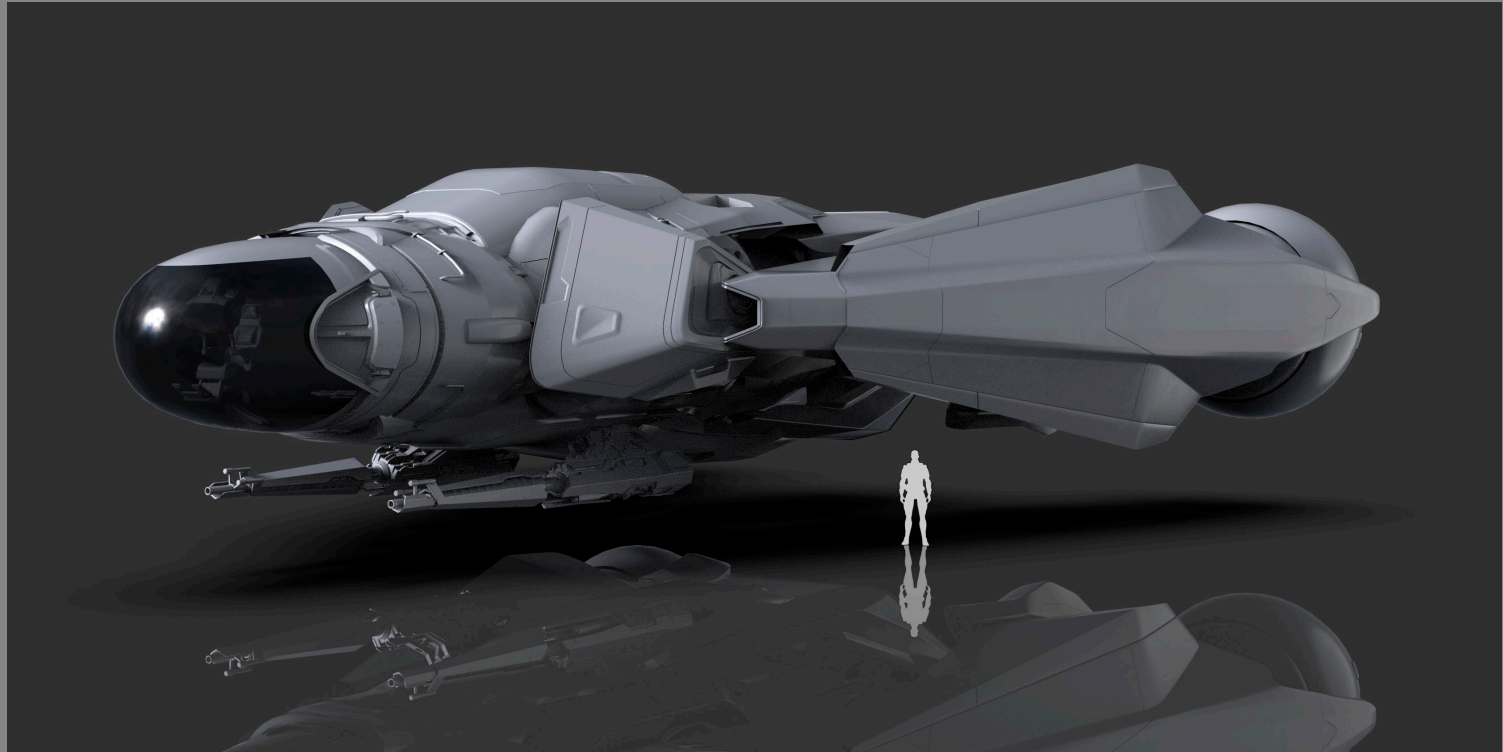


The last of the initial four took the Fury snub and expanded its proportions. Two thruster options were suggested – one reminiscent of the snub fighter and another featuring a large central outlet unlike anything yet seen in the ‘verse.

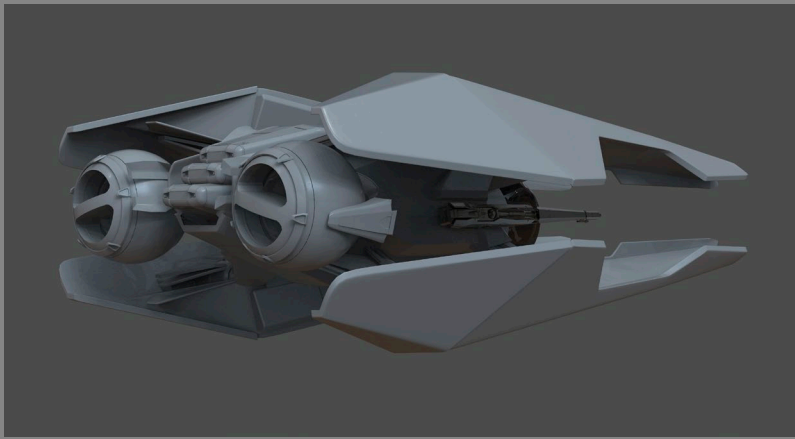
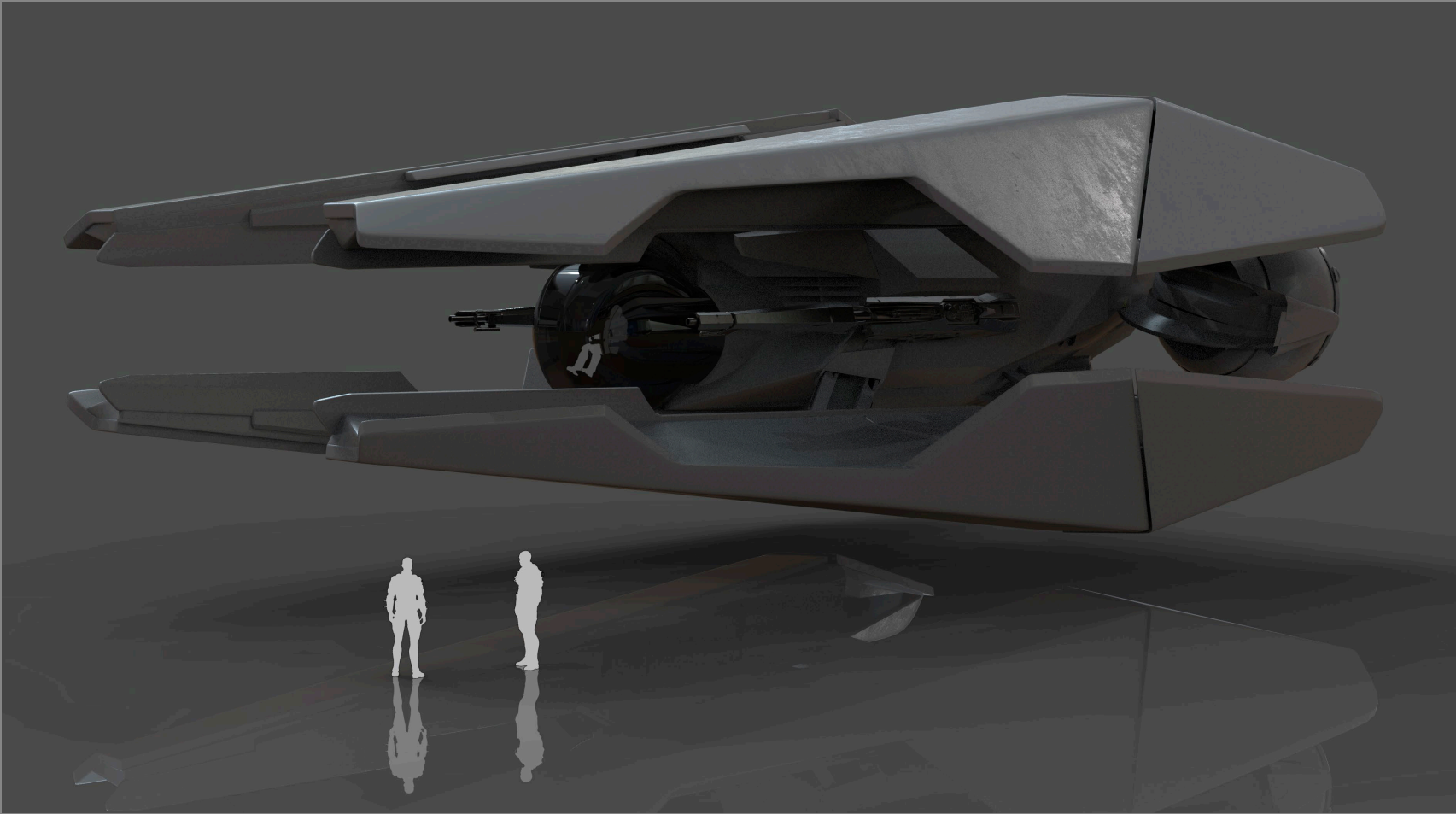
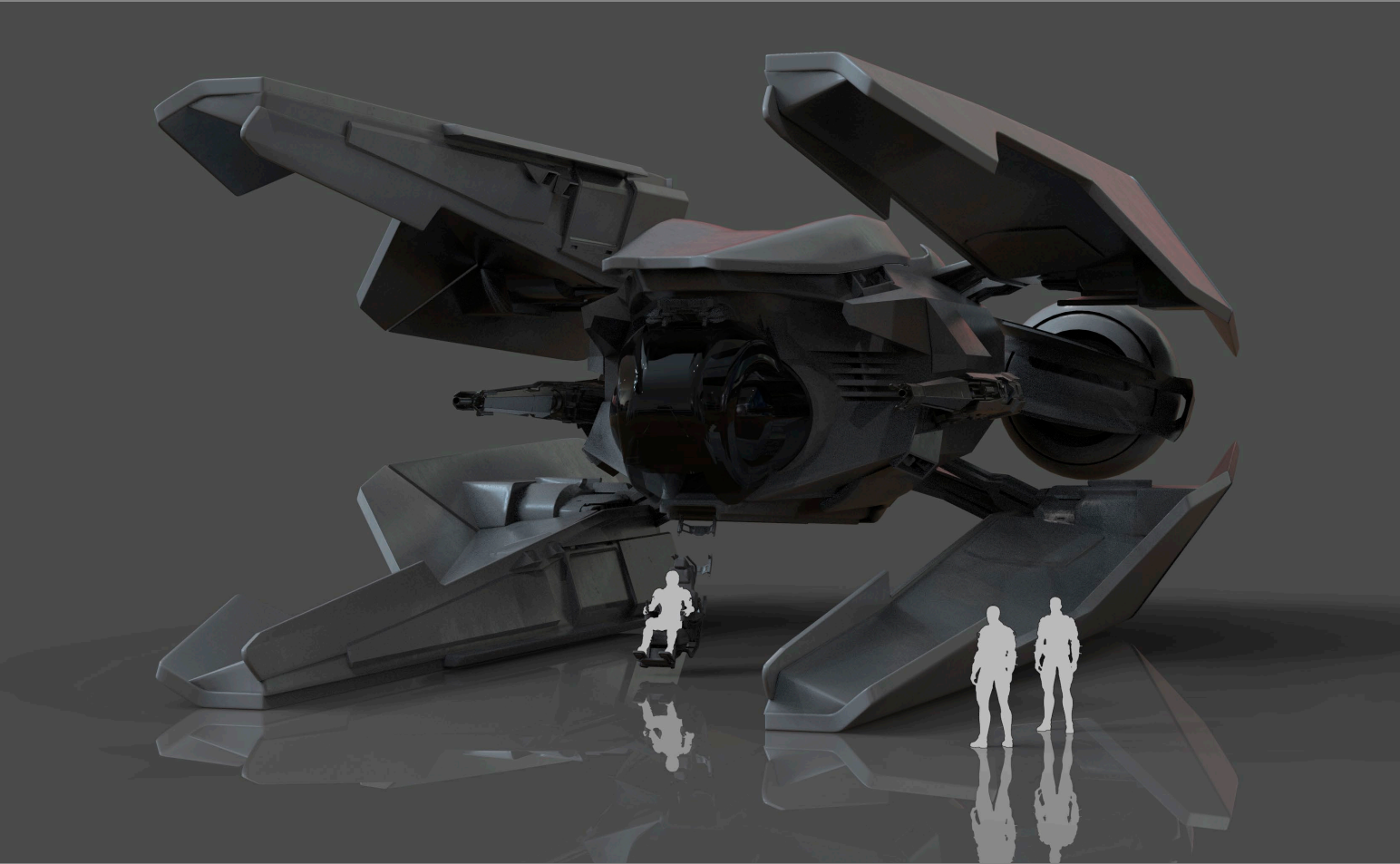
Various scales were also considered. While some would see the ship at a more medium-fighter size, others hit on the dimensions the final ship would eventually take.











With a direction approved at the team level, the shape was further worked up in preparation for its ‘first pass’ review with the senior devs and directors. Here the size, wing shape, and component layout was finalized, with low-level detail and materials being added to better reference the Fury. The required ‘landed’ state was also explored, including pilot entry, which scaled-up the approach previously used in the snub.



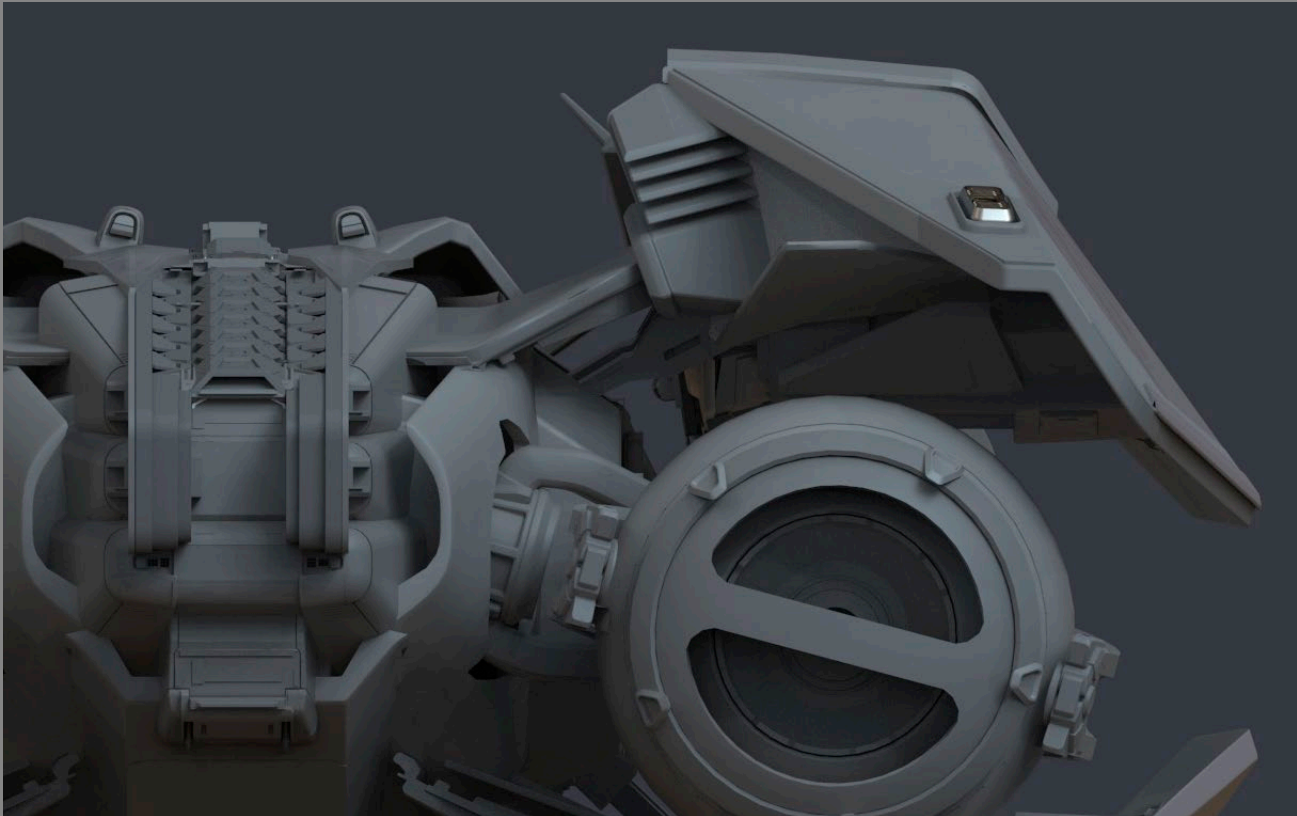
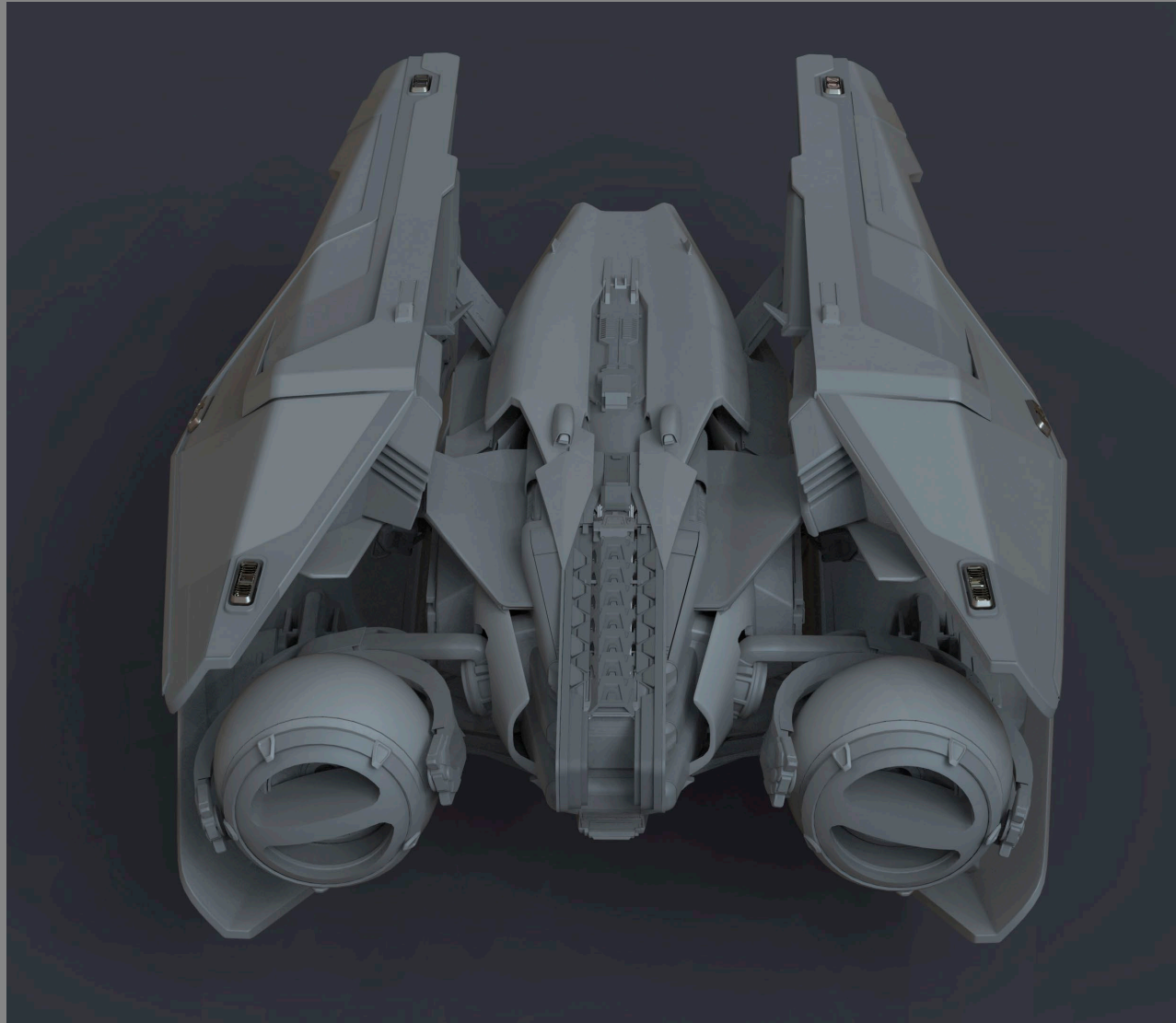


The Mirai Long Range Fighter passed its first review, so headed toward the final greybox stage before whiteboxing. Yet more detail and Mirai design cues were considered, particularly around the rear of the ship, which gained near-final thruster and powerplant configurations.

The ship was also given its first paint job to better highlight the various sections and materials. This would help the implementation team build the final models and give related teams a clear idea of the ship's intended direction.







Before the production stage began, the possibility of creating a variant was floated among the team. Due to the ship's single-crew, heavy-fighter design, adding compromise or adopting another career would undermine the overall concept. So, a quantum dampener was added to the rear spine, adding the ability to prevent targets from escaping.

Unlike most variants, nothing was removed, with the quantum enforcement device and additional powerplant being added on top of the base version's loadout. However, the challenge will be managing the dampener and its power requirements alongside weapons, shields, and thrusters without a co-pilot to help.

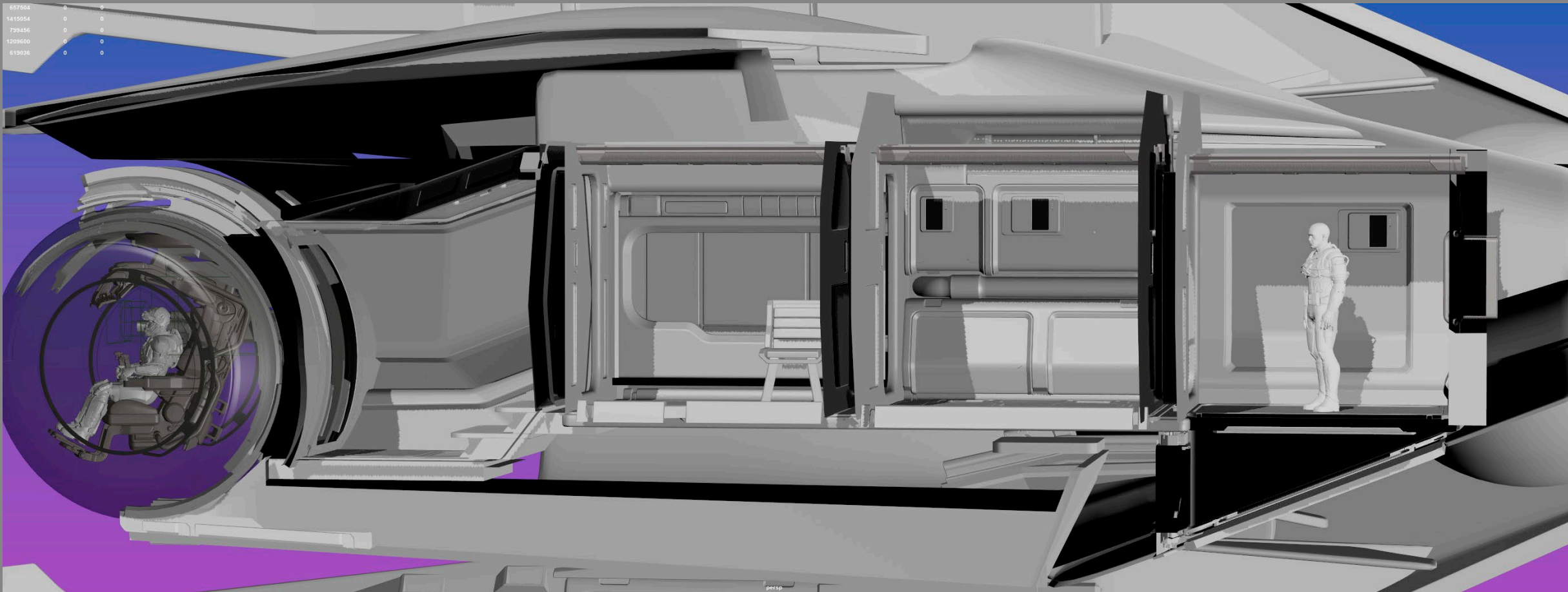
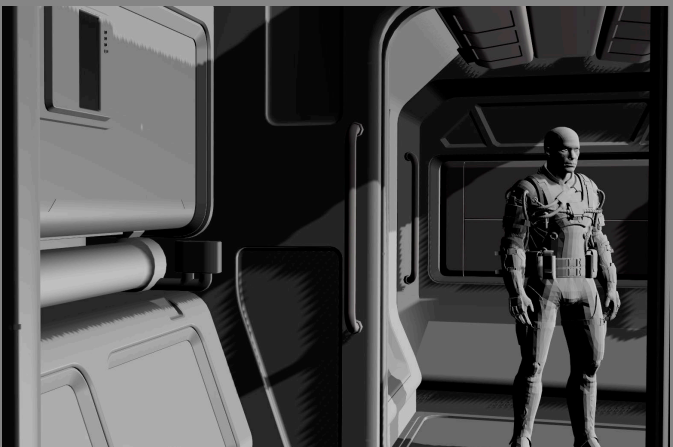
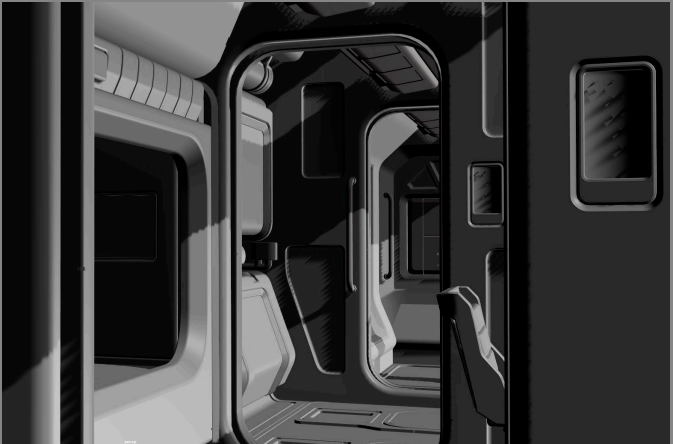
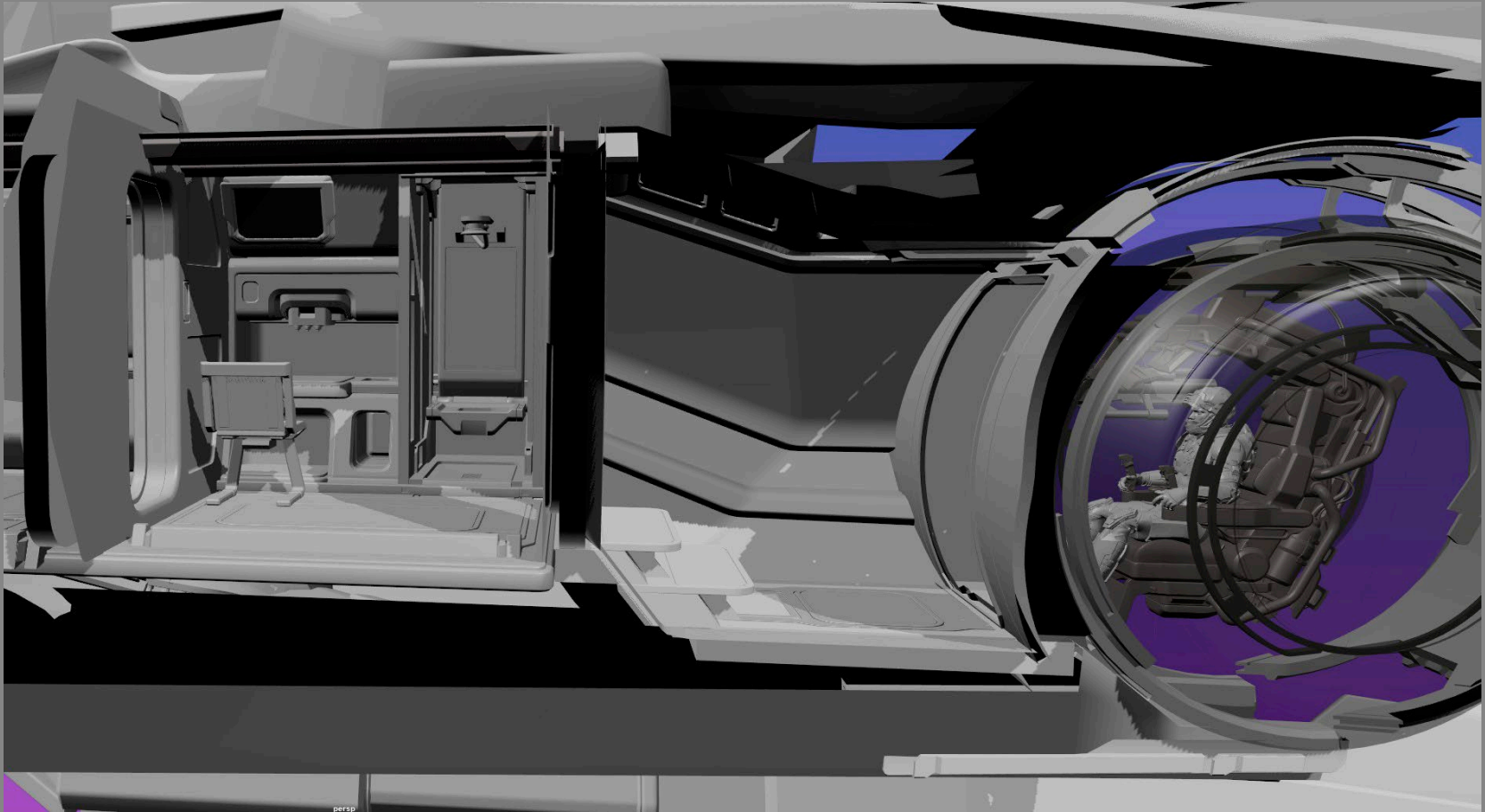
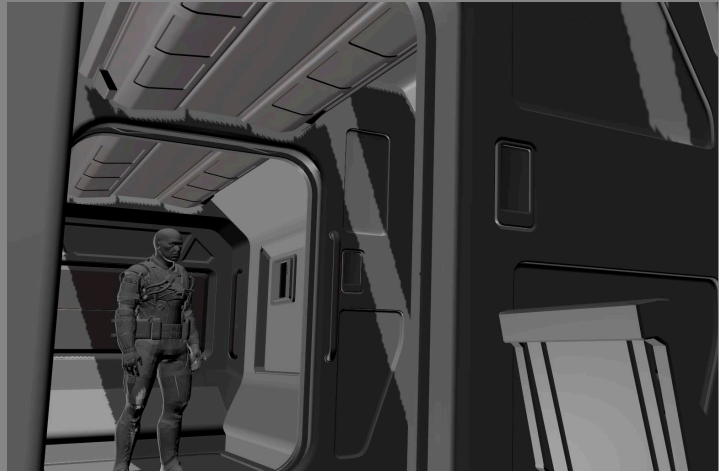
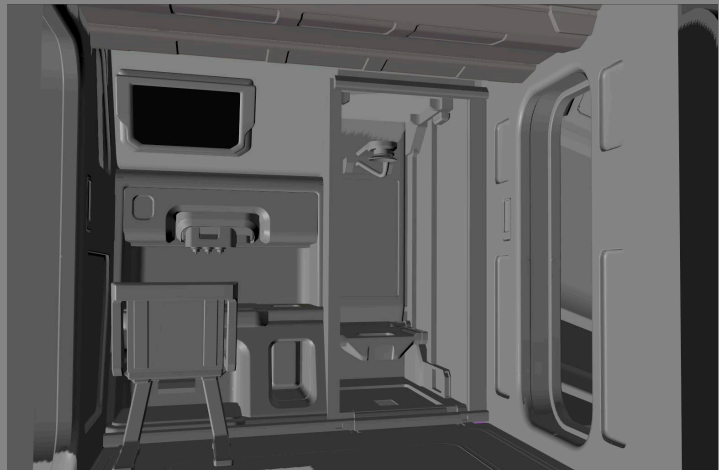
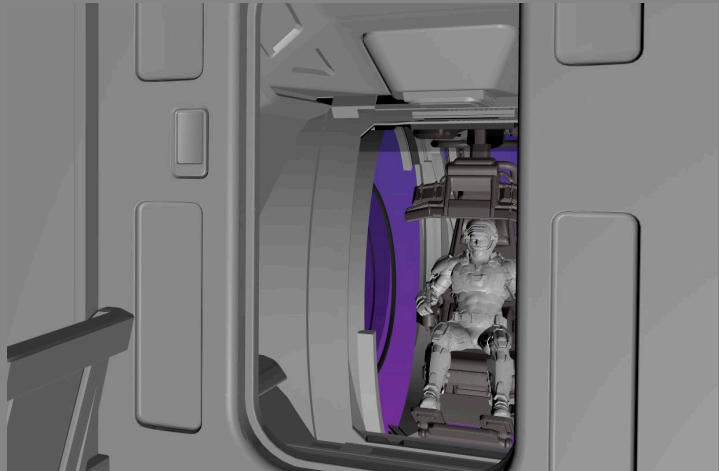








The production stage began, including the interior, with the team working to specifics within the initial brief. Although a comparatively large fighter, the shape of the hull limits living amenities, though the devs managed to accommodate a bed (that doubles as an escape pod), compact living quarters, personal storage, a suit locker, and hygiene facilities to support long-range travel.











With the layout approved, a full material and lighting pass was completed on the interior. Color was added throughout alongside textures and detail. As with the exterior, a pack was compiled to aid final production.

Both ships also returned from their Narrative team passes, now officially named the Guardian and Guardian Q1.







Following a retro-inspired tease on the IAE Show, the Guardian series was officially released straight to flyable when Alpha 4.0 hit the Preview Channel in late December. To support its debut, the Marketing Art team created a full gallery of promotional images using in-game assets.

The Guardian's little sister, the Fury, proved to be a huge hit for Mirai, with players appreciating its classic sci-fi look and general accessibility. With the visuals and performance significantly enhanced, we're excited to see how the Guardian shakes up the Heavy Fighter class and general combat as players get to grips with it.





# FOXWELL

## ENFORCEMENT

Most citizens of the UEE would be thrilled to embrace their retirement, considering it well-deserved compensation after decades of hard work, but Banco Foxwell was far from satisfied. After 40 years of working as an officer in Corel's local police force, he had seen firsthand the limitations that they faced, how stretched their resources were, and just how much more work there was to do.

"I looked back on what I'd done and thought, 'I'm not finished yet.' They can put me out to pasture but this old mule's still got some kick."

But it wasn't until an incident involving his children at a local market did Banco realize what exactly it was that he could offer.

### NO SMOKE WITHOUT FIRE

Banco's home world of Lo was the most populous of the planets in the Corel system - well known for the diverse trading hub of New Junction.

Sitting on the border of the UEE and Banu Protectorate, it served as not only a key diplomatic location for the two groups, but as a melting pot of culture and goods. To most, New Junction simply served as a shipping hub, the main attraction being a large customs house at its center. Vast amounts of money passed through the area, but not much of it was kept by its residents.

Unable to settle into his retirement, Banco would often spend his days wandering through the markets of New Junction or visiting his wife Cristy's drinks stall. Cristy made a fair income selling cold drinks to those trapped in line as they awaited inspection of their cargo. Their children - Poline and Matteo - worked at one of the central customs houses, where during particularly demanding periods, haulers could wait days for their goods to be scrutinized and inspected.

It was during one of these famously busy days when Banco's son found himself on the receiving end of a customer's abuse. An agitated hauler

had been shuffled between confused administrators while he waited for clearance on his shipment. Furious with the perceived incompetence of the staff, he pushed himself to the front of the queue and a heated exchange soon broke out. Matteo attempted to intervene and calm things down, but the hauler lashed out and pinned Matteo against a shipping container. The hauler's anger and impatience spread like wildfire through the crowd. Poline looked at her colleagues for support but found them to be equally unaccustomed to the violence that was unfolding. Glancing around she didn't see any police and the lone security guard was totally overwhelmed by the situation, leaving her brother at the mercy of this man and the room threatening to explode into pure chaos. In that moment of desperation, she called her father.

"When you see your kid in a situation like that, you don't think, you just do," recalled Banco, who happened to be visiting his wife's nearby stall.

Upon arriving at the scene, Banco immediately sprang into action trying to

separate fights that were breaking out while attempting to call any friends still on the force. Unable to get any help and out of options, Banco drew his old service weapon and fired into the air. The crowd silenced. Taking control of the situation in an instant, Banco broke up the argument and prevented the violence from escalating further.

Banco knew the police were stretched thin but found it unacceptable that a major operation like the customs bureau didn't have well-trained security in place. It didn't sit right with him that his family - and the people of New Junction - didn't have the means to protect themselves from incidents like this.

### PROTECTION FOR THE EVERYMAN

Finding a way to both continue serving the community and a solution to his restlessness, Banco formed a community watch group. He started small, teaching people the basics of self-defense, how to spot trouble, and





how to intervene and de-escalate before things got out of control. His ambition was small but noble:

“Don’t matter where you’re from, or what you do, everyone deserves to be safe.”

And the effects were immediate. His friends and family felt more confident, more at ease knowing they could protect themselves. But Banco knew it wasn’t enough. A well-timed punch couldn’t stop a barrage of gunfire or an angry mob. People needed protection, but it had to be accessible – and affordable.

That’s when Banco’s wife Cristy approached him with an idea. Having worked in New Junction her whole life, she was convinced that a small group of well-stationed, adequately trained guards would be enough to prevent a crime from occurring. With this focus on prevention over protection, Cristy and Banco founded Foxwell Enforcement, with the slogan: ‘Security, Your Way’.

### AN EXPLOSIVE GROWTH

With Banco’s experience in the police and Cristy’s entrepreneurial spirit, their business bloomed in New Junction. Banco trained up locals looking for work and Cristy pitched them to pilots moving through the area. “Why risk it?” was one of her most persuasive sales pitches, convincing haulers, vendors, and even travelers that hiring some affordable protection could ensure they would be safe.

Over the years they continued to expand, Cristy seeing opportunities in other systems where there was a need for budget security. By strategically targeting already safe locations, the number of clients steadily rose and the work had fewer incidents.

The two of them fit into their specialties with ease. Banco focused on training and recruitment, whilst Cristy focused on their finances and expansion.

“Passing on what you know to the next generation...well, there ain’t a better feeling in the world than that.”

But unfortunately, that investment didn’t pay off.

Foxwell’s best security officers began receiving enticing offers to work at larger companies, receiving compensation that Banco and Cristy couldn’t match. As more and more of their experienced staff left, Cristy told Banco that they needed to increase their rates in order to retain their staff - but Banco refused. Raising their rates would mean some of their most loyal customers wouldn’t be able to afford them anymore.

Within their headquarters on Lo, the two of them began to argue in the office. A former employee recalls Banco once stating it was “against their founding ethos” to charge more, with Cristy replying that “you need to get that woolly crap out of your head if you want this business to survive” before supposedly launching her mobiGlas at him.







CUTTING CORNERS

As time went by, more and more contractors left, leaving the company with only its least experienced and, in the worst cases, least competent employees. In response to this, Foxwell broadened its hiring policy, advertising itself as a ‘no experience required’ company. Unsurprisingly, it received a massive influx of new staff, ranging from former criminals to technical administrators to anyone simply down on their luck.

“Everyone deserves a second chance, and here at Foxwell, second chances are our specialty.”

The high turnover of staff was taking its toll on the company’s finances. With credits at an all-time low, Banco implored his employees to seek out new contracts for the company. When one of his newest members – a young girl from Pyro named Skye – came to him with a lucrative opportunity, Banco believed that his luck was about to change.

Skye told Banco about a quantum fuel transporter who regularly traveled through Pyro, who with a little persuasion, would be eager to accept their offer of protection. Banco agreed, putting his new employee to the test. The work was simple and uneventful: Foxwell provided an armed escort for the fuel transporter and was paid upon delivery. As the escort was completed week after week without incident, the client decided to raise the size of their haul. Banco, believing that he had found a trusted pupil in Skye, entrusted her to oversee the contract. When the convoy hit the system, Skye turned on them. The gang of outlaws she secretly belonged to arrived, decimating Foxwell’s

escort crew and stealing the fuel for themselves. News quickly spread of Foxwell’s incompetence, and Cristy – furious that her warnings had fallen on deaf ears – threatened to leave the company.

FOXWELL: ALWAYS HIRING

The incident tarnished Foxwell’s reputation, but the rising crime rates and threat of Vunduul incursions maintain the need for security. Despite the setbacks, Foxwell still retains its model of affordability and accessibility to this day. Finding most of its employment through a company’s need to meet a bare minimum standard, or a basic deterrent for small business, it presents itself as a mid-range security company – the reality being far different.

“This is an exciting time for the folks at Foxwell,” Banco says, laughing jovially during a press conference where shareholders were openly querying the company’s latest plummet in share prices.

“Our operations have never been this streamlined before. This is a first for us. And it means we can devote more of our attention to our refined clientele.” Previously, Banco and Cristy would have spoken at these events together, however Banco now stands distinctly alone, his wife’s role in the business is currently unknown.

What the future holds for Foxwell Enforcement is unclear, but according to Banco Foxwell:

“Things can only go up from here.”

FED UP WITH THE SOFT APPROACH  
TO THE RUTHLESS CRIMINALS AND  
VIOLENT OUTLAWS THAT ARE  
DESTROYING STANTON?

SO ARE WE!

JOIN THE FRONTIER FIGHTERS AND PUT  
AN END TO THE PYRO PLAGUE ONCE  
AND FOR ALL.

TIME FOR JUSTICE!

