

JUMP POINT

ISSUE: 13 01

MISC FORTUNE

HISTORY OF THE ANVIL HORNET

TERRA GAZETTE

SUPPLY OR DIE

JUMP POINT

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FROM THE COCKPIT

GREETINGS, CITIZENS!

Welcome to 2025's first issue of **Jump Point**! It's been a busy few months in all of our studios, with Manchester in particular buzzing as everyone returned from their holiday break. Loads has already been achieved since we got back, including the very recent release of the Alpha 4.0.2 patch to the live servers. This is the first quarterly patch that embodies the new content-focused approach that Chris Roberts detailed to the community in the latest Letter from the Chairman.

It's certainly worth a read if you haven't already, but the idea is that each major patch going forward will feature exciting new content, missions, and fun stuff to do in the 'verse. As part of this ongoing initiative, the latest release includes the Supply or Die mission chain that carries on the story that began last year in Save Stanton. To get you back up to speed, we're giving you a refresher on the goings-on between Stanton's citizens, the Frontier Fighters, Citizens for Prosperity, and the Headhunters gang, along with a quick peek behind the curtain of Pyro's new outlaw outposts.

The Narrative team is also getting in on the action, giving us a full breakdown of the recent shocking news about the Frontier Fighters.

However, we're starting this issue behind the scenes of the new MISC Fortune salvage ship. A lot changed during production and there are some interesting approaches not taken by the designers.

Thanks a lot for joining us for another year of **Jump Point**, and don't hesitate to message on Spectrum or the *Star Citizen* socials if there's anything you'd like us to cover over the next few issues.

We'll see you in the 'verse,

Jump Point Team

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BEHIND THE SCENES: MISC FORTUNE

In 2955, Musashi Industrial Starflight Concern (MISC) is a commercial titan, known the universe over for its trustworthy and ubiquitous career vessels. The Hull series keeps the entire Empire supplied, the Starfarer refuels fleets in the distant reaches of space, the Freelancer empowers citizens to make it on their own, and the Starlancer helps small businesses grow into fledgling enterprises. Even the leftfield MISCs fill a variety of niches: the avant-garde Reliant series features a fighter, explorer, and broadcaster, while the vast Endeavor can be configured to suit a wide array of commercial roles, including medical, agricultural, research, and exploration.

For a shipbuilder with such varied output, it's difficult for a single model to stand out, though if anything does, it's MISC's Prospector. The first mining ship available in the 'verse, and the first most miners experience, the Prospector remains the de-facto entry into the dangerous world of breaking rocks and ore. Although not a starter-class ship in the same vein as the Consolidated Outland Mustang or Crusader Intrepid, it's the logical step up from FPS and ground mining before the multi-crew Argo MOLE. And while it's obviously the most glamorous, it's almost certainly the industrial tool that most pilots in the 'verse are familiar with.

So, MISC’s successful mining platform was the perfect blueprint to start from when planning an entry into the salvage career path. So much so that the new ship was initially devised as a Prospector variant, evidenced by the Ship team’s brief:

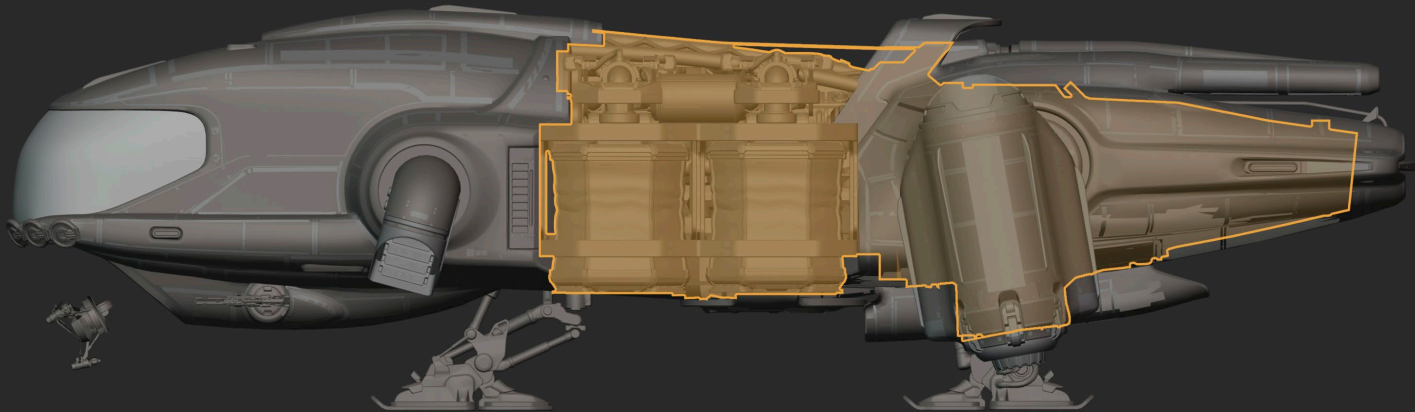
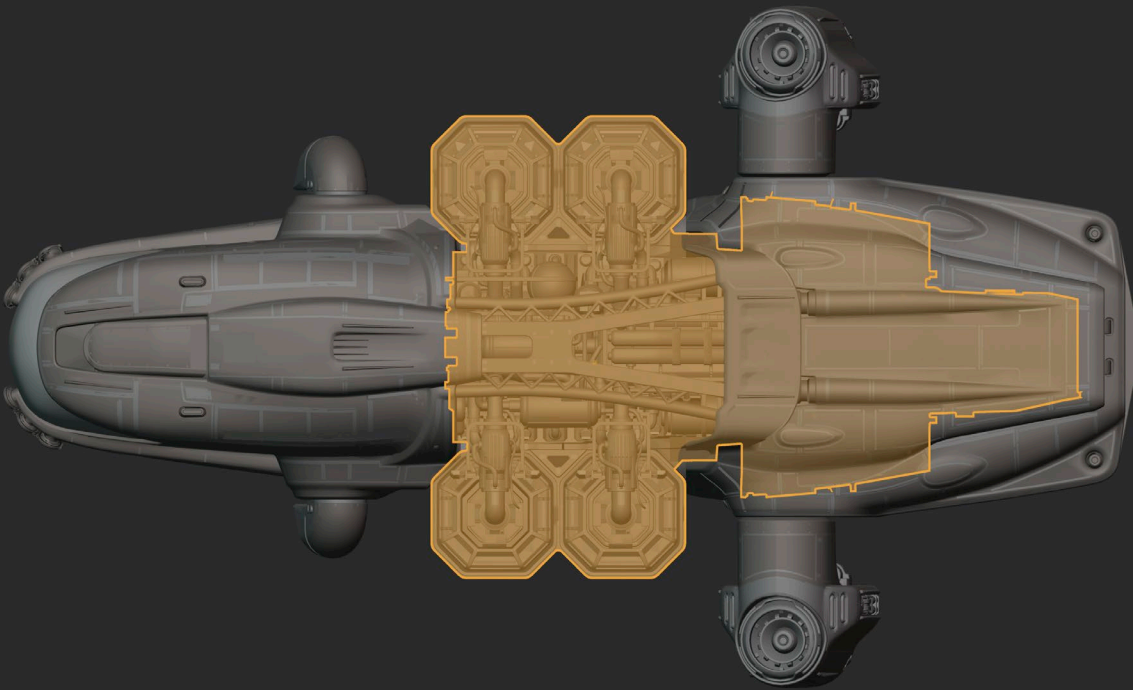
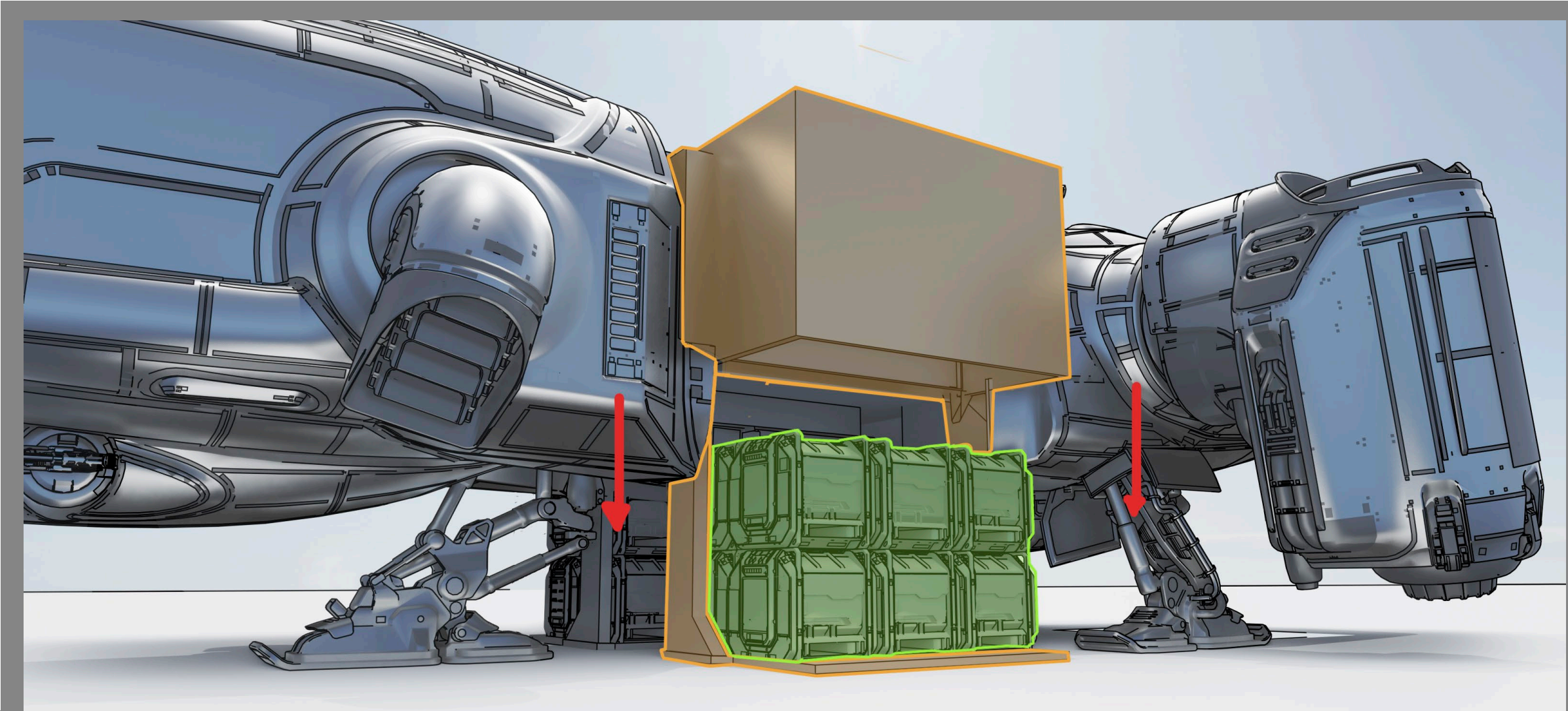
A starter salvage vessel, using the MISC Prospector as a base chassis.

The brief was supplied with an additional description and diagram, highlighting a comparatively minimal rework of the Prospector’s chassis. Additional detail followed the brief, better explaining the intended approach and concept.

Variant of the MISC Prospector. Swaps the mining laser head for a salvage one (no changes to the mining arm required, it’s just a loadout swap for the head). Central section of the ship removes all the mining gear and pods, replaced with an extended interior with the salvage processor and new cargo lift. Requires moving the components from the interior rear wall to a new location.

Development began immediately following the brief, with a quick exploration of the ship’s new central selection. Here, the designer highlighted the sections that would be replaced and extended and provided a simple example of how the new cargo lift could work. A major overhaul of component placement would be done to account for the current ship design standards and to ensure nothing was blocked by the next cargo box.

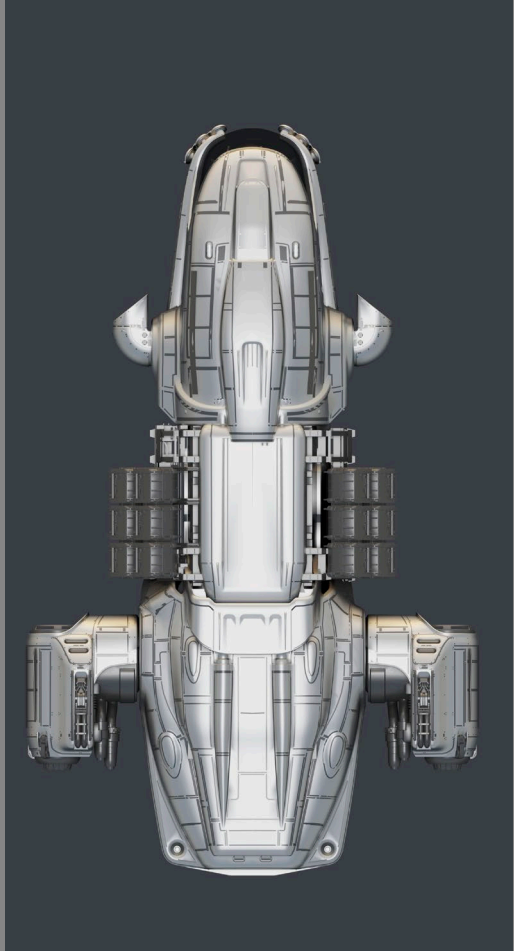
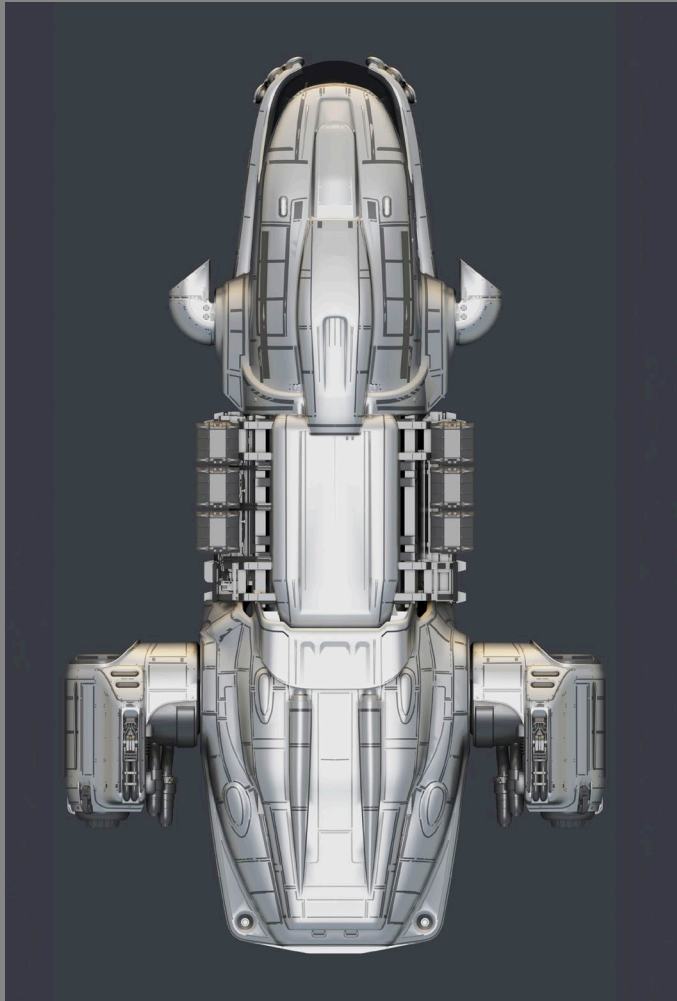
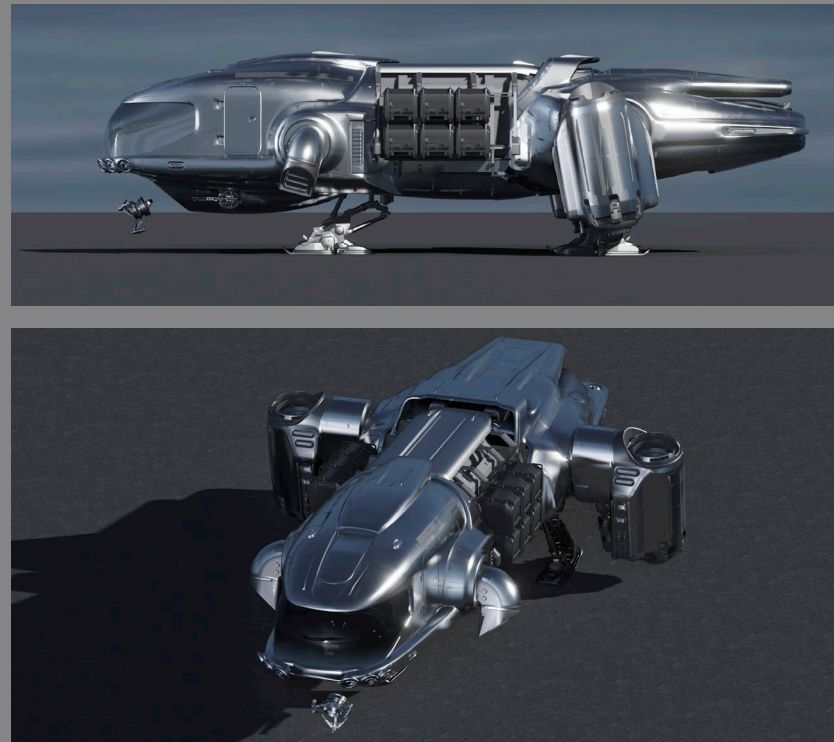
This basic concept was shared with Chris Roberts for feedback.

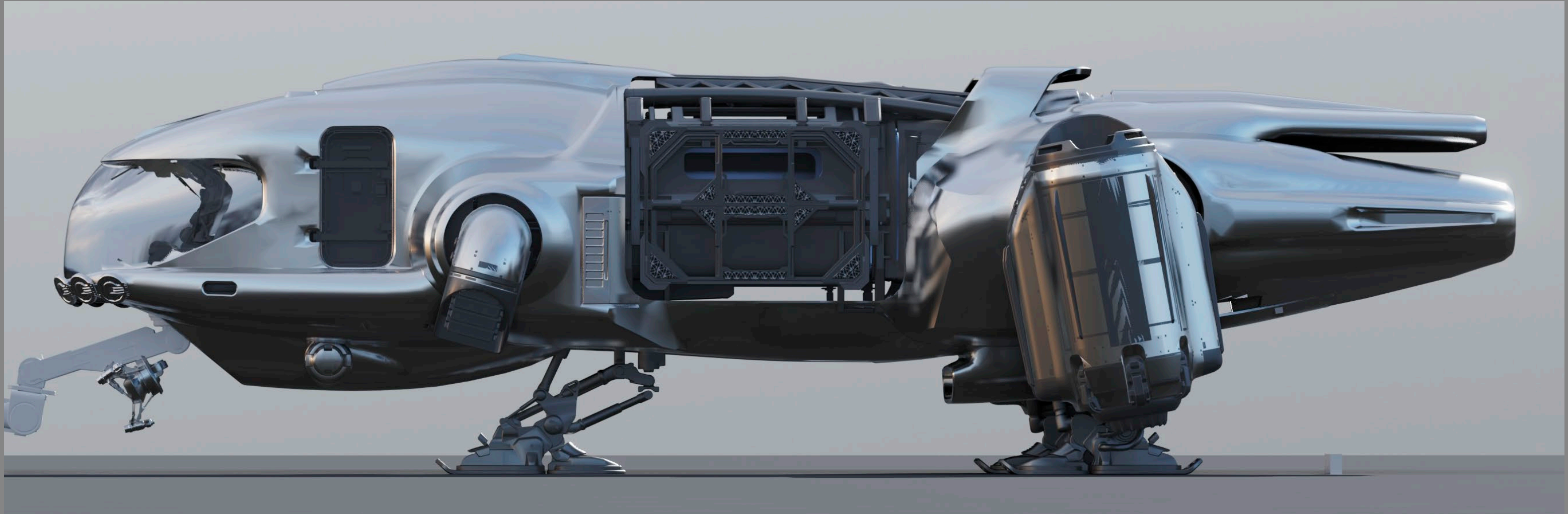


What would eventually become the MISC Fortune was briefed as part of an ongoing initiative to release starter ships for each career path. Initially envisioned as the bottom of the salvage ladder, the ship’s Prospector base meant it was always closer to the mid-level Drake Vulture. So, rather than artificially hampering it with lower-rated components that wouldn’t make sense in-fiction, the Fortune became a Vulture competitor focused on ease-of-use and utility.

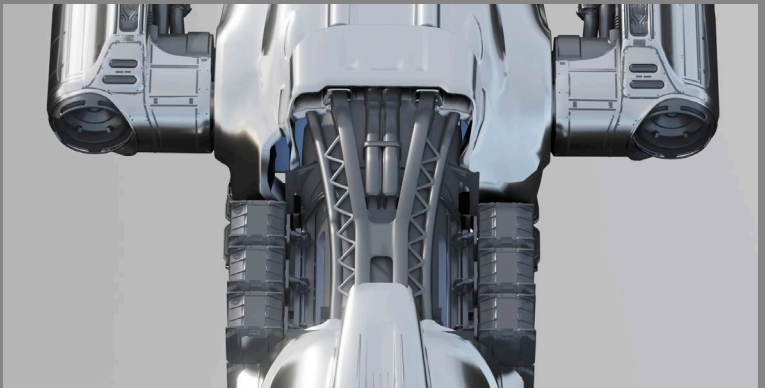
Despite the more appropriate classification, the goal of releasing true starter ships for each gameplay loop remains...

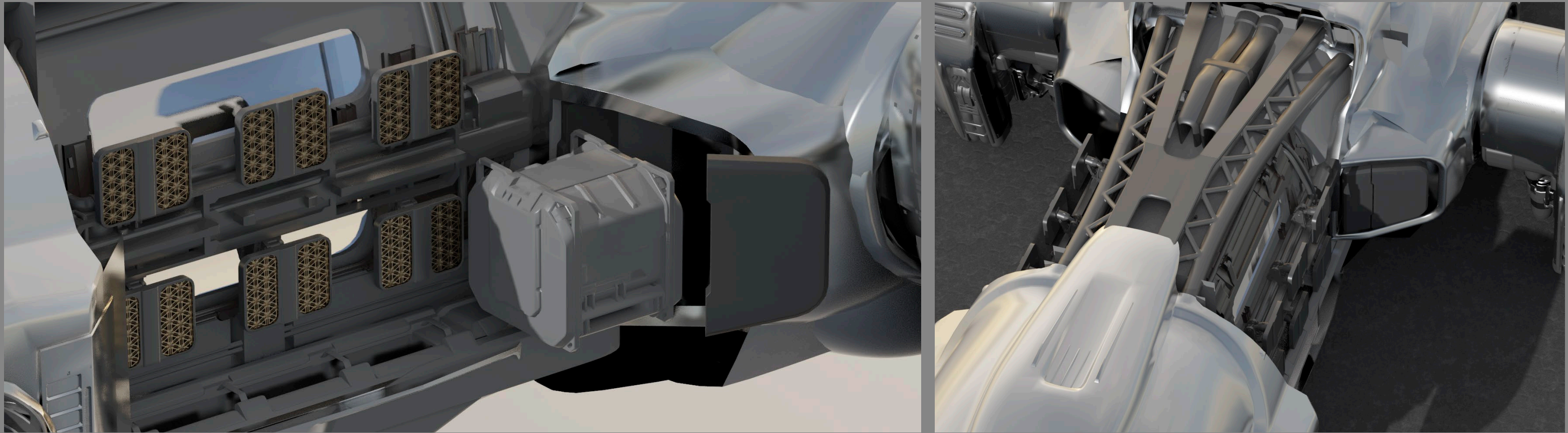
Roberts' feedback on the initial direction was to remove the covered cargo bay and replace it with external boxes. Two concepts were created exploring how the boxes would align with the hull, taking accessibility and aesthetics into account.





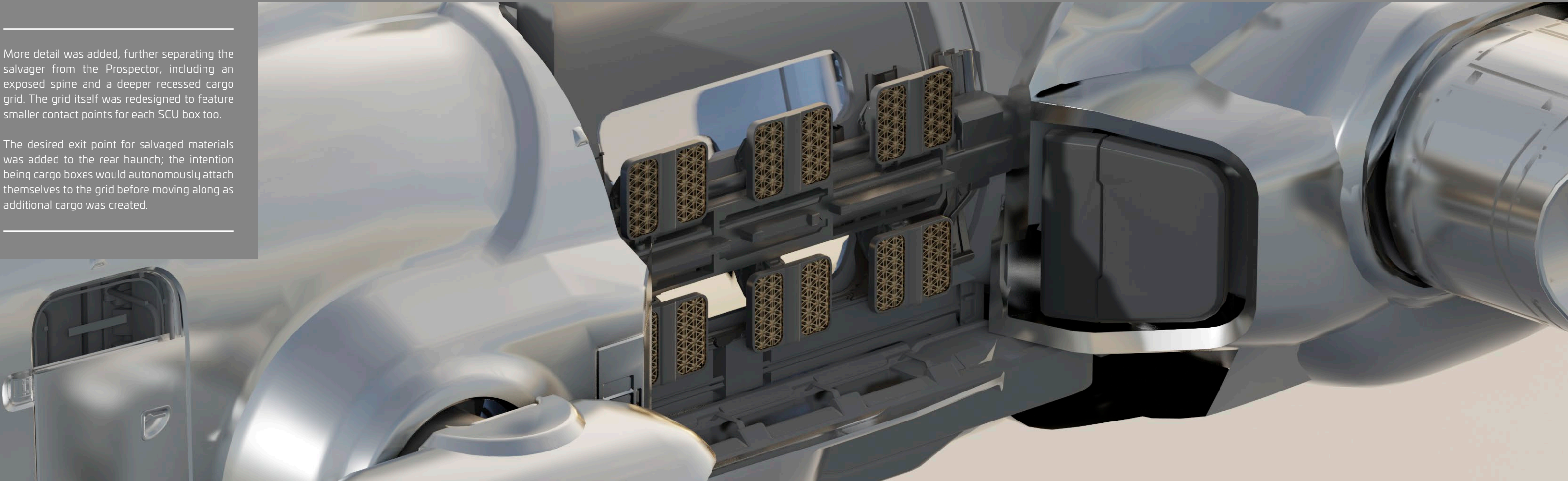
Following a review by the directors, the central cargo placement was chosen for further development. Here, the cargo grid itself was iterated on, with a large rectangular framework being added to the hull to support individual one-SCU cargo boxes. This placement was signed off, allowing the team to further develop the grid's design and ship's overall salvage mechanic.

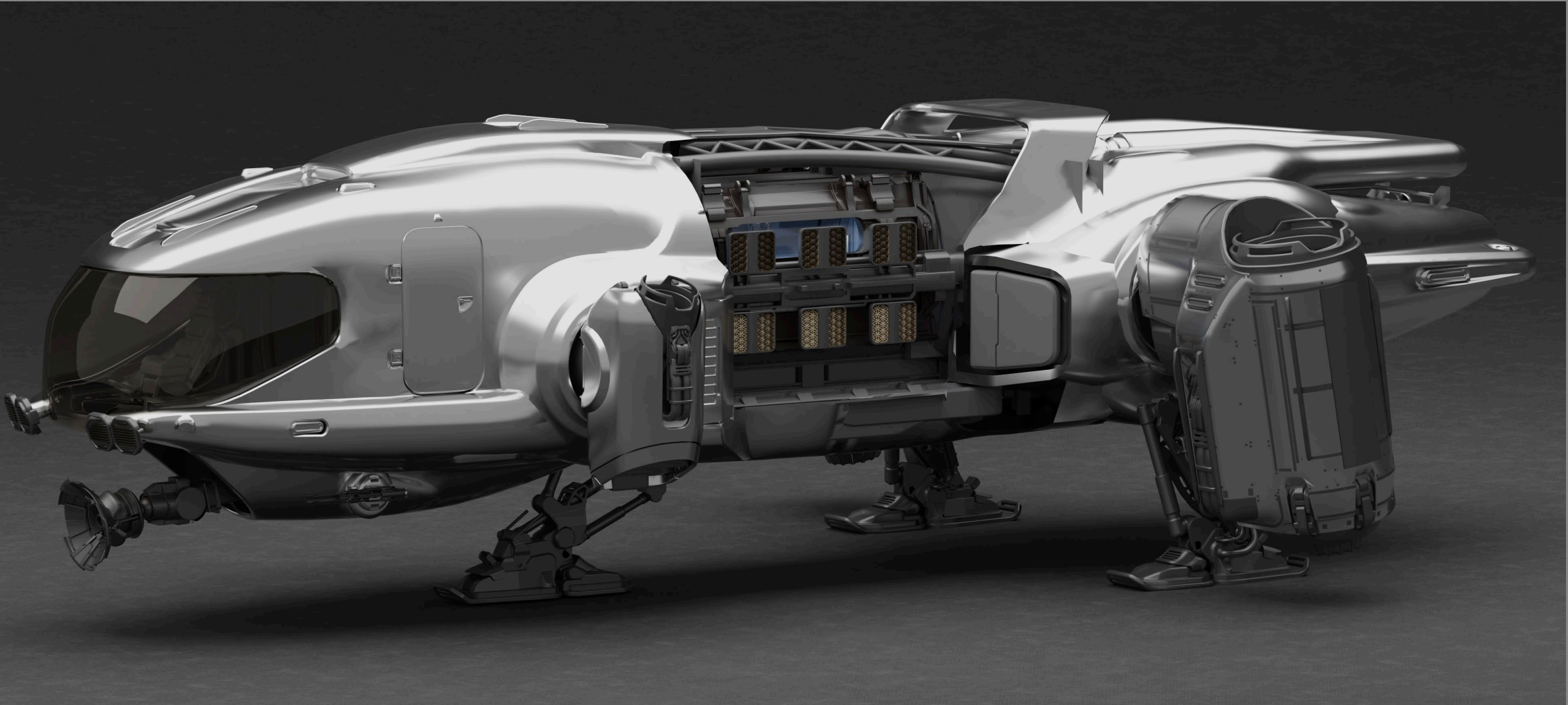




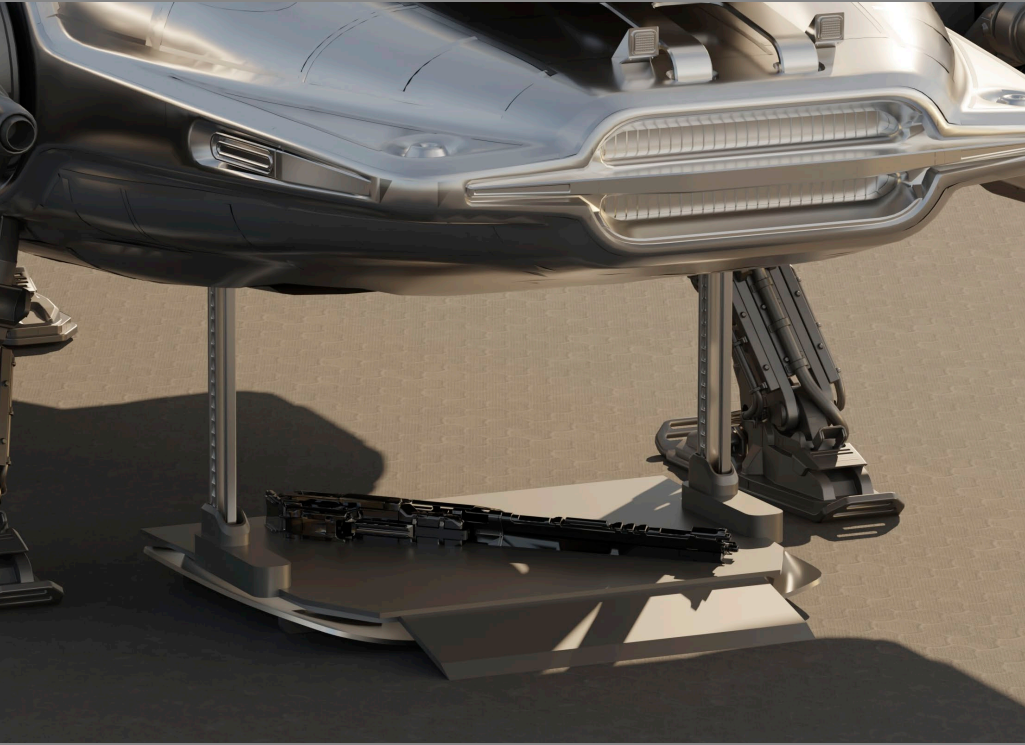
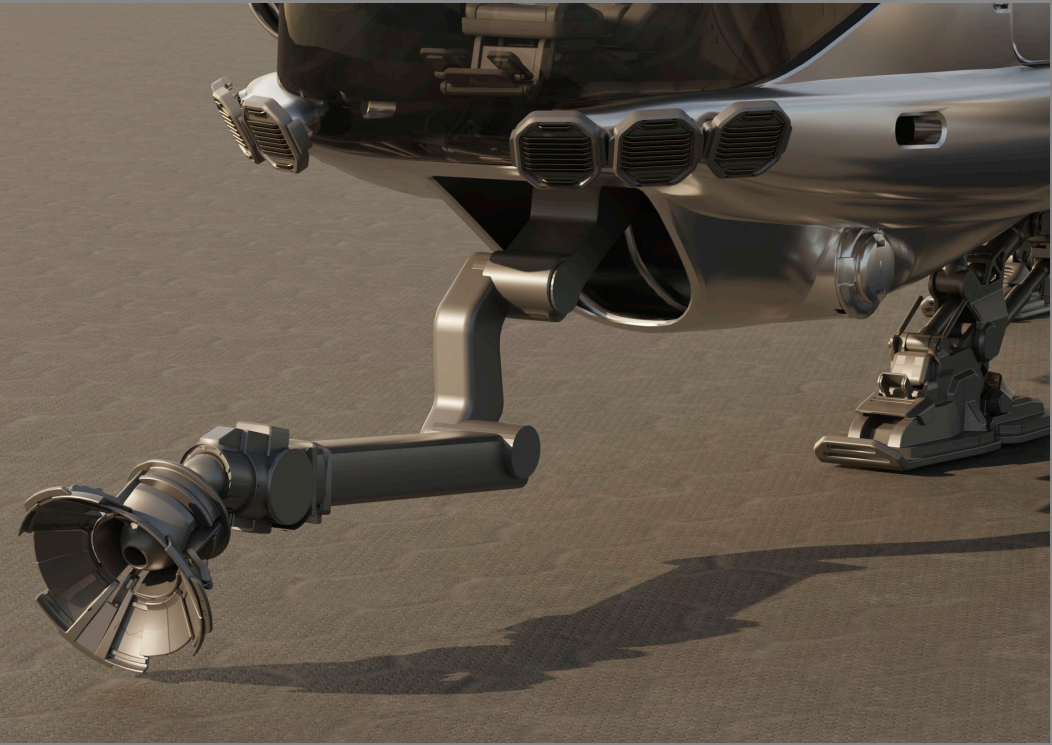
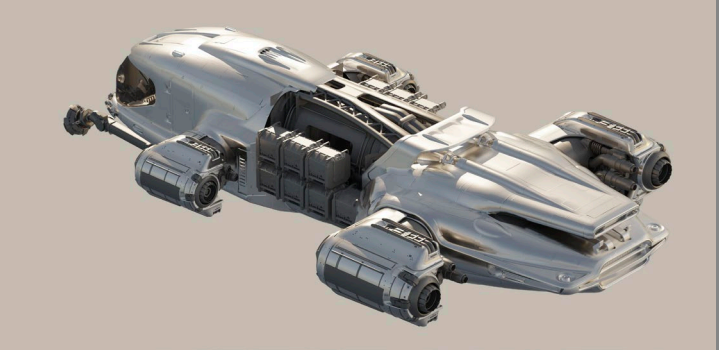
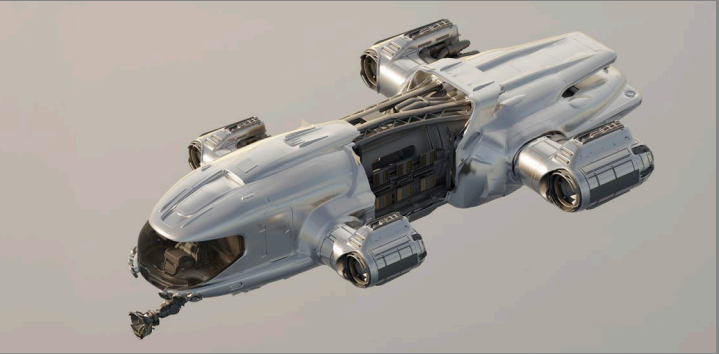
More detail was added, further separating the salvager from the Prospector, including an exposed spine and a deeper recessed cargo grid. The grid itself was redesigned to feature smaller contact points for each SCU box too.

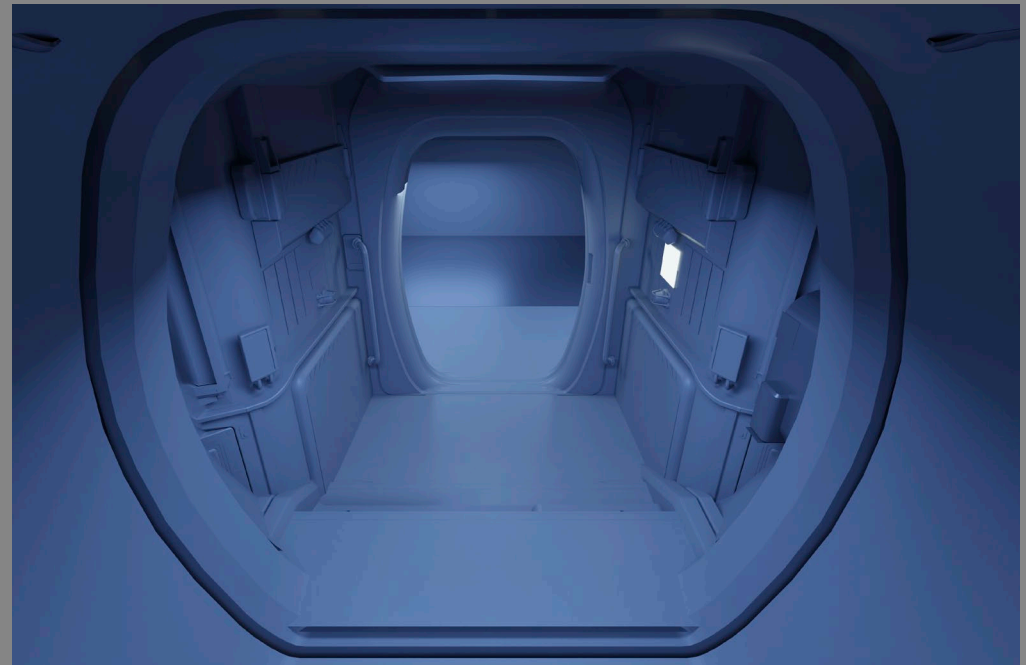
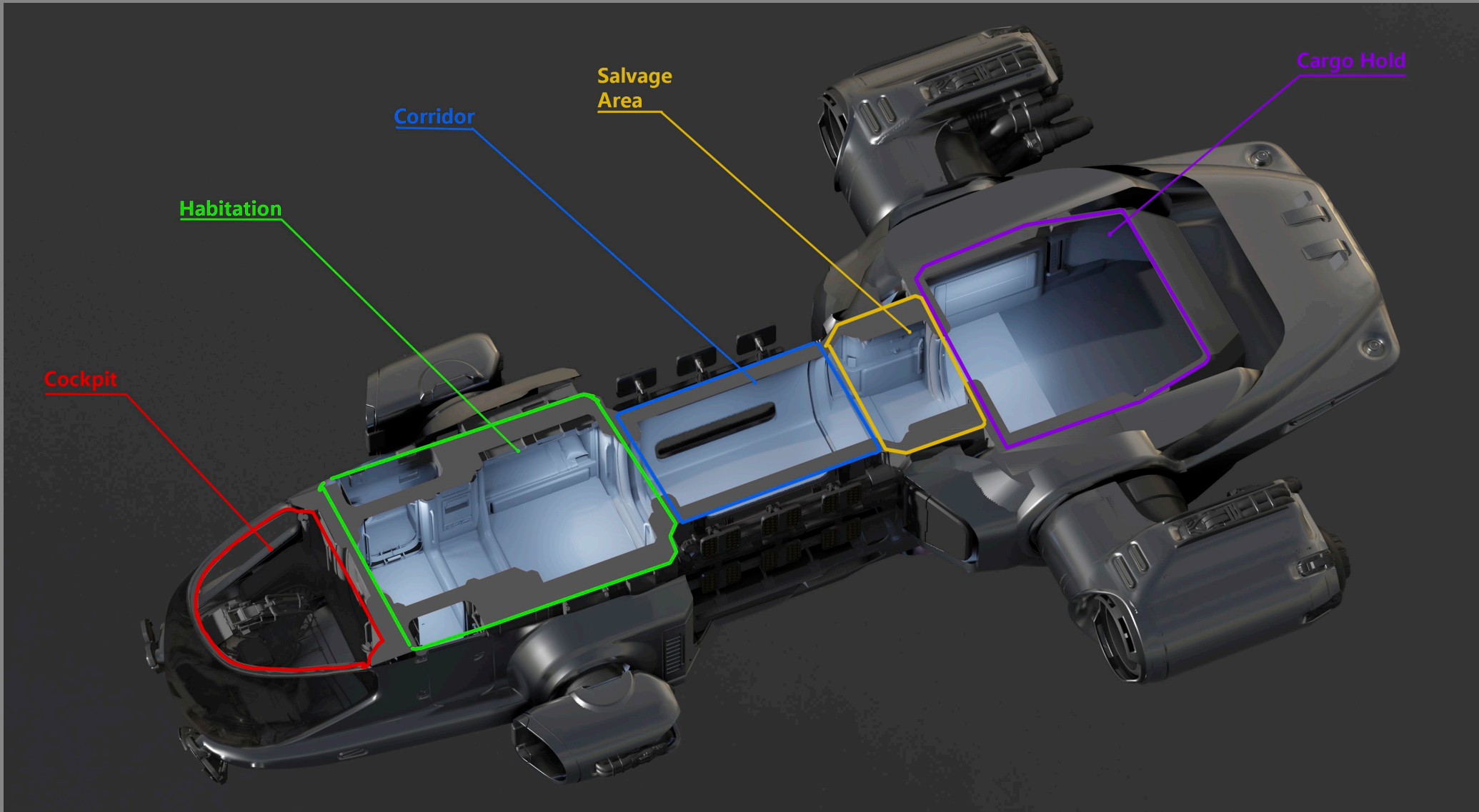
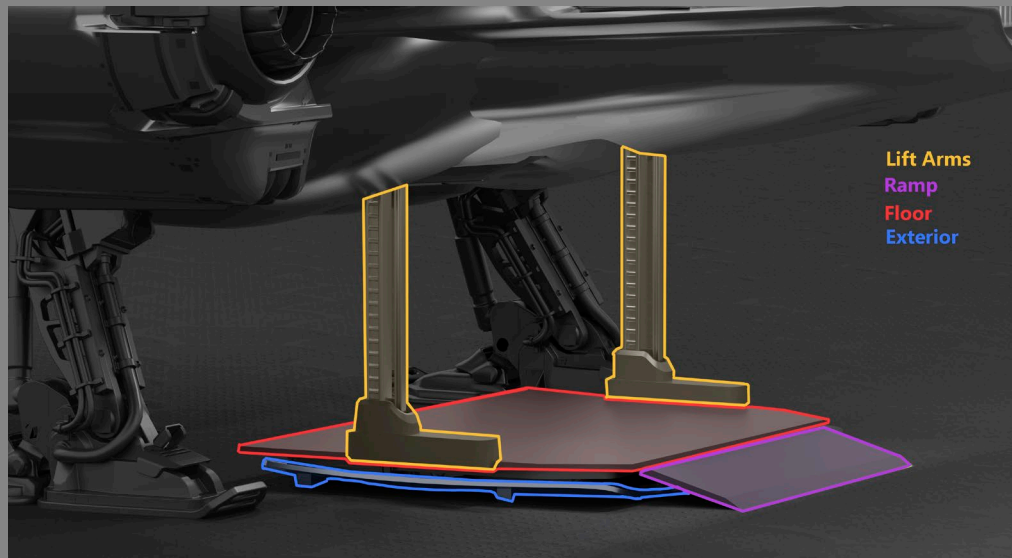
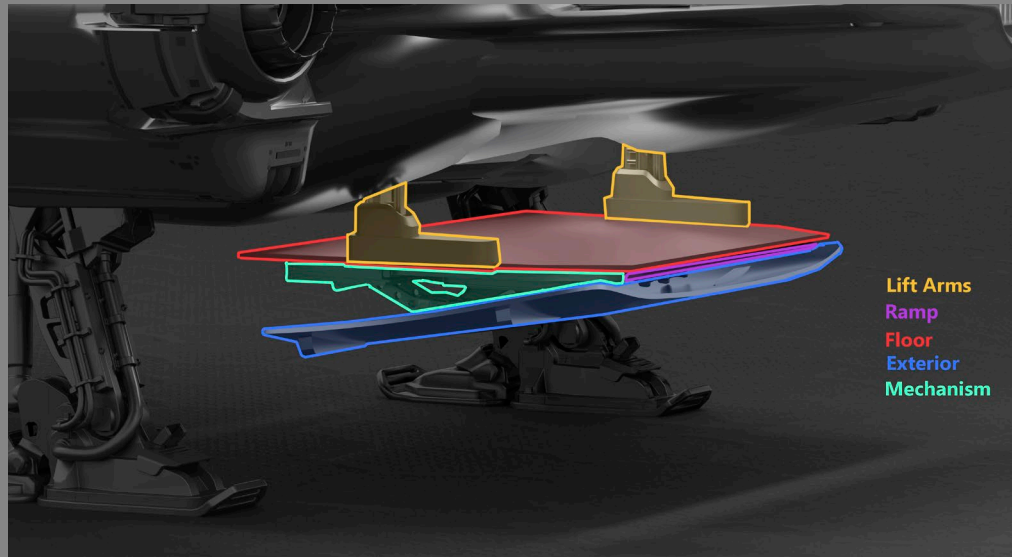
The desired exit point for salvaged materials was added to the rear haunch; the intention being cargo boxes would autonomously attach themselves to the grid before moving along as additional cargo was created.



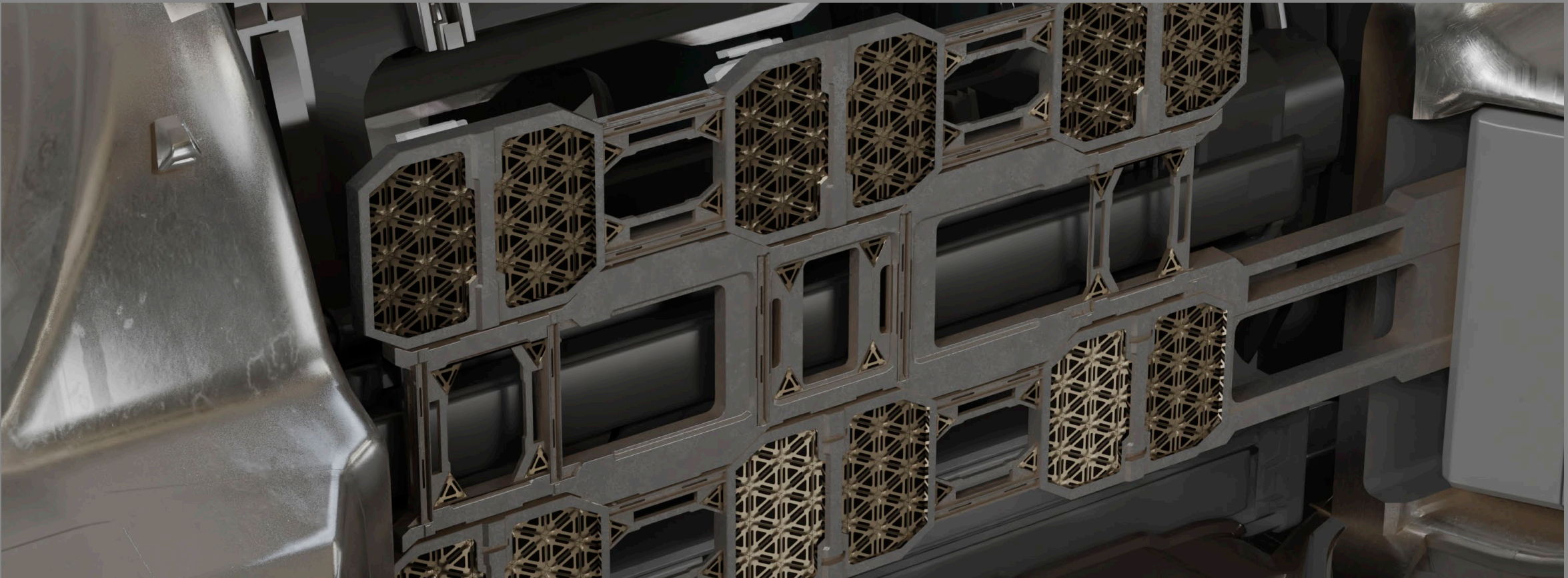
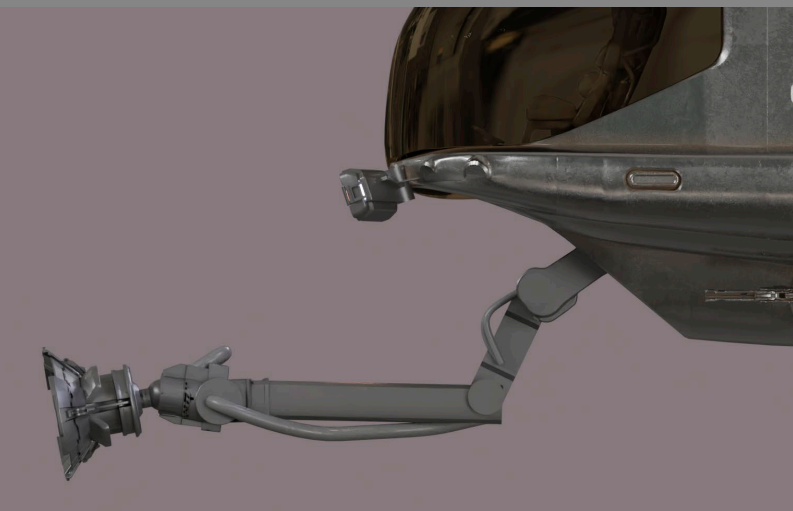


The concept was signed off and what would become the Fortune entered production. The interior's whitebox began, taking into account the final cargo-grid and ramp designs, which differed from the Prospector. Each new exterior area entered the whitebox phase too, while existing sections received a general overhaul to better align them with the current vehicle standards.



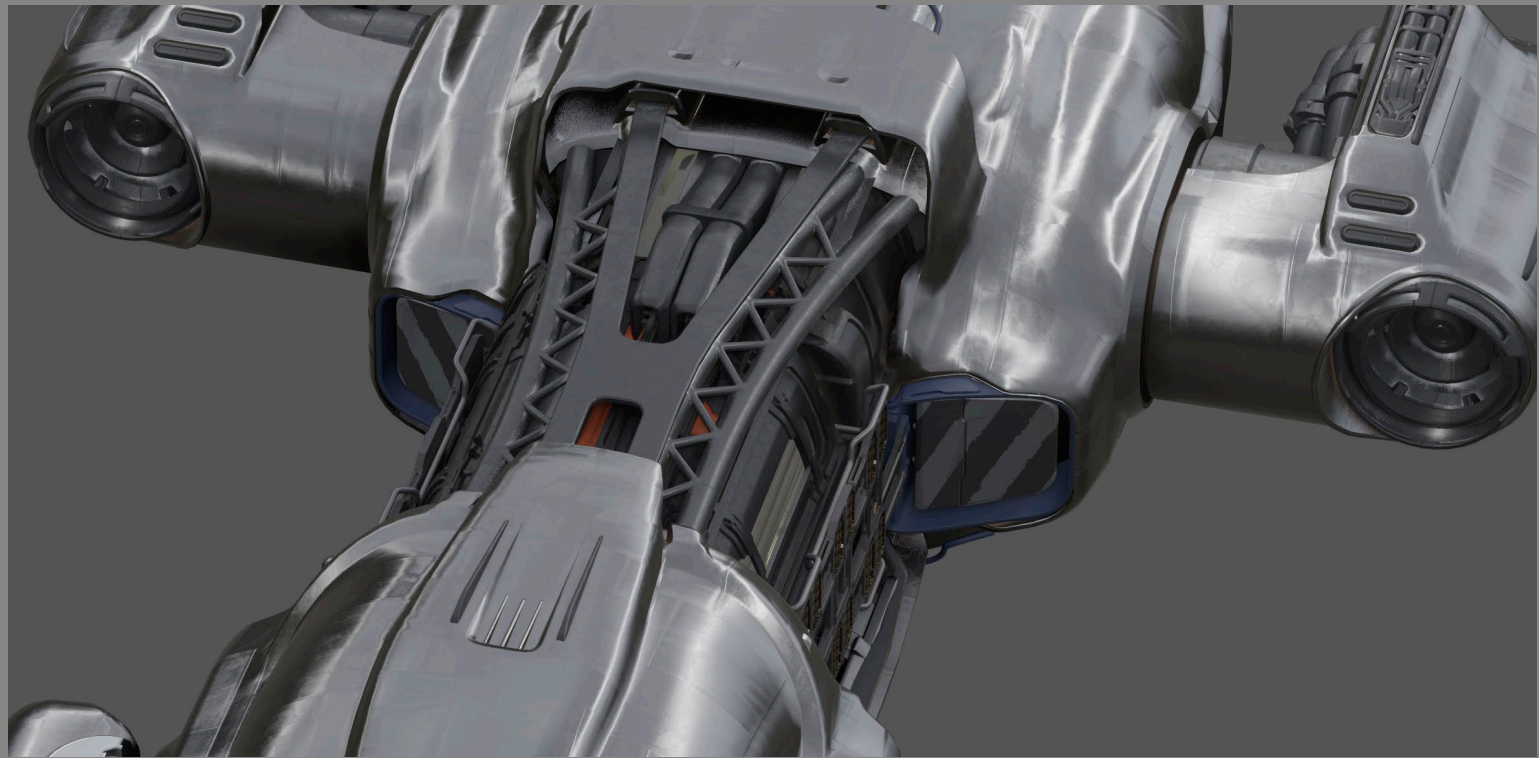


A further detail pass introduced unique design elements across the hull and a track for the cargo boxes to follow was added following specific feedback. Additional detail was added to the new salvage laser below the cockpit and rear access ramp too.

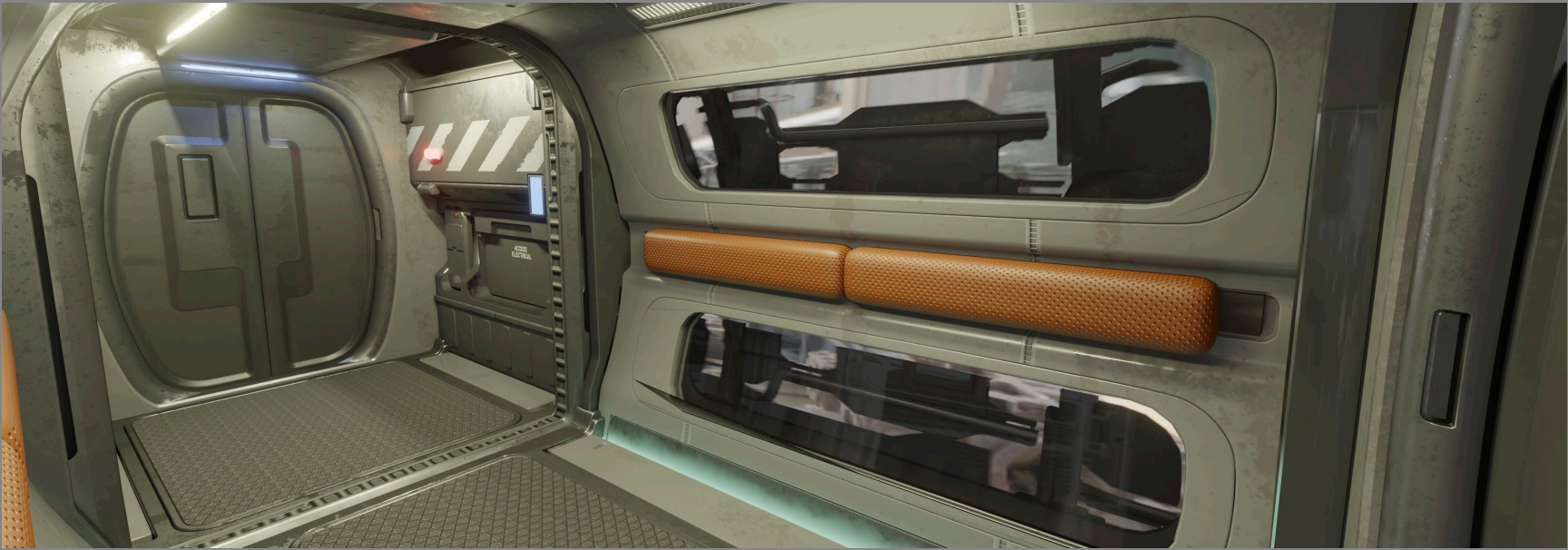
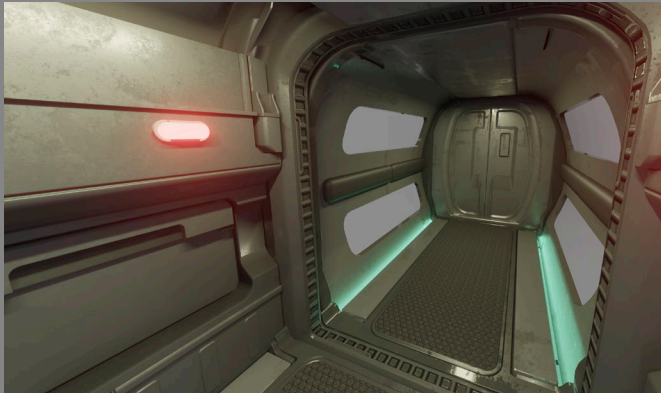


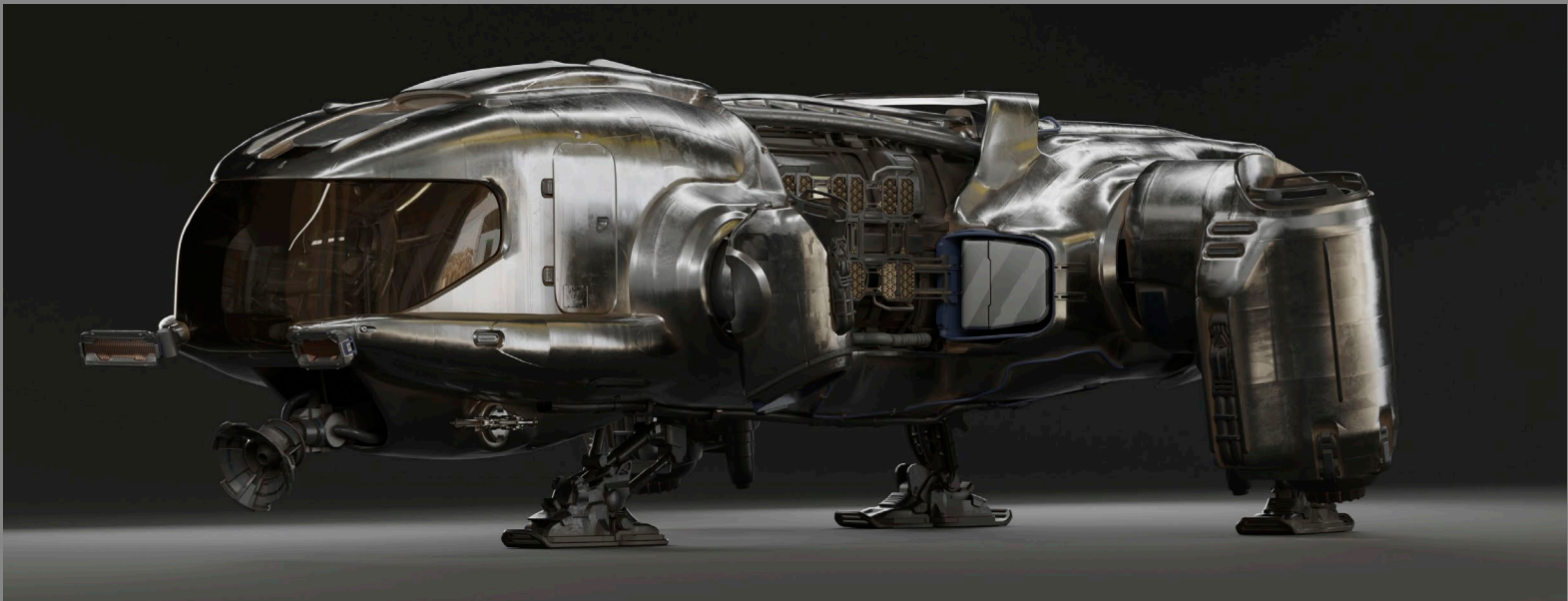
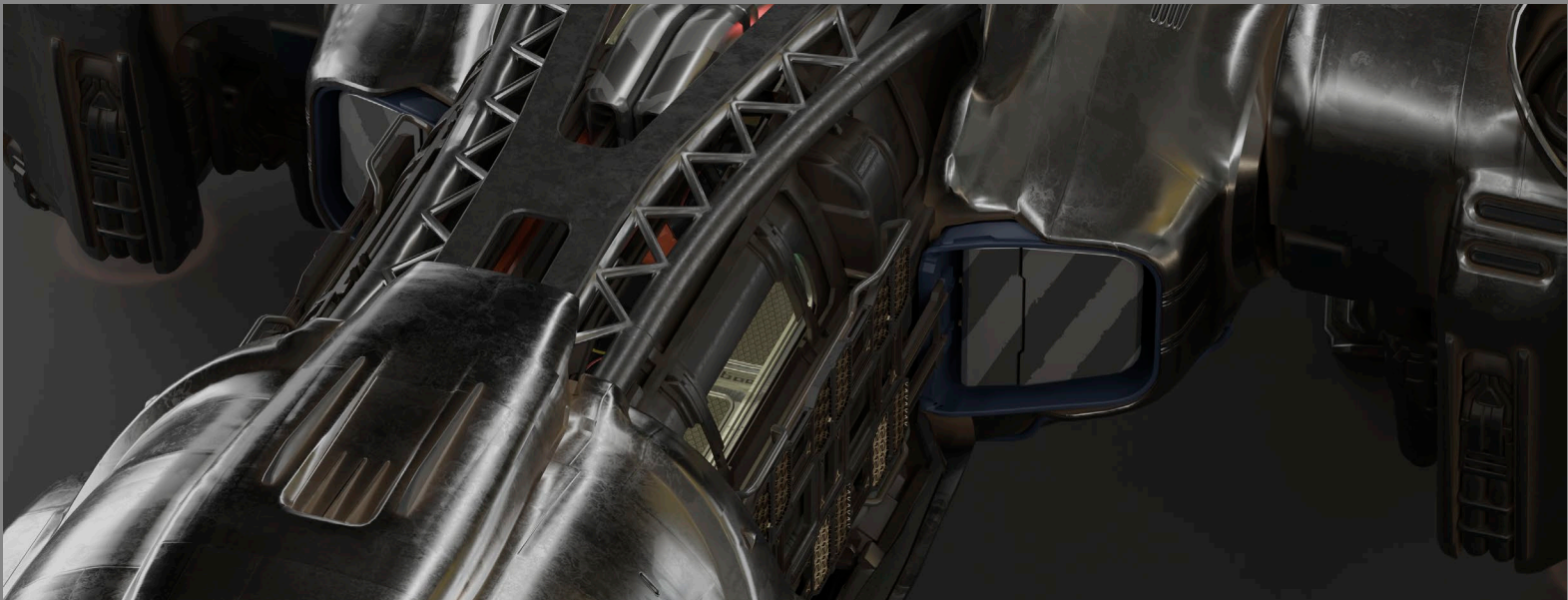
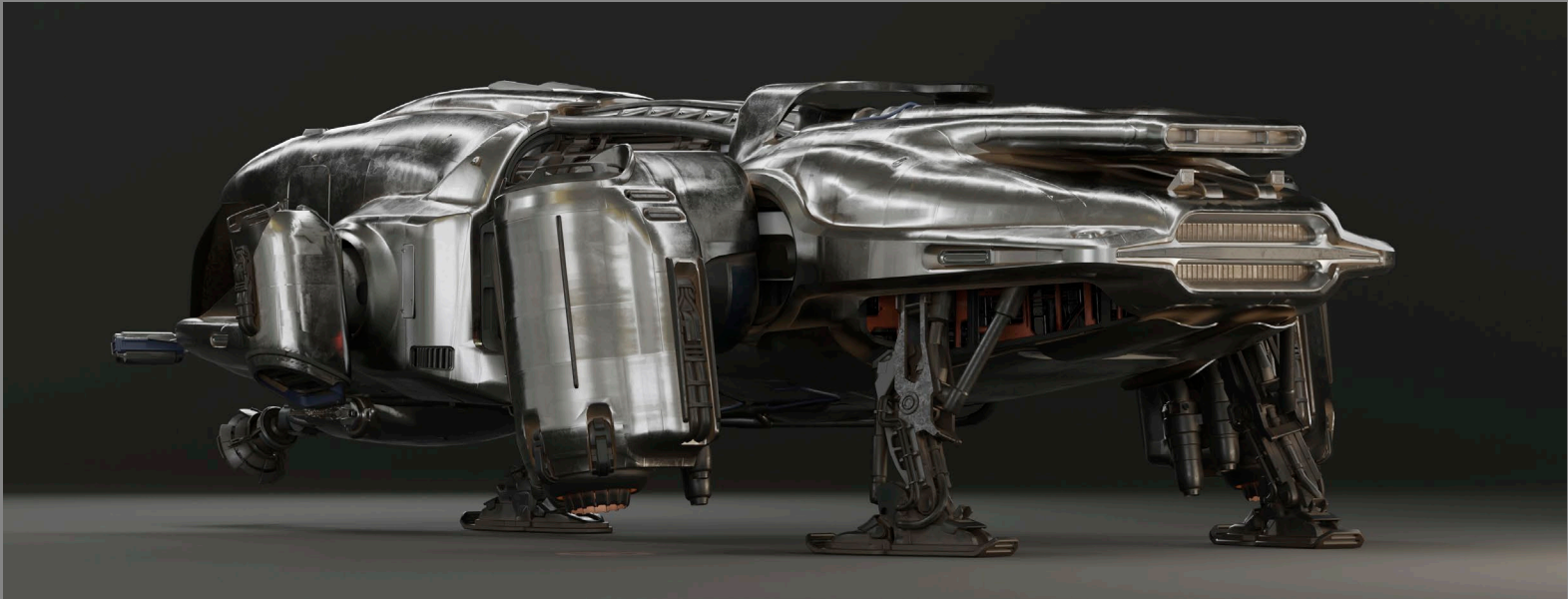


Textures and materials were refined, including MISC's trademark polished metal finish. Utilitarian design elements were added throughout, such as ducting around the cargo grid and central spine, while the salvage laser and rear ramp gained additional detail.

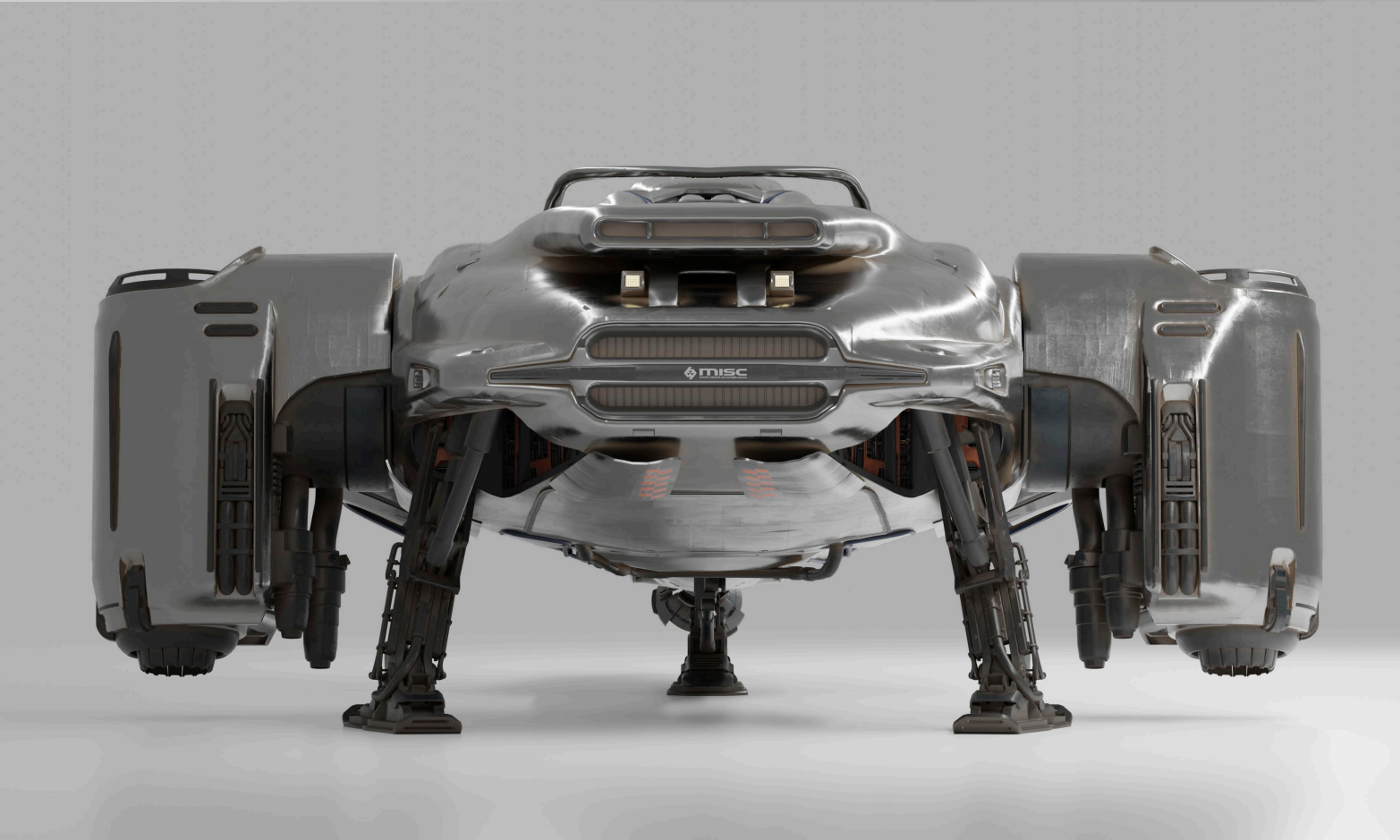
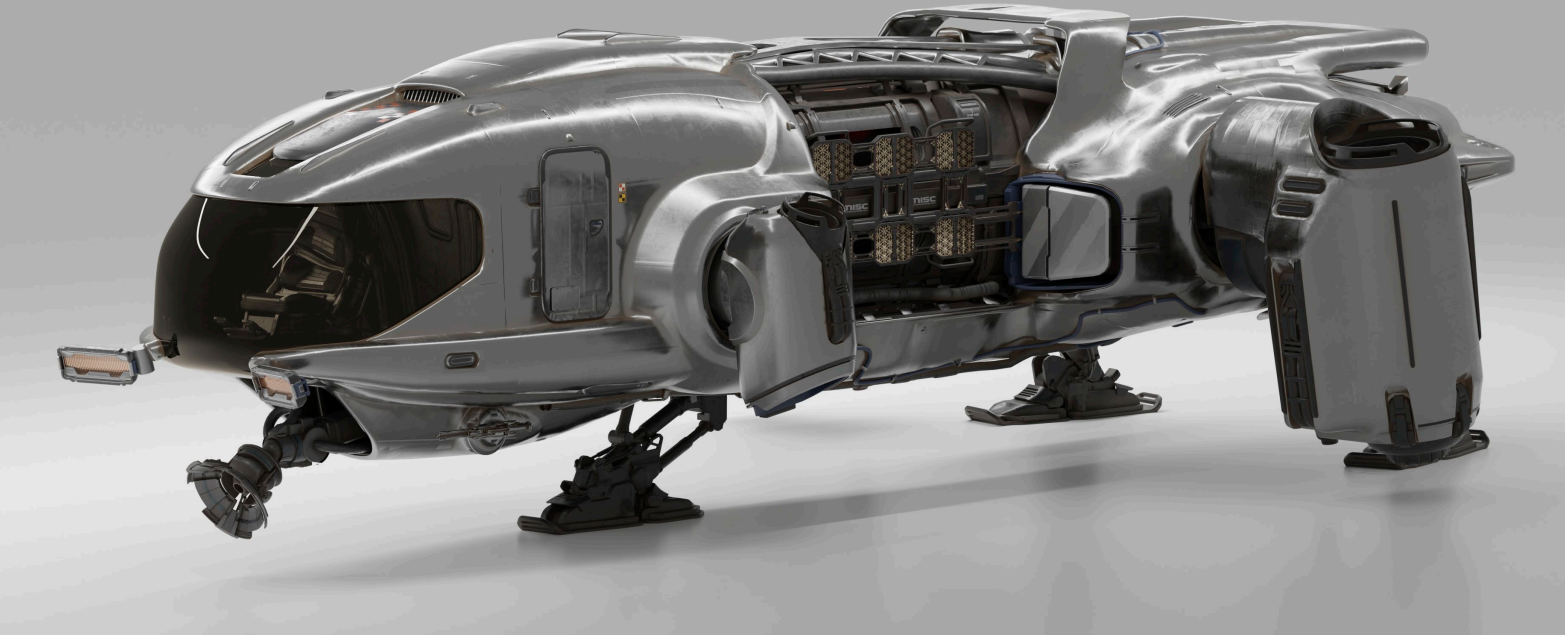


During the external development process, the interior progressed from basic whitebox layout through to final, with the latter stages refining MISC's industrial style with orange protective inserts contrasting the exposed metal sections of the hull. A full internal lighting pass was completed too.





A full external lighting pass was completed in preparation for the final design review, following which the final assets were passed to the implementation team to be added into the game engine. The ship was also officially named the MISC Fortune by the Narrative team.



As the Fortune progressed through integration, it became available to the Marketing Art team, who began blocking out the final promotional shots for its full reveal.

With the ship complete and all supporting assets ready to go, the MISC Fortune entered the ‘verse in the Alpha 4.0.1 patch, ready to bring pilots prosperity alongside the Red Festival celebration.



HISTORY OF THE ANVIL HORNET

The Anvil Aerospace Hornet has been a *Star Citizen* staple from almost the beginning. In fact, the third issue of *Jump Point* detailed the ongoing development of the Hornet a dizzying 12 years ago. Even back then, the importance of the UEE's first line of defense wasn't underestimated, with the issue stating, "*The Hornet might be the single ship you see the most throughout the Star Citizen universe.*"

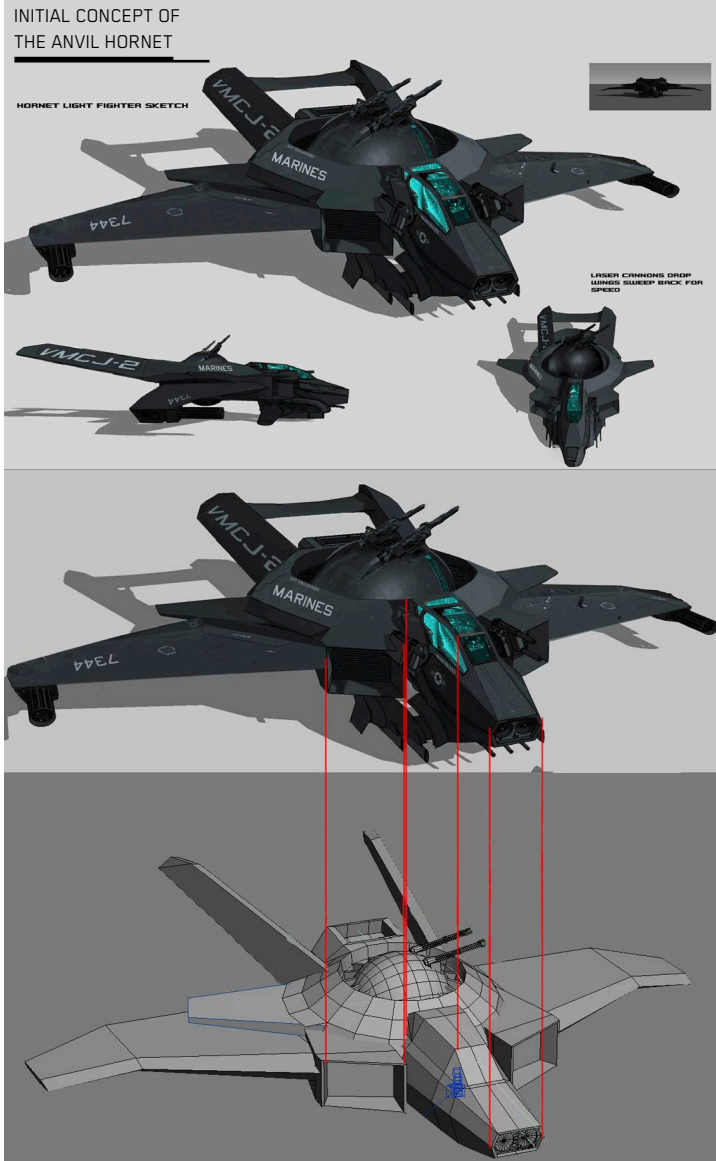
At the 'verse's inception, the number of expected combat ships was considerably smaller than what's available today, with contemporary lore preventing most powerful fighters from ever reaching civilian hands. As such, the Hornet's concept also required a narrative

explanation for how the military's most decorated war machine would reach the mass market. This decision was one that would open the gates both in and out of lore for the wealth of combat ships that now defend (or antagonize) Stanton and Pyro.

BEGINNING

Initially split on the decision to sell to the public due to concerns about diluting the brand, the UEE government made the decision for Anvil in the 2800s, supporting the sale of military-derived ships to encourage self-sufficient defense in the face of increasing threats from across the galaxy.





However, Anvil’s concerns weren’t entirely unfounded, with the government restricting the civilian use of full military-spec weapons, equipment, and components. While this would eventually be relaxed somewhat as the pirate and alien threat to Human space increased, it was a great start for the dogfighters of the ‘verse, who had previously had to make do with modified civilian ships and the black market for the personal defense needs.

SUPER HORNET

On its release, the Hornet series was hugely successful, becoming the go-to medium fighter for all and every type of combat excursion. For specialist endeavors, the ‘Ghost’ stealth and ‘Tracker’ stalker variants gave the reliable combat chassis additional utility, while the limited Heartseeker and Wildfire variants switched up the factory component loadouts. However, the most significant tweak to the chassis came with the Super Hornet, reportedly the closet civilian ship to the military-only F7A.

Unlike the other models, the Super Hornet boasts an uprated manual turret, making it the only variant to require a dedicated gunner.

HORNET
SIDE VIEW

H1
1a

H3
2a

H4
3a

H5
4a

H2

H1
1b

HORNET
TOP VIEW

H5
4b

H3
2b

H2

H4
3b

ORIGINAL BLUEPRINTS
DRAWN BEFORE
PRODUCTION

KEY	CLASS	HARDPOINTS
H1	2 X CLASS 1	EQUIPPED 2 X MAXDX NN-13 NEUTRON GUN
H2	2 X CLASS 2	EQUIPPED 2 X KLAUS S. WERNER CF-117 BROGER
H3	2 X CLASS 3	EQUIPPED 2X4 TALON DOMINATOR FF MISSILES
H4	2 X CLASS 4	OPTIONAL BALL TURRET 2X KLAUS S. WERNER CF-117 BROGER (STANDARD F7C EQUIPMENT IS STOR-ALL BIG BOX)
H5	2 X CLASS 4	OPTIONAL CANARD: 2X KLAUS S. WERNER CF-107 BULLDOG

1a
SIDE VIEW

1b
TOP VIEW

2a
SIDE VIEW

2b
TOP VIEW

3a
SIDE VIEW

3b
TOP VIEW

4a
SIDE VIEW

4b
TOP VIEW

BUILDER:
ANVIL
AEROSPACE

NO REVISIONS DATE BY

DRAWN BY: RA
CHECKED BY: DJ
NB Logic


CLOUD IMPERIUM GAMES CORPORATION
http://www.robertsspaceindustries.com

HARDPOINTS
F7C Hornet Plan


DISCLAIMER: These are our current specifications on paper. Some of this is likely to change during the 3D design and game balancing process over the next 24 months.

Sheet
HP-1


1a
PERSPECTIVE VIEW




C1
1a




M4




M3



M2



M1




KEY	Body Components	Description
M1	Spaceframe	Carbon-isometal nano-construction conforms to M7A MILSPEC
M2	Cannonball Turret	Auto-targetting rapid fire turret with 540-degree protection radius
M3	Engine	Maximum thrust rating TR4
M4	Wing Assembly	Duralloy wing spars rated for combat maneuvering; isometal-reinforced skin
C1	Cockpit	Mordred M-9 HUD with TriSoft threat vectoring suite

BUILDER:
ANVIL
AEROSPACE

NO. REVISIONS
DATE BY

DRAWN BY: RA
CHECKED BY: DL
NB Logic



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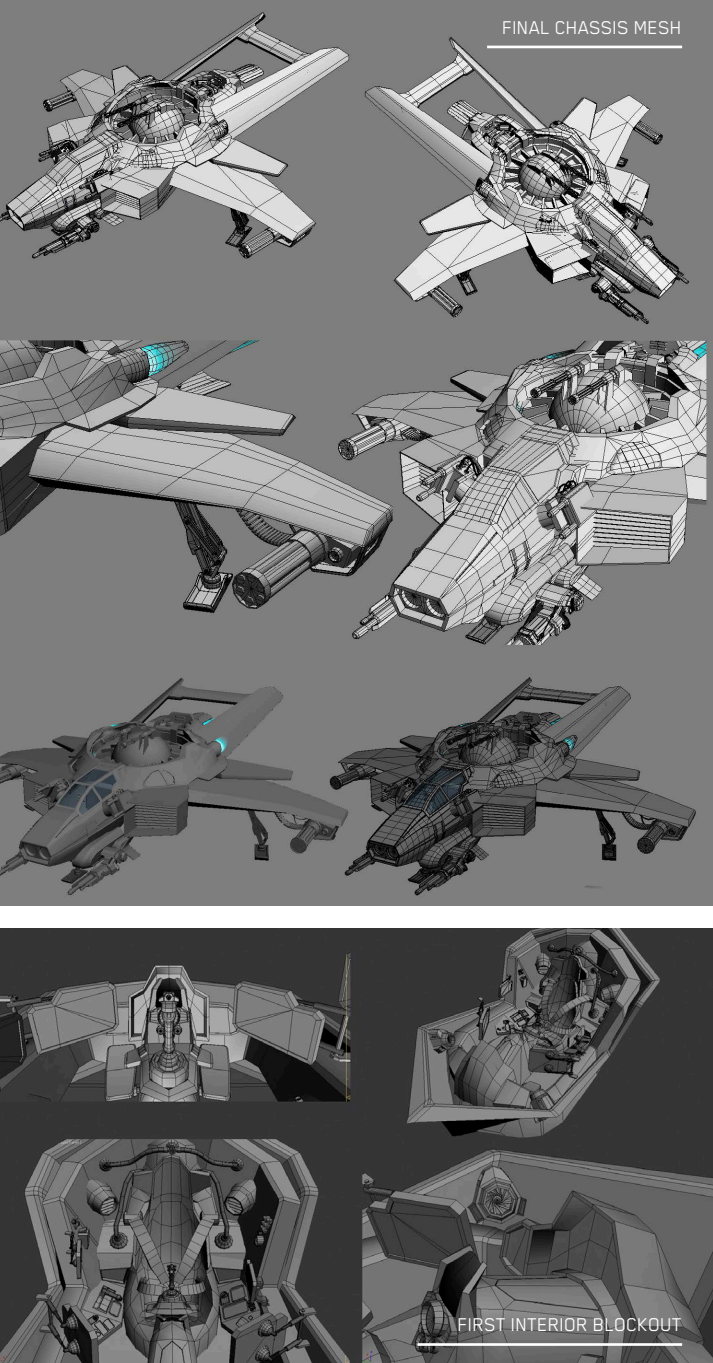
DETAILED

F7C Hornet Plan

DISCLAIMER: These are our current specifications on paper. Some of this is likely to change during the 3D design and game balancing process over the next 24 months.

Sheet
DET-1

BLUEPRINT FEATURING EARLY COMPONENTS AND WEAPONS



MILITA MOBILIZATION INITIATIVE

In-system civilian security would be bolstered again in 2946 with the Militia Mobilization Initiative, which lifted the restrictions on the rest of the Empire’s shipbuilders when selling combat ships to the general public. The goal of the initiative was to better arm distant outposts in the face of increasing threats from both within and outside Human space, ultimately increasing the first line of defense and easing the burden on the Navy.

The newly founded Civilian Defense Force (CDF) managed each local militia, including putting the call out for support in times of need. With the official backing of the UEE government, there was no reason that the second generation of the Hornet, used exclusively by the Navy, wouldn’t eventually leave the confines of the military too.

MK I RETIREMENT

As before, the ever-escalating demands on Humanity's security led Anvil to make a difficult decision and retire the aging Mk I Hornet. Invictus launch Week 2954 saw the icon's retirement, though Anvil will continue to support existing owners for the foreseeable future.

HORNET MK II

Alongside the retirement of the Mk I, the Invictus celebrations saw the official civilian release of the Hornet Mk II. With more firepower, increased defense, and better components all round, the Mk II is a vast improvement on the previous iteration, which was no longer living up to its 'space superiority fighter' moniker thanks to competition from RSI, Crusader, and MISC.

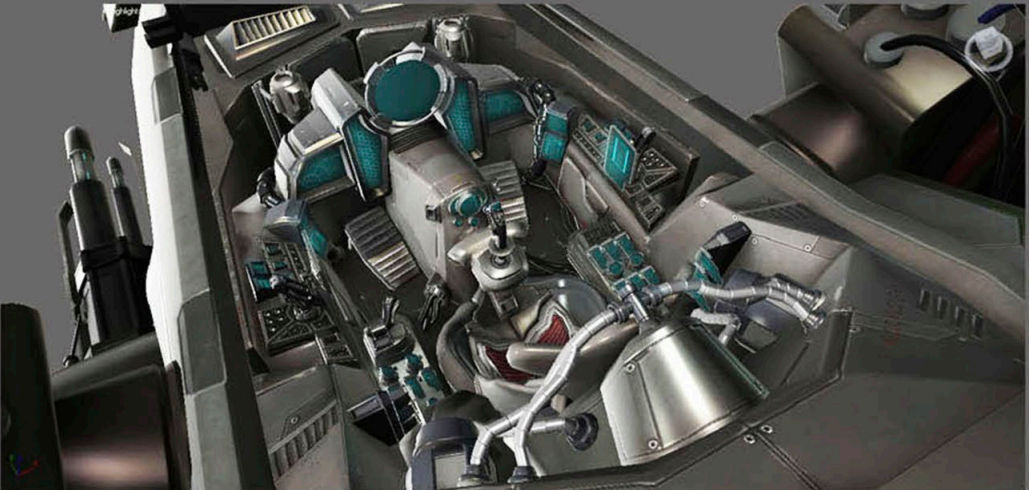
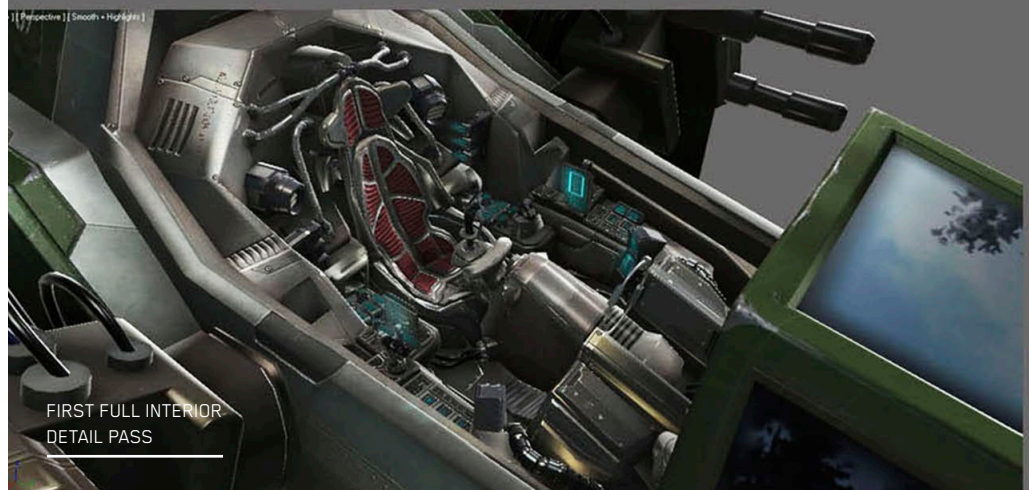
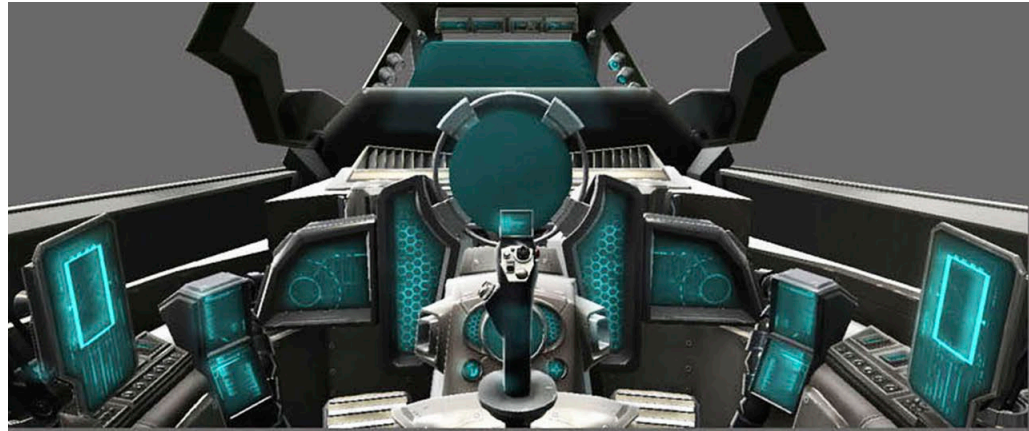
Surprisingly, the Mk II is also smaller and lighter, and therefore faster and more agile, than its predecessor thanks to a completely redesigned chassis built to accommodate contemporary technology.



BATTLE-WORN MATERIALS WERE PREFERRED AT THIS STAGE



HORNET IN-ENGINE



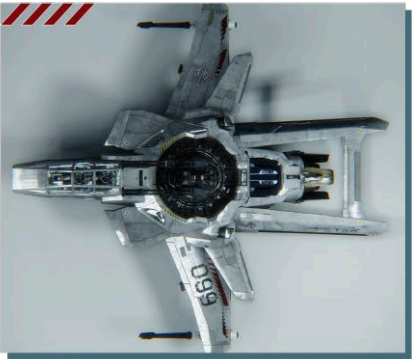
FIRST FULL INTERIOR DETAIL PASS



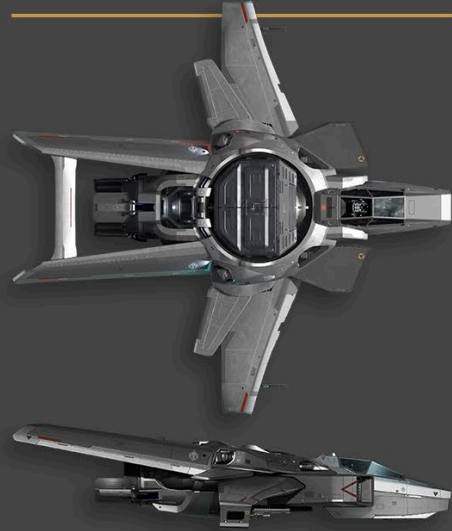








ANVIL F7C HORNET Mk I



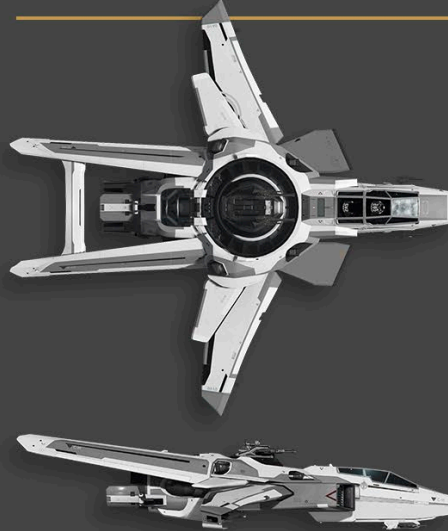
ROLE: MEDIUM FIGHTER
The legendary multi-purpose military fighter optimized for civilian use.

ANVIL F7A HORNET Mk I



ROLE: MILITARY FIGHTER
An historical icon of the UEE Navy. Deadly firepower in a nimble frame.

ANVIL F7C-M SUPER HORNET Mk I



ROLE: GUNSHIP
Two-crew fully loaded gunship. As close to military spec as allowed.

ANVIL F7C-R HORNET TRACKER Mk I



ROLE: RECON FIGHTER
Fitted with an advanced radar suite to specialize in ranged reconnaissance.

ANVIL F7C-S HORNET GHOST Mk I



ROLE: STEALTH FIGHTER
Low-emission drives and efficient weaponry keep it hidden from enemy scans.

Mk II

THE CURRENT IN-SERVICE HORNET LINE USED BY THE UEE NAVY AND APPROVED CIVILIAN DEFENSE FORCE MEMBERS AND VOLUNTEERS.

ANVIL F7C HORNET Mk II



ROLE: MEDIUM FIGHTER
Refined beyond expectation, the Mk II improves everything loved about the original.

ANVIL F7A HORNET Mk II



ROLE: MILITARY FIGHTER
Stronger, faster, and deadlier. The frontline of the UEE Navy.

ANVIL F7C-M SUPER HORNET Mk II



ROLE: GUNSHIP
Evolution of the original two-person Hornet, with more firepower and better defense.

ANVIL F7C-R HORNET TRACKER Mk II



ROLE: RECON FIGHTER
Improved scanning and more responsive chassis for finding and neutralizing targets.

ANVIL F7C-S HORNET GHOST Mk II



ROLE: STEALTH FIGHTER
Quieter and faster to ensure it stays hidden deep behind enemy lines.

TERRORIST ATTACK LINKED TO FRONTIER FIGHTERS

By Marcella Loyola

Staff Writer

Shocking news out of Pyro System, the Frontier Fighters, who had initially heralded themselves as a vigilante group determined to “put an end to the Pyro plague once and for all”, have been revealed to be responsible for the recent Slicer attacks that sent the Stanton System reeling.

The staged attacks were seemingly an attempt to highlight the dangers of the outlaw population of Pyro and garner support for more decisive military action within the system.

Now, since the reveal of the Slicers’ identity, the Frontier Fighters have been designated as a radical terrorist group whom the authorities are actively seeking out; especially their leader Amelia Boyd.

Citing an anonymous tip, humanitarian group Citizens for Prosperity began to look into key communications between members of the Frontier Fighters, which ultimately revealed their involvement in the attacks.



TERRA GAZETTE



In a public comms message broadcast from an undisclosed location, Amelia Boyd commented on the Frontier Fighters involvement in the attacks:

"The attacks were an unfortunate necessity because no one seems to listen to anything short of violence. The fact that it took so little to convince people that Pyro was capable of lashing out at the UEE without provocation only highlights how likely the possibility is. It's about time the UEE woke up and addressed what the real danger is."

Fatima Shearer, a native of Pyro III who now works as an engineer in Orison, expressed her frustration regarding the situation.

"I've always said the Frontier Fighters were just a bunch of thugs with a flag. People said I was crazy. This could have been avoided."

In the wake of Frontier Fighters' recent raids in Pyro, organizations like Citizens for Prosperity (CFP) have been one of the first to step up, providing urgent food and medicine for those affected. When asked for a statement regarding the attacks, Madge Hartford, head of the CFP, said this:

"What the Frontier Fighters have done is beyond reason and is utterly indefensible. Attacking innocent people achieves nothing and trying to make their deaths into some kind of statement is frankly disgusting. Whilst our thoughts are with those that have lost their lives, we will continue to focus on helping those affected by these monstrous crimes. That's what matters."

Tensions continue to run high among the people of Stanton, as the Slicer assault represents one of many large-scale attacks the system has suffered in recent years. For many, this will be an opportunity to re-open the debate on whether the UEE should be taking more involvement in the corporate-run system.

Ruben Pomero, a resident of Lorville, saw his restaurant destroyed during the assaults back in December and had been an outspoken supporter of the Frontier Fighters at the time. We asked him how we felt about the vigilante group now:

"I was angry. We were all angry. But I've come to realize that Pyro's not just full of criminals, it's full of normal people like us just trying to survive."

With the UEE's intent to bring an end to the violence that has troubled Stanton, the people are hoping that peace will be restored as soon as possible. But with threats continuing to emerge from within the system, as well as their neighbor Pyro, what the future holds for these systems remains uncertain for now.





RECAP: SUPPLY OR DIE

The second patch of 2025, Alpha 4.0.2, introduces the typical backend fixes and updates across the Persistent Universe. However, the main addition is Supply or Die, a narrative-focused Global Event that asks players to choose between two opposing factions with the same goal but very different approaches.

Although focused on the immediate outlaw threat in the Pyro system, Supply or Die continues a story that began last year as citizens rallied against a universal threat to Save Stanton.

SAVE STANTON

Compared to the majority of Human space, the Stanton system is safe.

Alongside the strong presence of the UEE's primary law enforcement agency, the Advocacy, each planet typically has its own private security forces to maintain the owning corporations' interests and protect its workers. So, while there is a small criminal element, the surrounding space and major transit lanes of Hurston, Crusader, microTech, and ArcCorp are as safe as you'll find in the Empire.

So, in late 2954, news of unprovoked assaults on local cargo haulers and travelers sent the system into a panic. While Spectrum news broadcasts reported on the incidents, they couldn't reassure Stanton's concerned spacefaring citizens with details of the perpetrators or their motives.

To end the attacks as quickly and efficiently as possible, the Civilian

Defense Force was called back into action, having recently proved itself in the recent battle against the XenoThreat terrorist group.

The first call to action was the immediate support of ambushed citizens, with all live CDF members acting as rapid-response security when called upon. Operatives were also asked to investigate ships that couldn't be saved in time to recover lost cargo and uncover clues that could help identify the perpetrators.

After following clues, the CDF named the perpetrators as the Slicers, a criminal organization from the Pyro system. With the immediate threat to the public suppressed, CDF operatives were tasked with finding and eliminating key Slicers' members in the hope of disrupting their command network.

The CDF then attacked several camps and related distribution centers around the system to further upset preparation and began supplying counter forces to combat the impending threat.

Despite extensive preparations, the Slicers' deadly plan comes to fruition, with the gang escorting a stolen Aegis Idris frigate through the Pyro-Stanton jump point. With seemingly nothing but destruction and chaos in mind, the CDF rallied to destroy the vast military gunship and end the Slicer's campaign of terror.

With the immediate threat over, the CDF ceased operations, though system-wide discussions began regarding Pyro and how to deal with the threats within.

THE FIGHT FOR PYRO

Across the jump point, the fight for Pyro begins, with lawful citizens having to choose to ally with the violent Frontier Fighters or more-measured Citizens for Prosperity and help them supply for their operations in Pyro. One of Pyro’s most prominent gangs, the Headhunters, also enters the fray, insisting these external actors leave Pyro alone to its own devices.

CITIZENS FOR PROSPERITY

Tired of Pyro’s criminal forces running amok in the UEE, a concerned group of civilians has taken it upon themselves to deal with the issue and tame the outlaw system once and for all. What began as small groups entering Pyro to hunt down outlaws has grown into a full resettlement plan. While the group began specifically operating in Pyro as ‘Citizens for Pyro,’ it expanded its operations to include all unclaimed frontier systems and became ‘Citizens for Prosperity.’

FRONTIER FIGHTERS

Fed up with the influx of crime plaguing the Empire and the government’s soft approach to policing beyond its borders, this vigilante group has pledged itself to rooting out evil at its very core by taking the fight to Pyro and eradicating all outlaws hiding there. However, will the recent revelation that the Slicers’ attacks on Stanton were orchestrated by the Frontier Fighters change anything for its supporters?

HEADHUNTERS

Among the gangs that operate in the Pyro system, the Headhunters stand out for both their longevity and their adherence to a set of principles some might even go so far as to call honorable. Today, they are best known as XenoThreat’s greatest rivals for control of Pyro; a long way from their humble origins as smugglers and thieves in the Virgil system.



How the fight for Pyro will turn out is anyone’s guess, though whatever happens, it’s safe to say the fate of the long-lawless system is in anyone’s hands.



BEHIND THE SCENES

Toward the end of last year, plans for a more content-heavy patch release schedule were shared among relevant devs and support teams, beginning with Save Stanton. The overarching aim of this was to set the stage for a mission that would guide players from Stanton through the jump gate and into Pyro, introduce the tone of the all-new system, and provide a narrative justification for players making the journey.

The chain was planned from the beginning as two concurrent missions that would follow Save Stanton. Development began, as always, with a brief.

MISSION #1 CODENAME: YARD RUSH

BRIEF

Citizens for Prosperity and Headhunters are trying to expand their control of Pyro and build new infrastructure. Players will help them out, scavenge RMC, ore unique to Pyro, and ore from Stanton to help out.

MISSION #2 CODENAME: FIRESALE

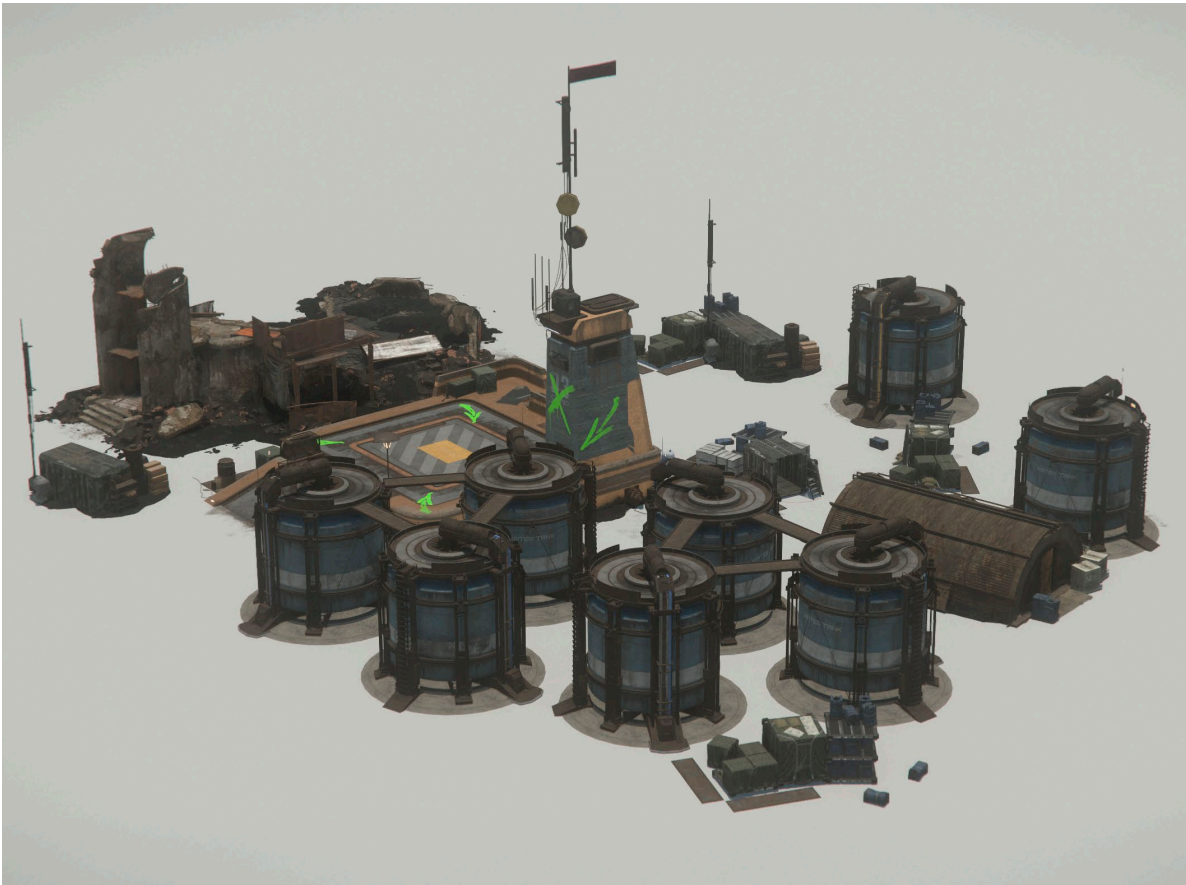
BRIEF

The story for this Pyro Jumptown-style event is the Scavengers that turned on the Contested Zones to watch chaos happen have activated an old desolate facility that is now pumping out Detatrine.

Upon accepting the missions, players will be tasked with gathering resources for their chosen faction, be it mining tin and ice from asteroid belts, salvaging ships for RMC, or ‘gathering’ Detatrine from new outlaw facilities around the system.

These new locations are larger than the previous ‘Jumptown-style’ missions, with extensive PVE elements rather than relying on emergent gameplay. Although more complex, the gangs have handily marked each outpost to help players find their resources, though resistance is expected to be tough.

How players will fair will soon be seen, along with the fate of the lawless outlaw haven itself. When all is said and done, let’s hope the overriding goal of Saving Stanton has been achieved...



BEWARE

ALL VEHICLES AND THEIR CONTENTS ARE LIABLE FOR SCANNING
UPON ENTERING UEE-CONTROLLED SPACE. ILLEGAL SUBSTANCES
MUST NOT BE PRESENT WITHIN SHIPS OR HELD BY THEIR CREWS
WHEN EXITING THE JUMP POINT.

PLEASE INFORM YOUR LOCAL TRADE AND DEVELOPMENT DIVISION
REPRESENTATIVE OR ANY ADVOCACY AGENT IF YOU BELIEVE YOUR
VEHICLE CONTAINS ILLEGAL GOODS.

AS A REMINDER FOR ALL TRAVELERS FROM THE PYRO SYSTEM,
DETETRINE IS A CONTROLLED SUBSTANCE AND NOT PERMITTED
FOR UNAUTHORIZED IMPORT INTO THE STANTON SYSTEM.

THANK YOU FOR YOUR COOPERATION

