



JUMP POINT

ISSUE: 13 05

ANVIL PALADIN

NEW BEGINNINGS: GENESIS

ESPERIA STINGER

HIGHPOINT WILDERNESS

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FROM THE COCKPIT

GREETINGS, CITIZENS!

Welcome to October's **Jump Point**! We're still recovering from CitizenCon Direct here in the Manchester studio, so what better way to process the excitement than by jumping back into some of the most exciting reveals from the show.

We're starting with the team featured in the Breaking New Grounds segment, who kindly answered our questions about their upcoming Genesis tech. This is an unseen but hugely complex collection of tools, technologies, and techniques being used to create the new planets coming in Nyx (and beyond). It's a huge departure from the current process and comes with significant improvements that you'll definitely notice when the new locations start appearing in the 'verse. A huge thank you to the devs for taking us through it all.

Then, we're looking into the creation of two of CitizenCon's ship releases, the Anvil Paladin and Esperia Stinger. Despite both launching at the same time, their production couldn't have been more different. Check them both out for behind-the-scenes images and info you won't get anywhere else.

It's not all looking back this month, as the Narrative team returns to introduce us to a company you'll be seeing much more of if you're into hunting down the creatures of the 'verse.

Thank you for joining us on the *Star Citizen* journey.

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BY THE BRIEF: ANVIL PALADIN

The Anvil Paladin was unveiled to the 'verse at last year's Intergalactic Aerospace Expo, with community discourse focusing on its sheer firepower, potential use cases, and its clear embrace of Anvil's classic military styling.

Now, one year later and as citizens begin planning to attend another IAE event, the Paladin is making its flyable debut in the Persistent Universe.

When looking back at the ship's development from concept to flyable, we found a highly detailed brief from the Ships team, outlining the requirements for every detail discussed on its unveiling last year.

To give you a look at the process, we're publishing the full internal brief for the ship alongside the development timeline, so you can see how such an initially prescribed ship is created, evolves, and ultimately becomes flyable.

BRIEFING_DOCUMENTATION

SHIP_MANUFACTURER:ANVIL AEROSPACE

SHIP_NAME:PALADIN

0.1_CONCEPT

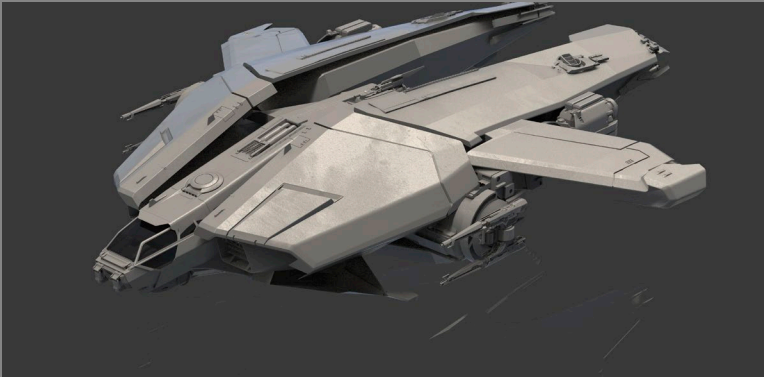
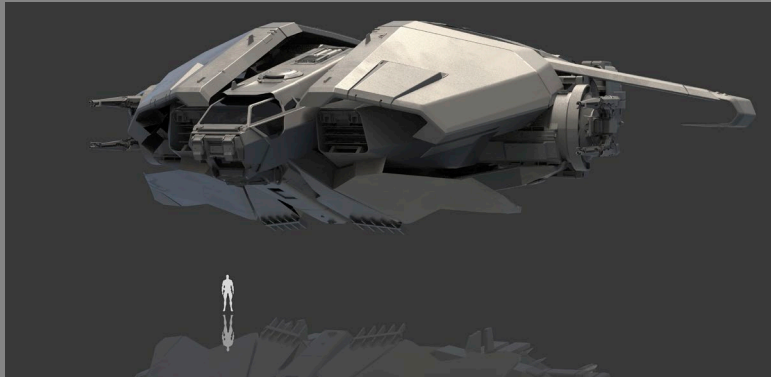
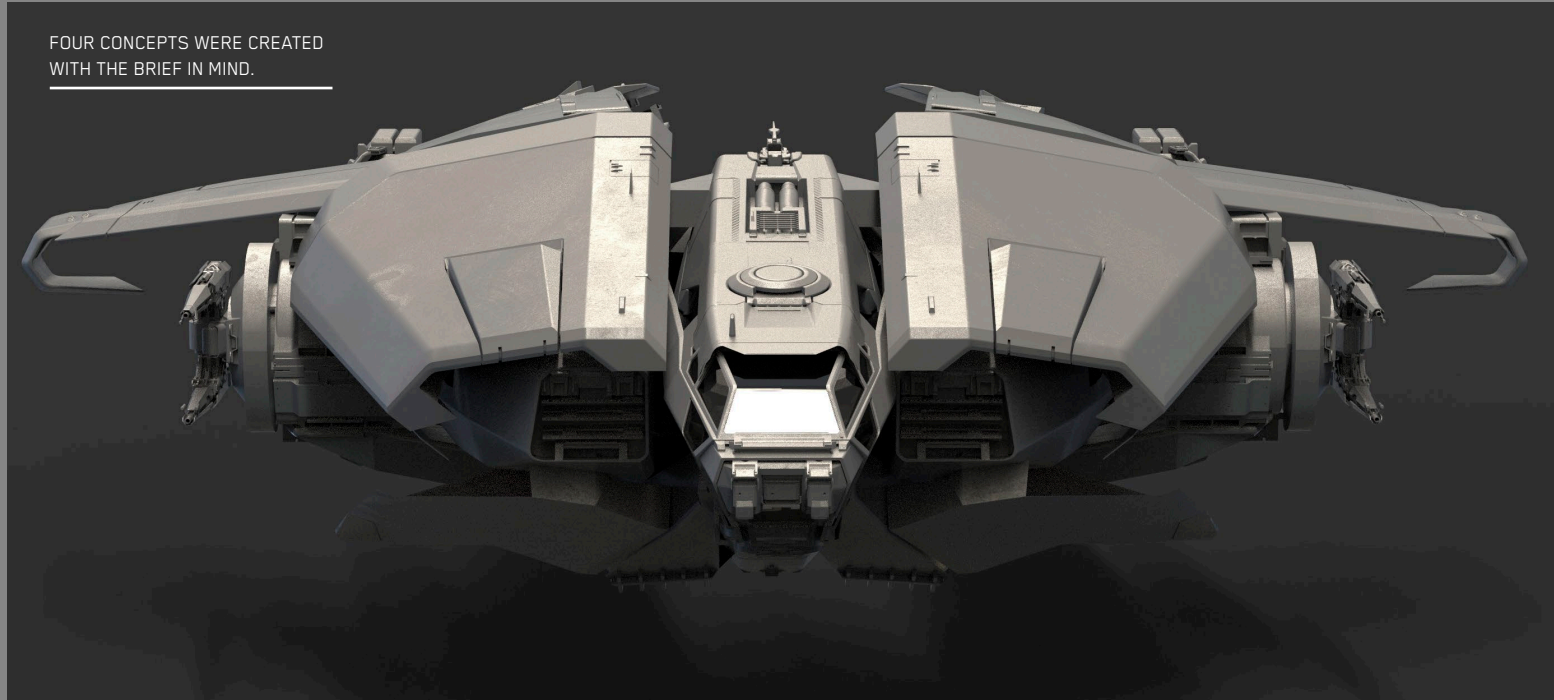
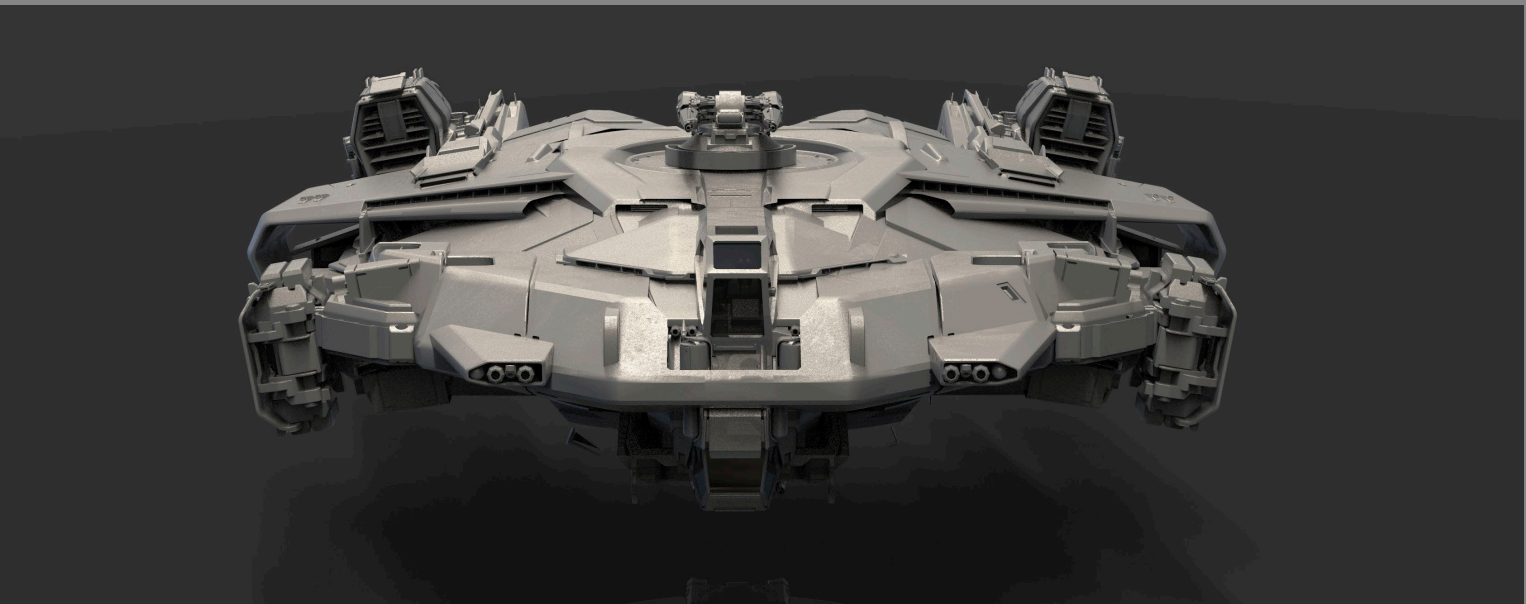
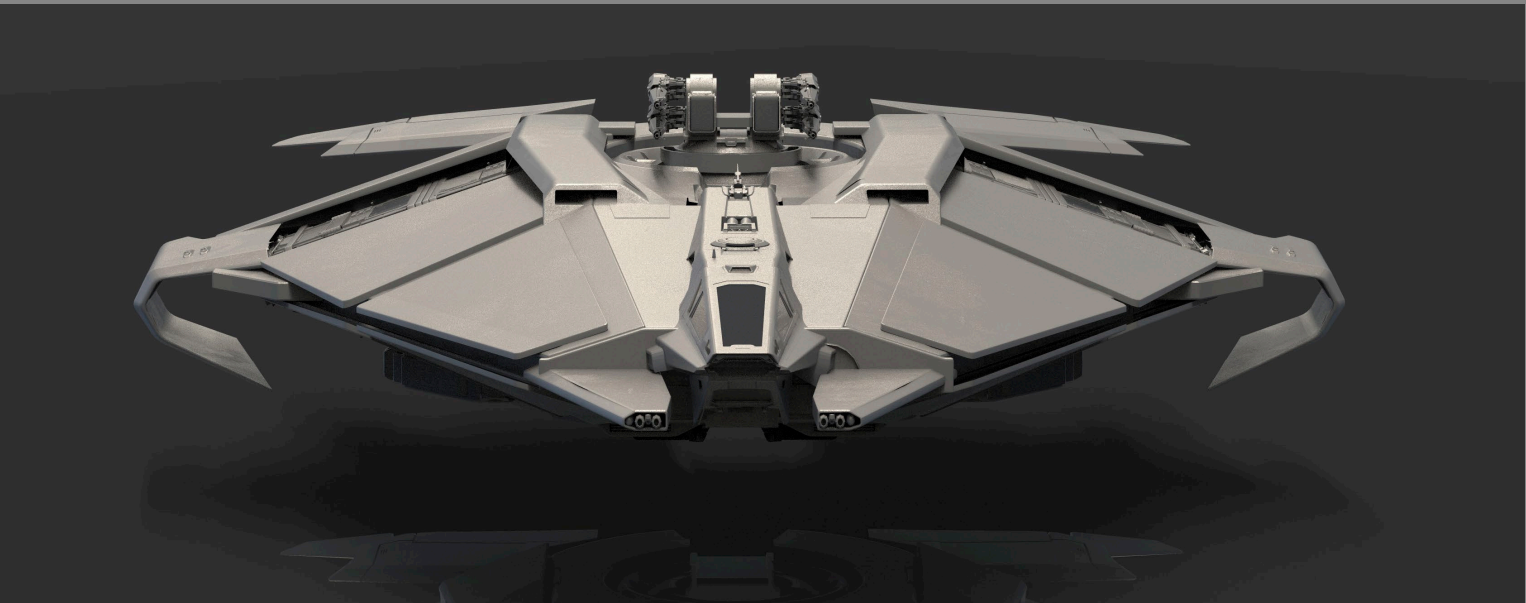
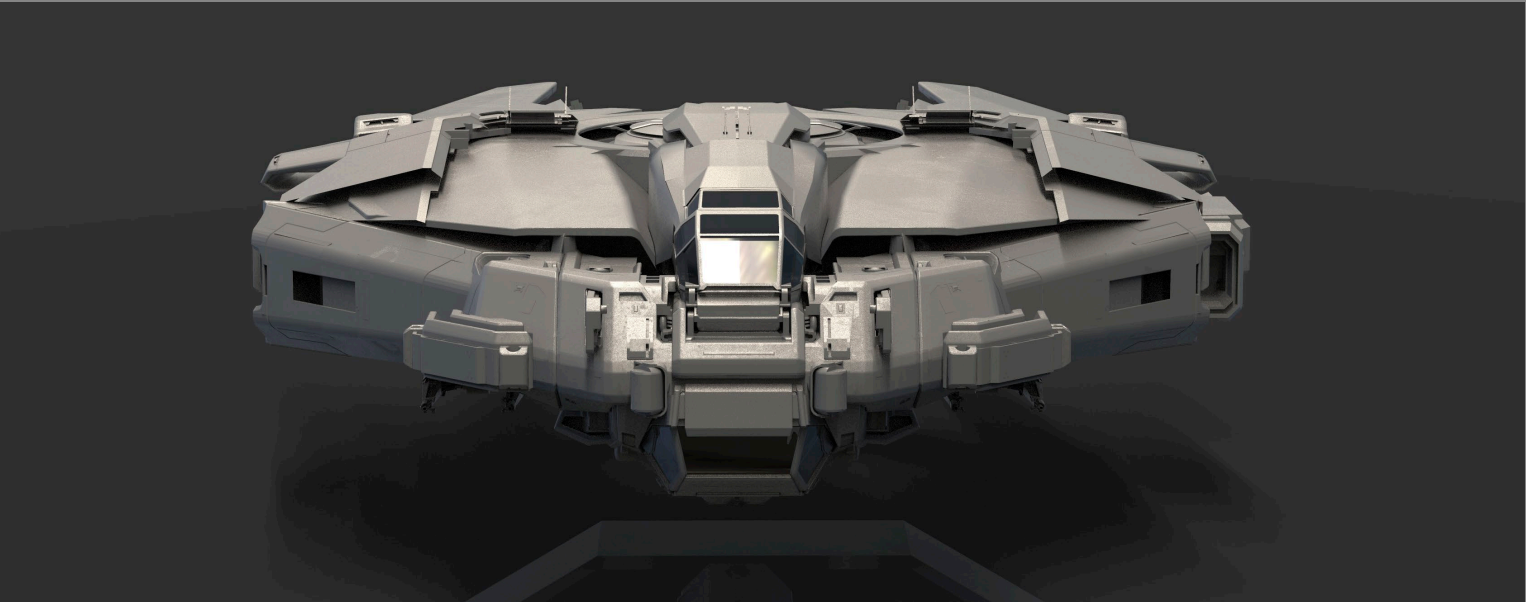
A multi-crew gunship made like a flying tank. Slow engines but powerful weapons and the armor and shielding to keep it in the fight despite its slow speed and low maneuverability. Anvil’s answer to the Aegis Redeemer.

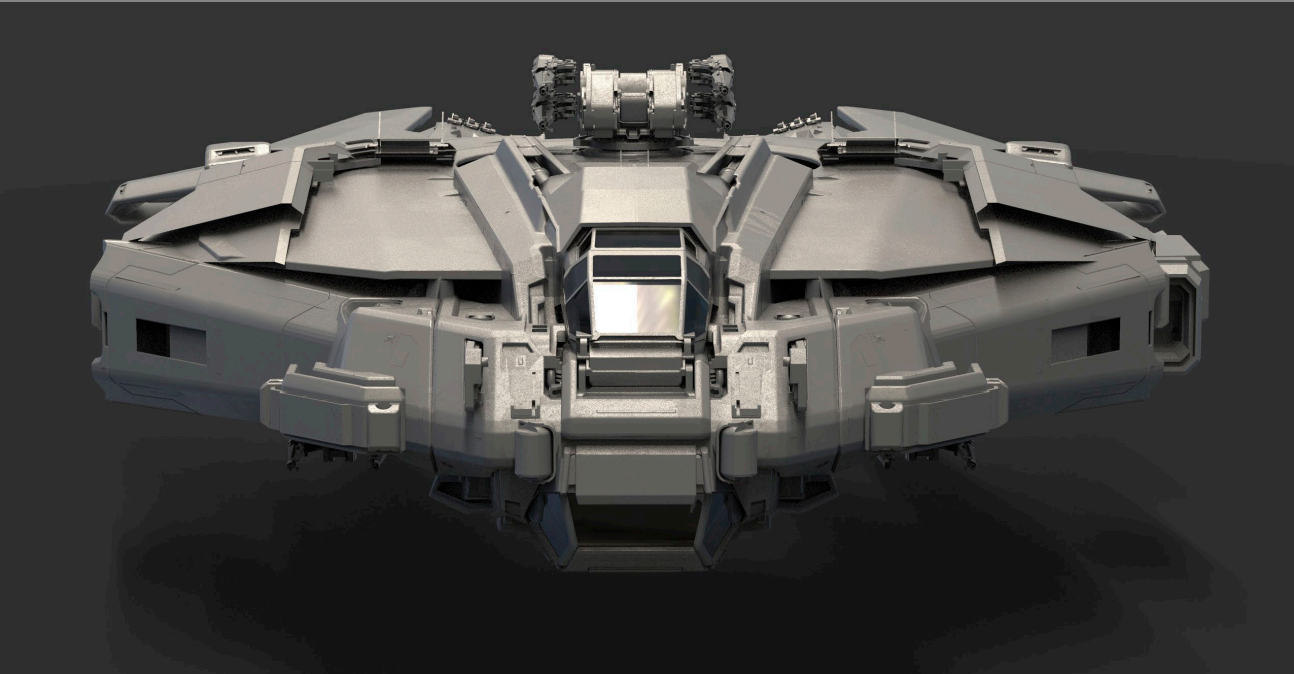
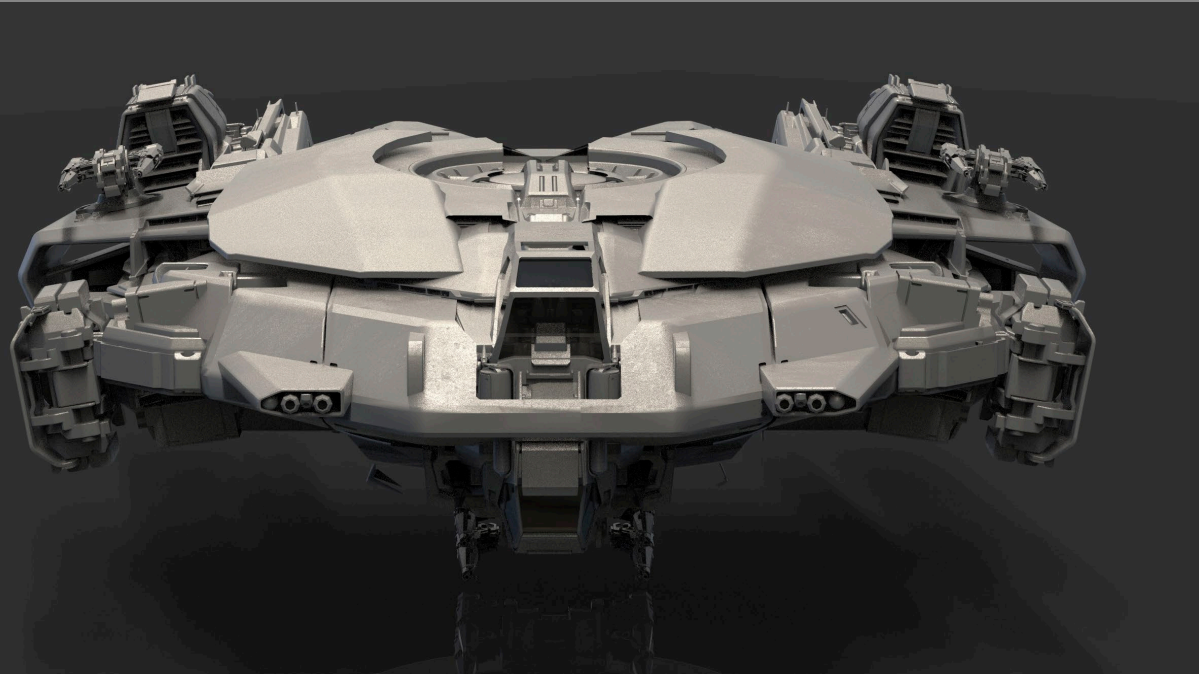
The fantasy is to play into the action movie gunship that unloads a huge payload into whatever it’s fighting. The slow-moving tank of the battlefield providing support to the ground or serving as a hard-hitting gunship in a dogfight. The idea of having a Valkyrie dropship

0.2_DESIGN GUIDANCE

deploying troops with the gunship providing fire support and Anvil’s suite of fighters overhead should made these ships a picturesque sight on the battlefield.

Visually, this ship is a heavily armored tank of a gunship, leaning hard into the chiseled style of Anvil. Keeping in line with Anvil’s ship language, this ship is bulky, with a large circle situated on top to house its imposing single quad-mounted guns.



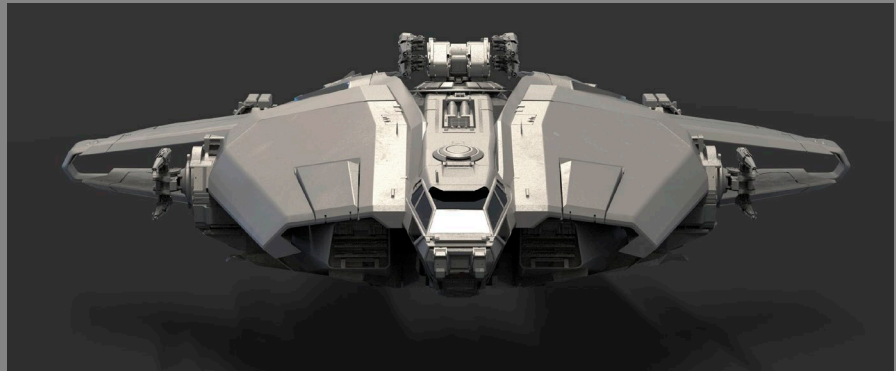


0.3_ARMOR

When powered on, the ship has more armored plating that slots into place like the Terrapin. Having more armor slot into place will help feed into the visual identity of heavy armor chunking into place and a place for the ship to showcase Anvil's style of layering armored plates.

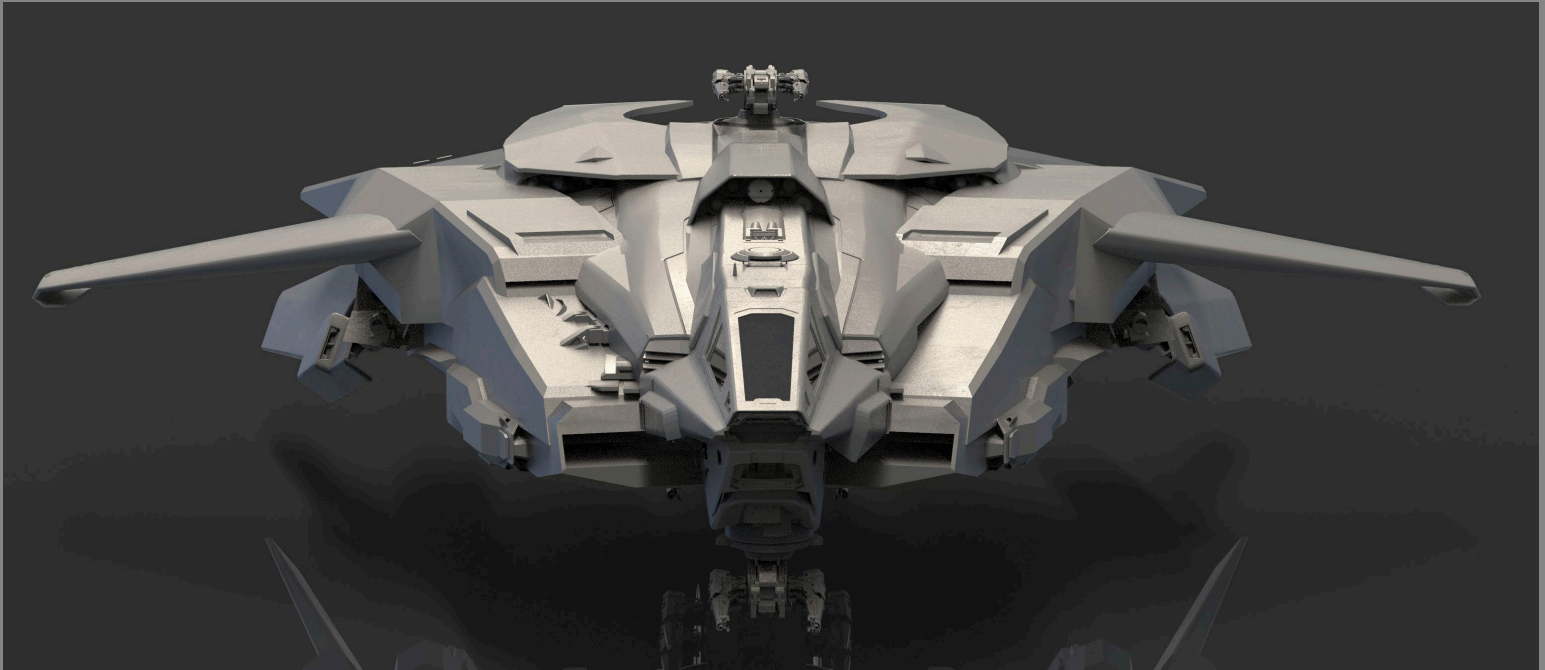
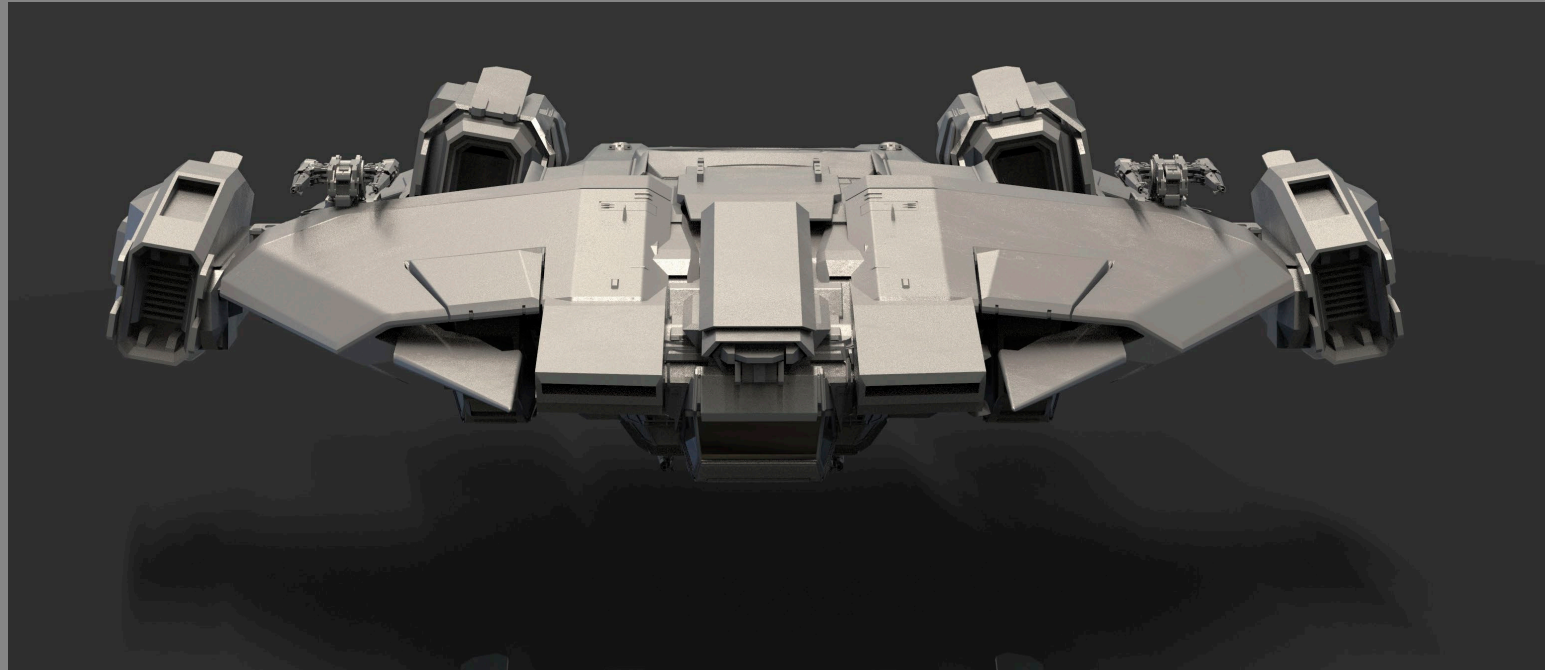
0.4_CIRCULAR TURRET BAY

The remote turret deploys out of the Anvil-styled circular bay area when entered. Keeping the large turret inside the vehicle while undeployed aids in making the gunship easy to land and keeps the outside hull smooth.

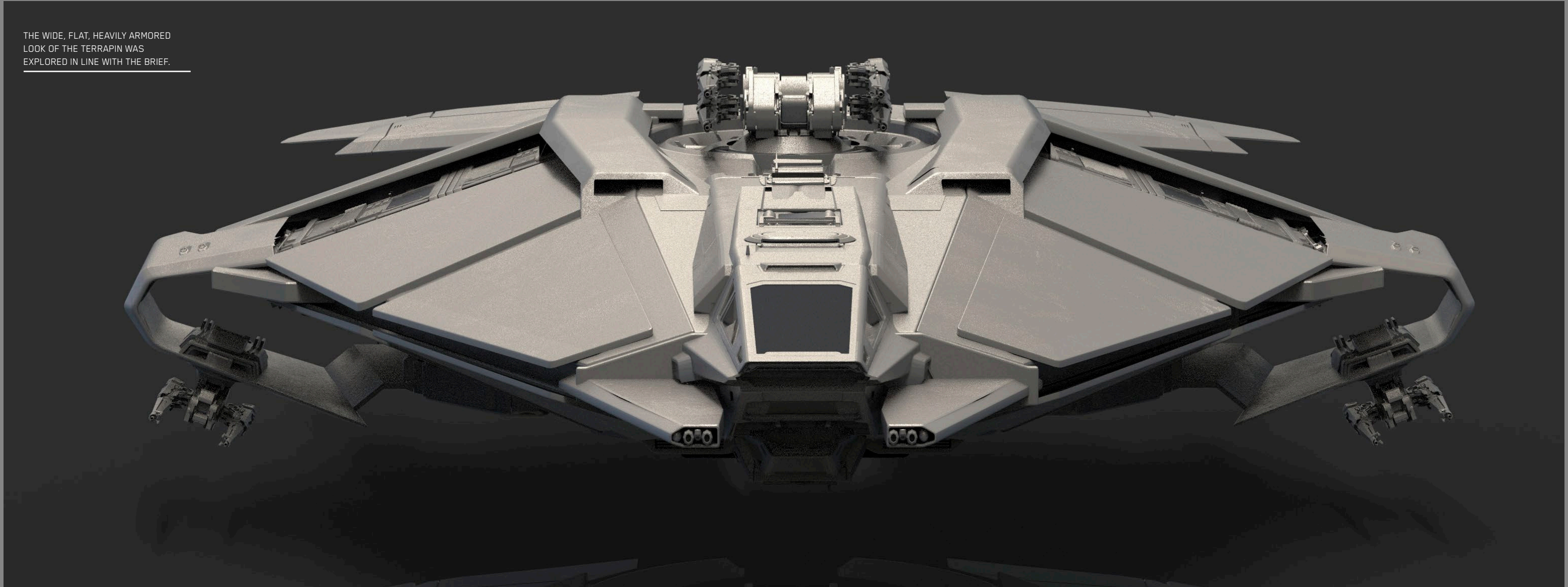


EACH CONCEPT WAS DEVELOPED FURTHER, LEANING INTO DIFFERENT ASPECTS OF ANVIL'S MILITARY DESIGN.

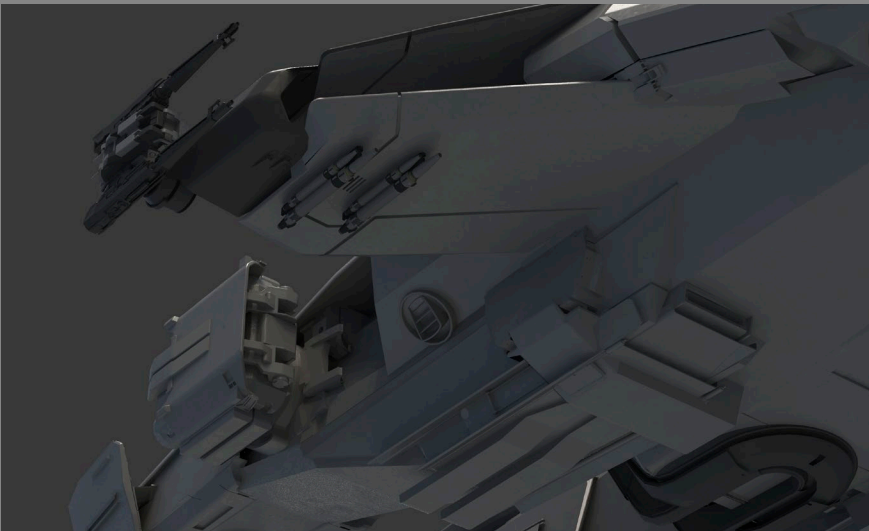
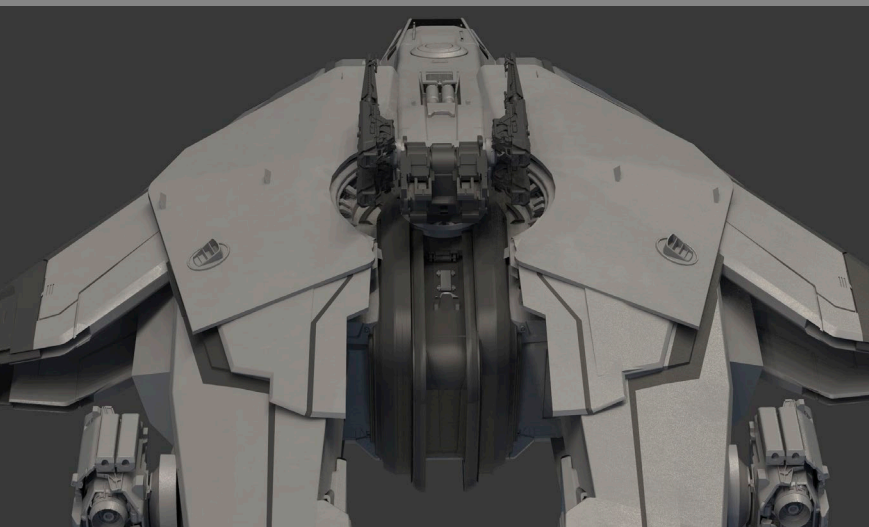




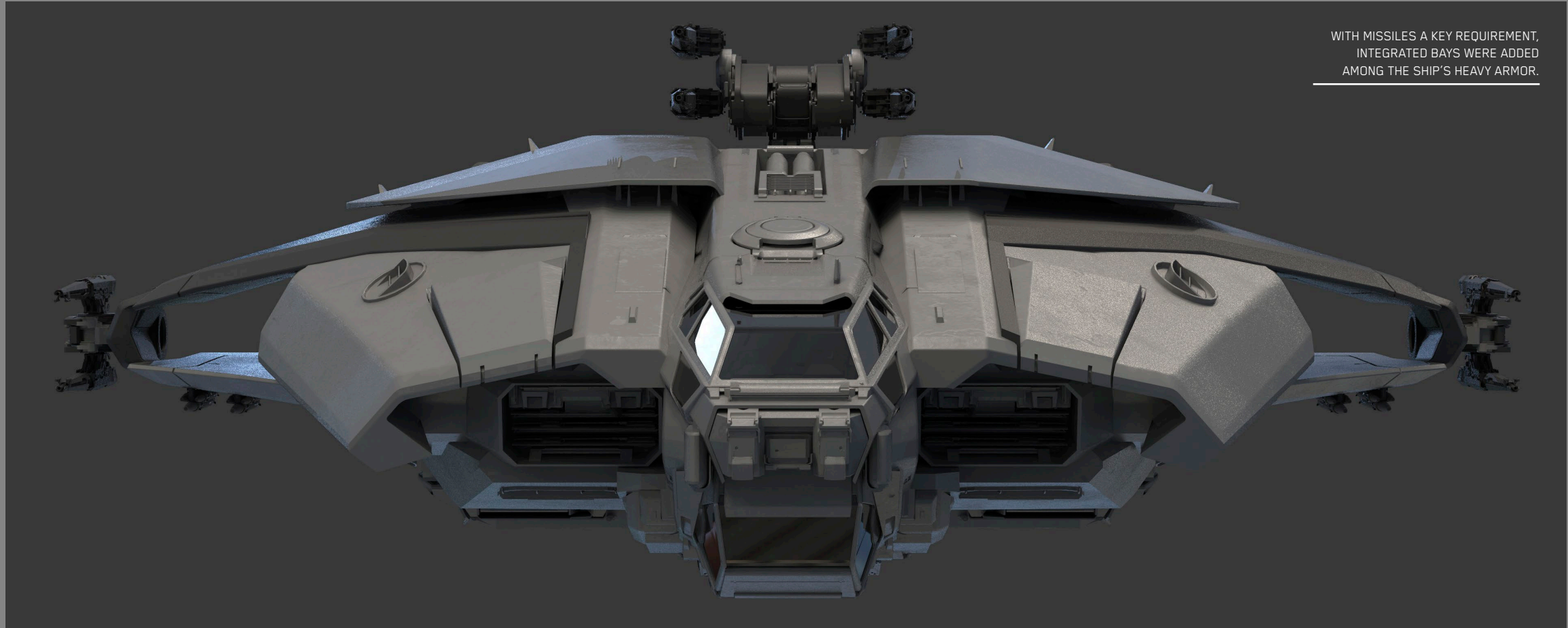
THE WIDE, FLAT, HEAVILY ARMORED
LOOK OF THE TERRAPIN WAS
EXPLORED IN LINE WITH THE BRIEF.



WITH THE CONCEPT’S DIRECTION APPROVED, EXPLORATIONS OF THE TURRET BEGAN. FOLLOWING FEEDBACK, TRACKS WERE ADDED TO ALLOW THE TURRET TO MOVE BENEATH FOR ADDED COVERAGE.



WITH MISSILES A KEY REQUIREMENT, INTEGRATED BAYS WERE ADDED AMONG THE SHIP’S HEAVY ARMOR.



0.5_ARMAMENT

The quad-mounted turret is outfitted with four Size 5 Behring ballistic Gatling guns that can swap to their preferred loadout. There are a total of six missile rack mounts, with four capable of firing two Size 3 missiles and two that fire one Size 4 missile each. Eventually, these will be capable of being swapped out for bombs to provide a bit more firepower.

0.6_BALLISTIC VS LASER

The focus on ballistic weapons and ordnance is to give players a valid gunship option that’s capable of punching through shields while taking a beating, and to focus on physical ammo instead of oversaturating the game with more laser weapons.

It won’t be winning any races, but it’ll win by default of being the last one standing thanks to its thick armor plating and big guns.

0.7_INTERIOR

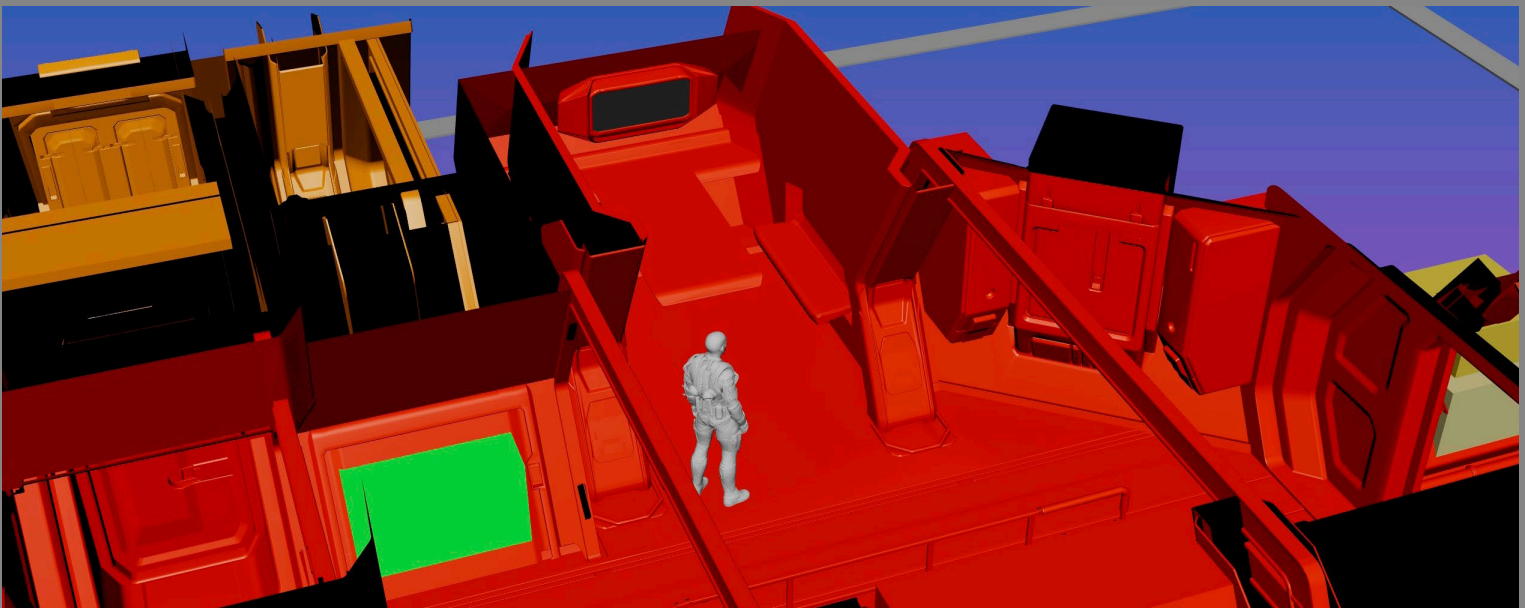
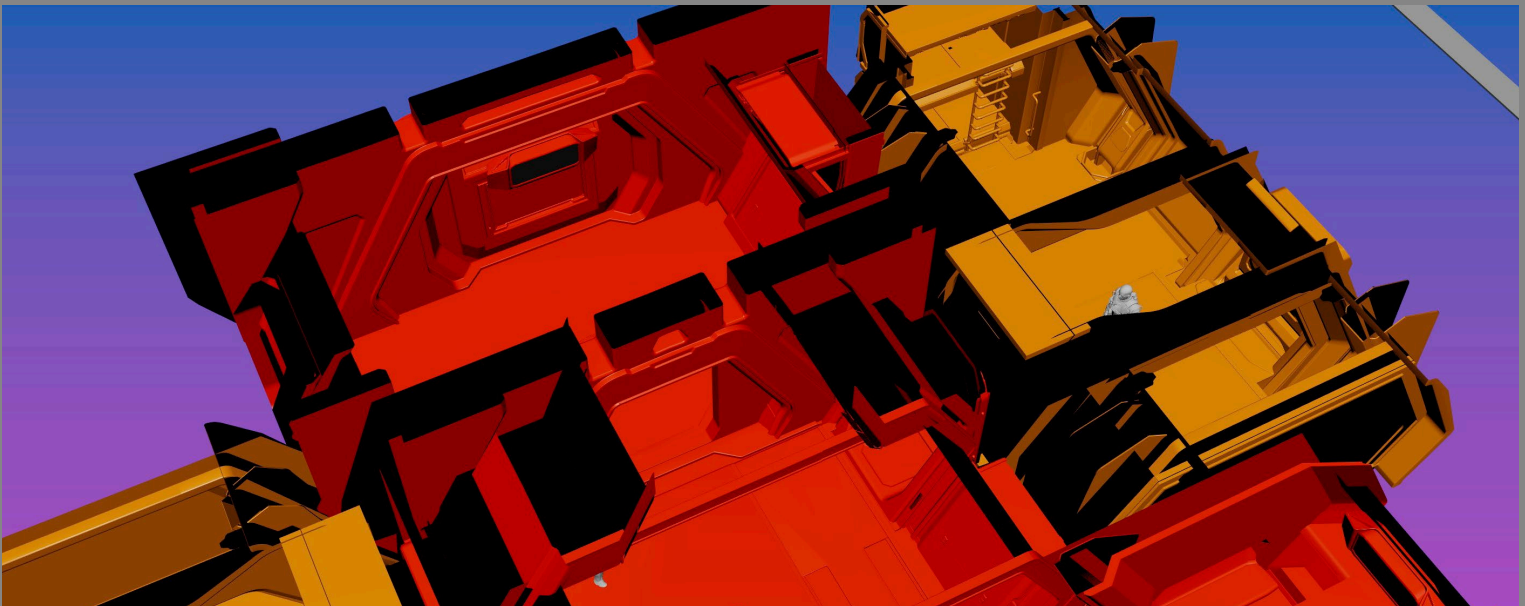
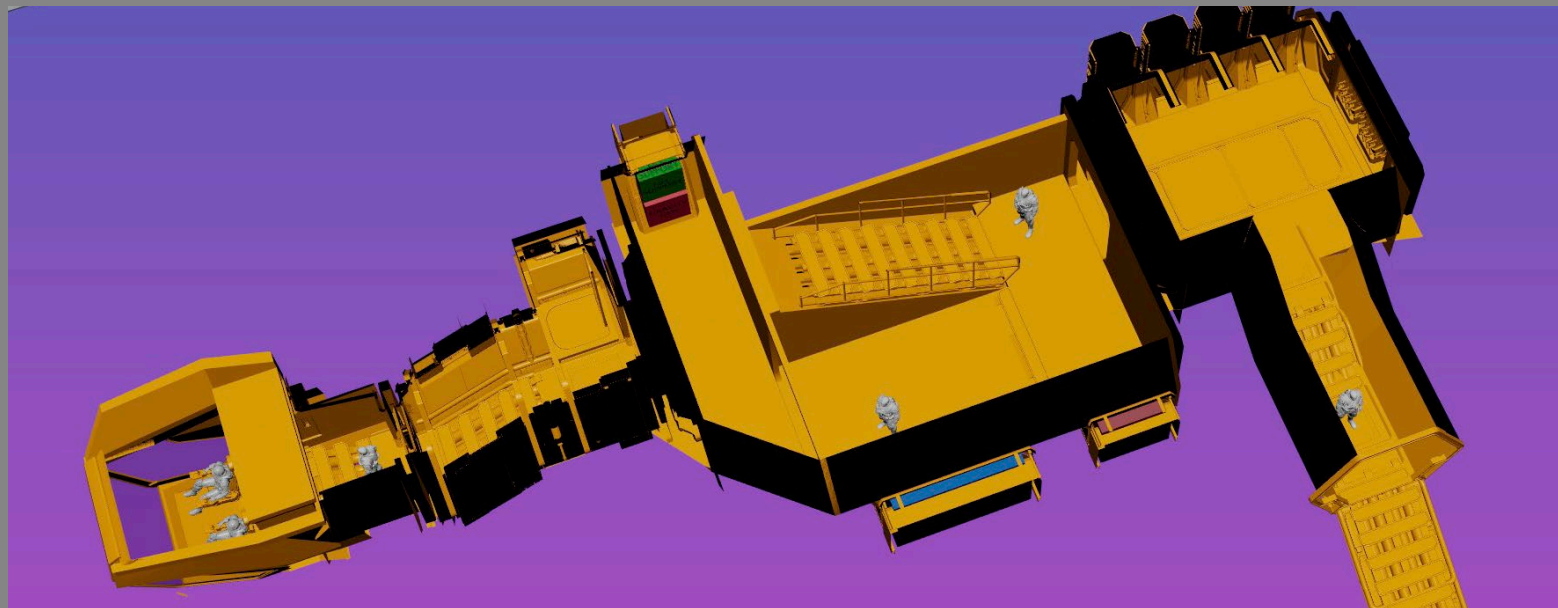
Crew quarters consist of two bunk beds that double as escape pods, and a Foodmaker station. As a purely military vehicle, there is no allocated space for SCU storage, but it does allow personal storage for the crew in their quarters.

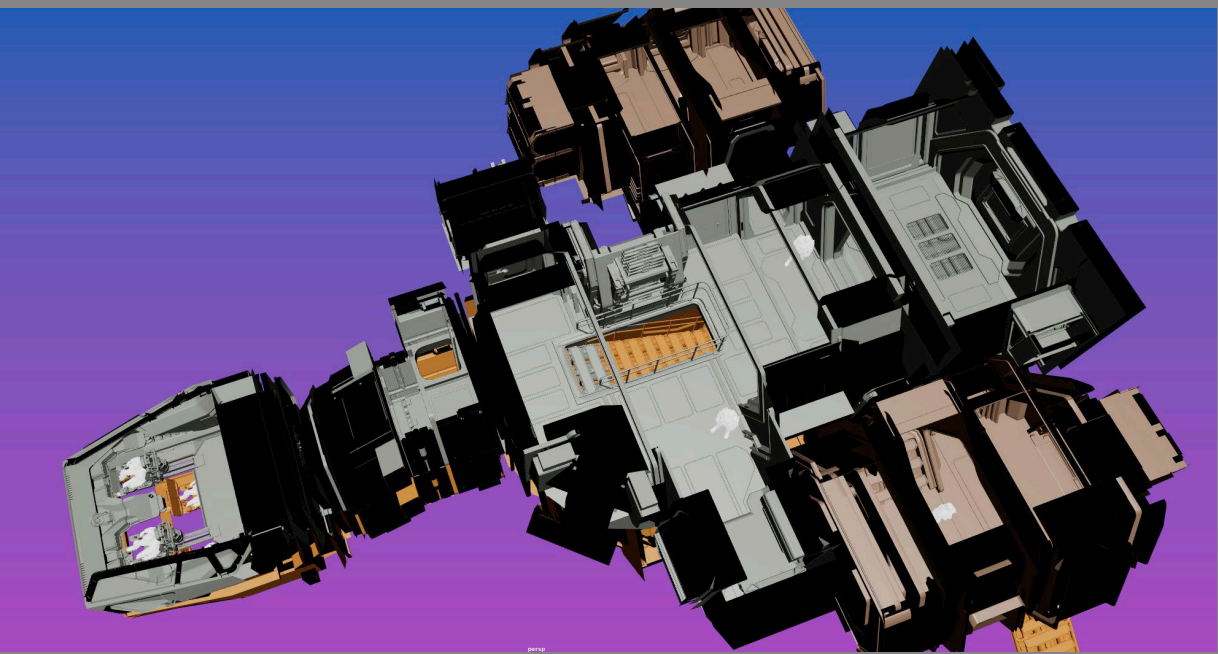
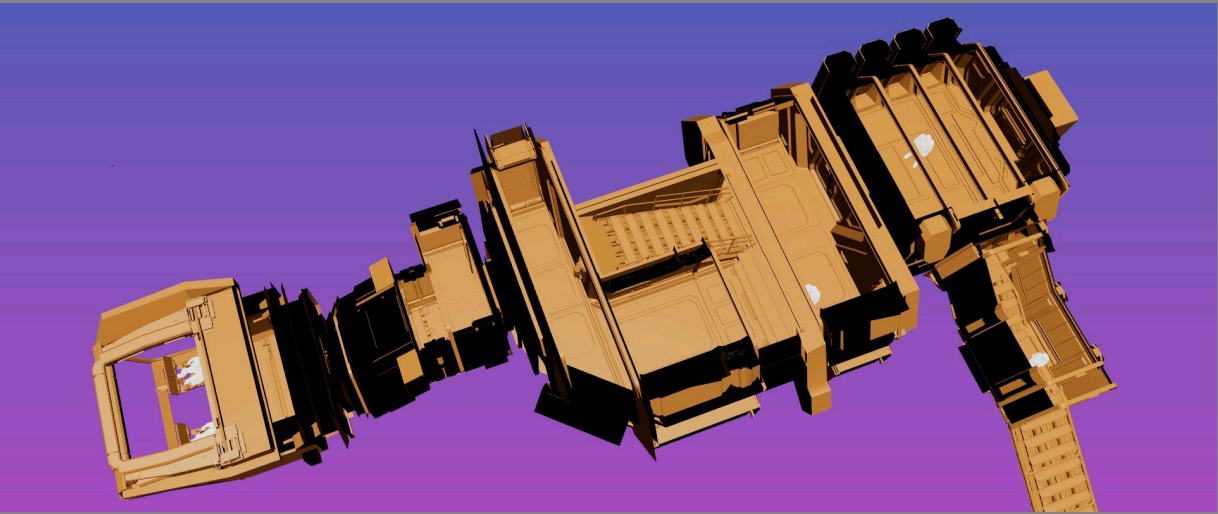
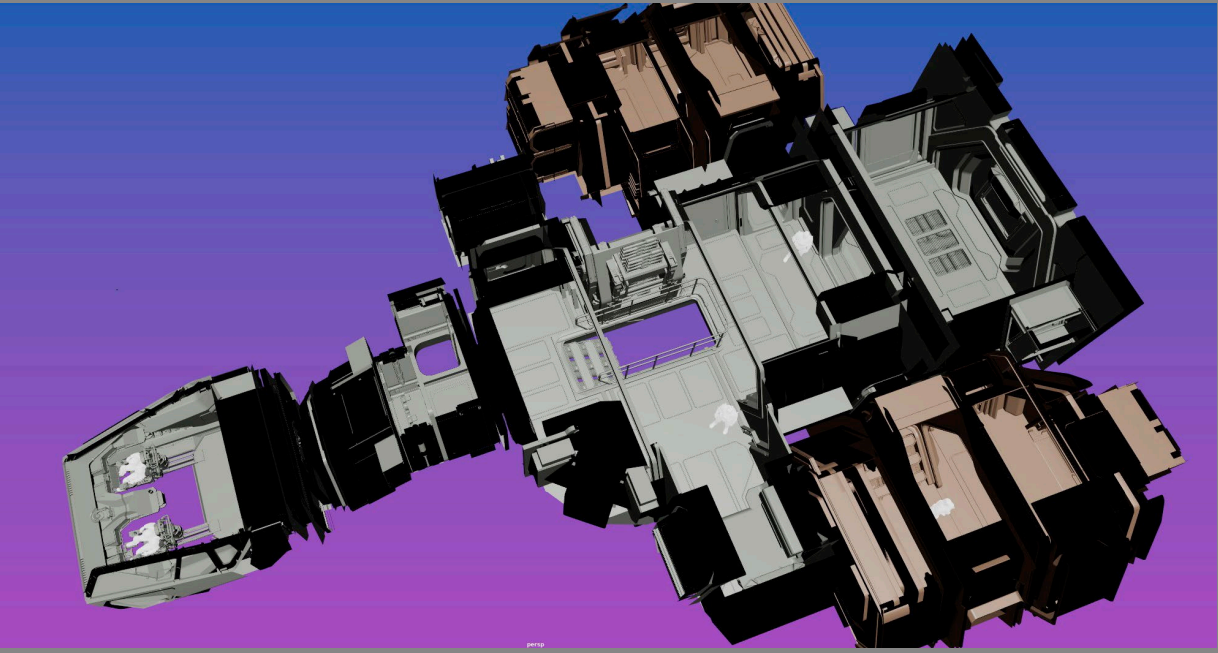
The ship is equipped with two weapons racks along with armor and personal storage for the crew, along with two remote seats for the two dual-mounted Size 4 turrets. These will use similar seats to the

ones used in the Reclaimer. The turrets can gain enough variation in elevation to fire unimpeded and add their firepower to the bottom turret's target.

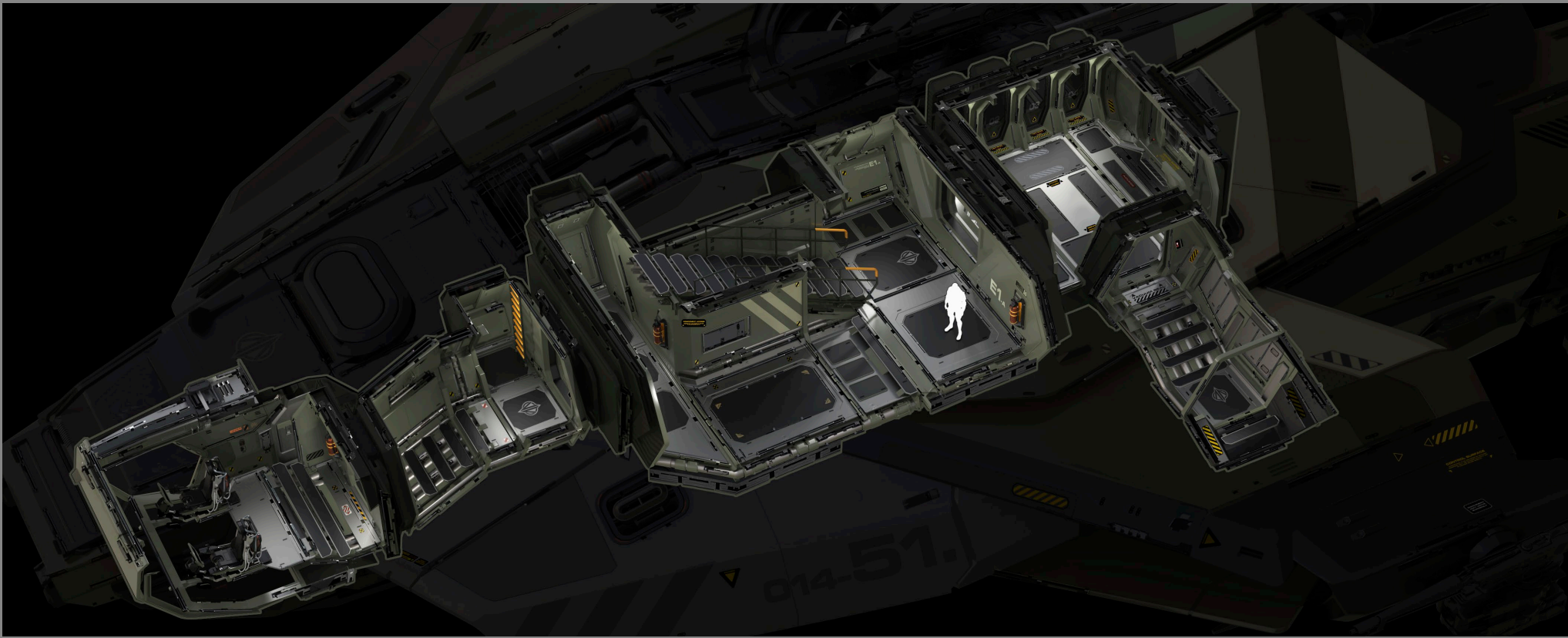
0.8_ACCESS

The access hatches of the ship are animated (Terrapin style) with two ladders on the interior connecting the main deck to the lower deck; one on each side of the ship to allow people going up and down at the same time during combat.





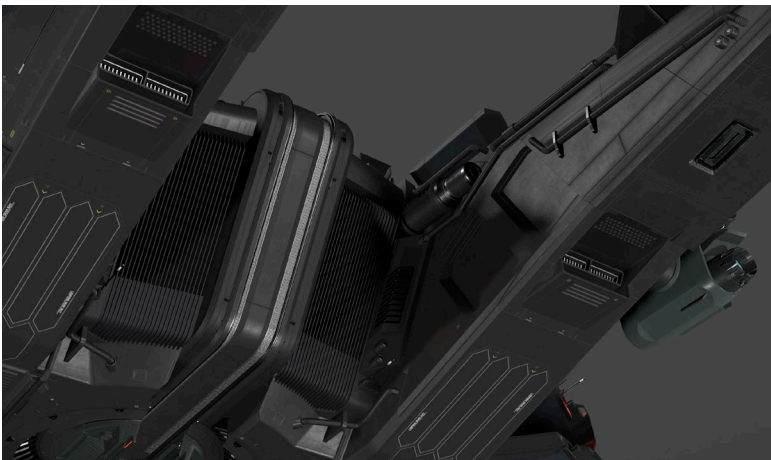
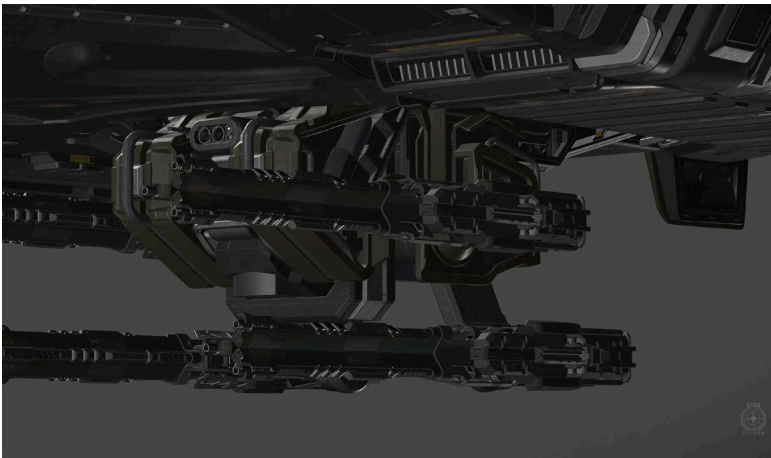
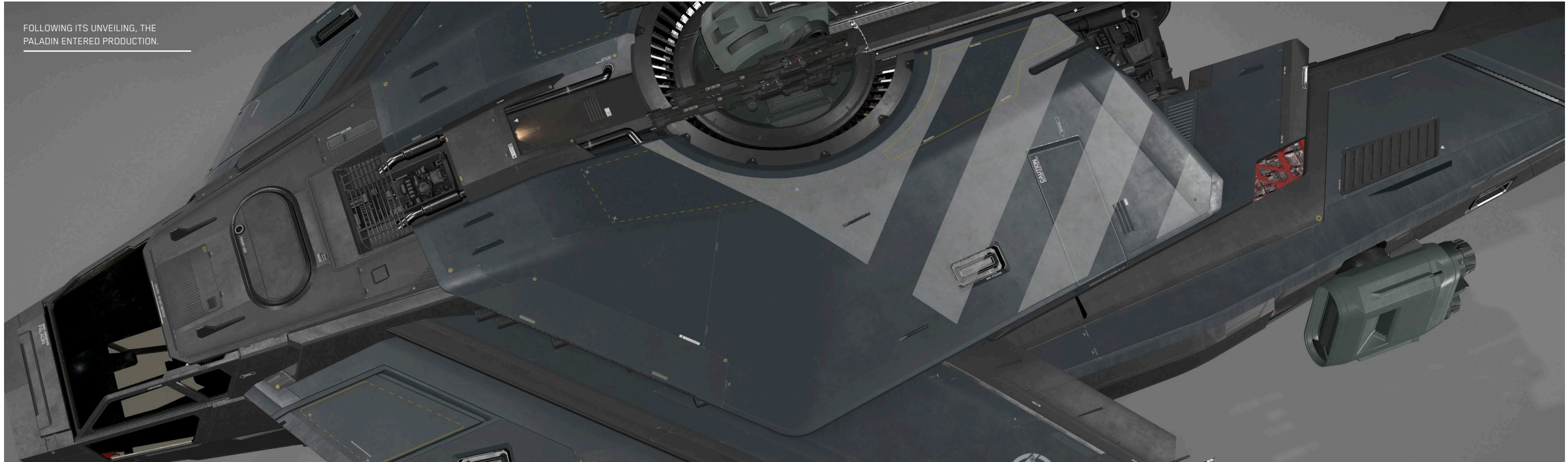
WITH THE LAYOUT APPROVED, FINAL INTERIOR BLOCKOUTS WERE CREATED.

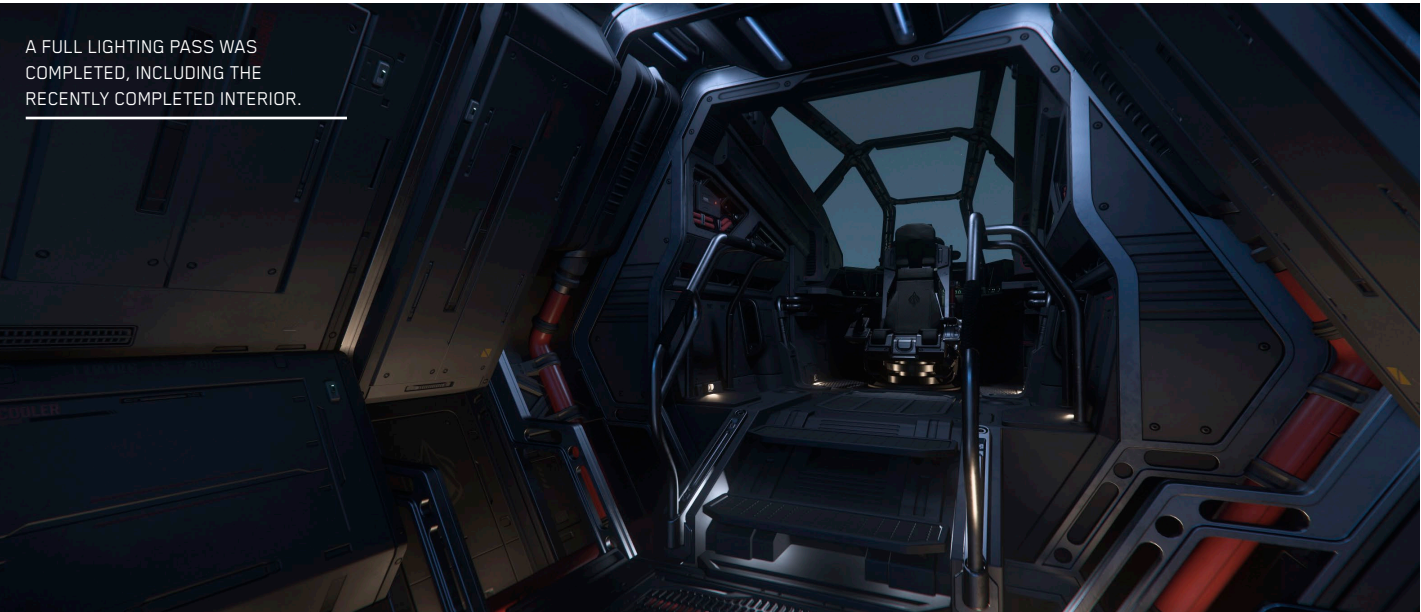




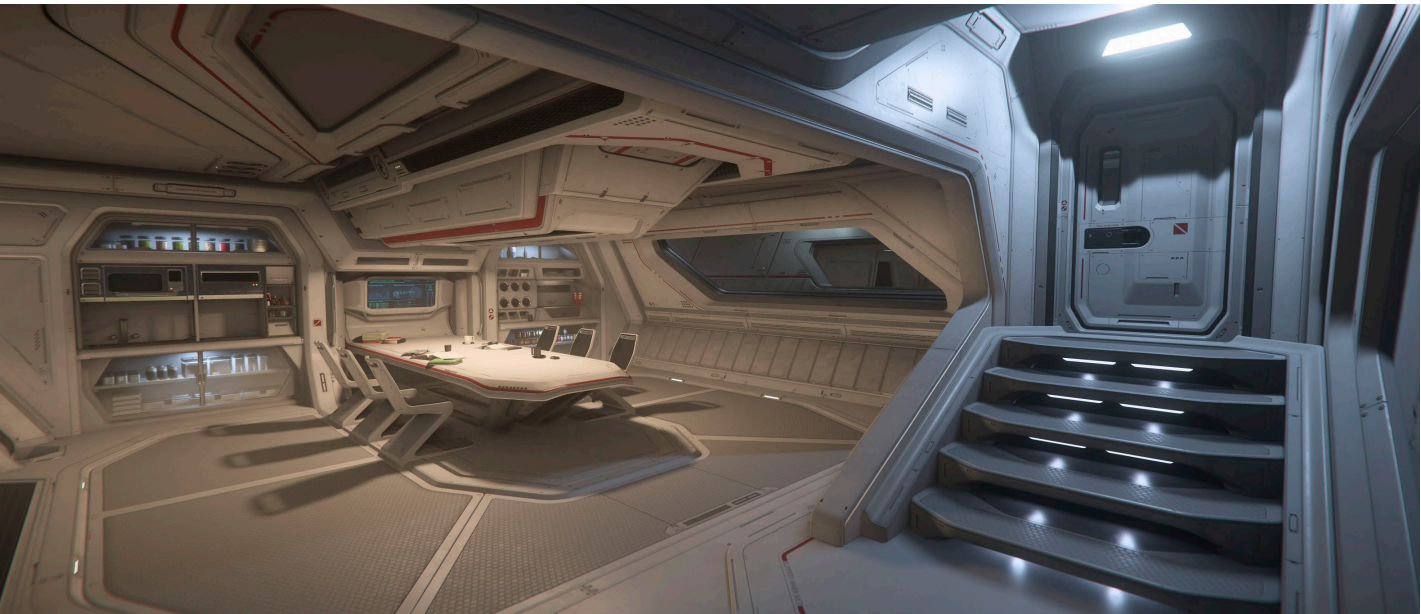


FOLLOWING ITS UNVEILING, THE
PALADIN ENTERED PRODUCTION.





A FULL LIGHTING PASS WAS COMPLETED, INCLUDING THE RECENTLY COMPLETED INTERIOR.







NEW BEGINNINGS: GENESIS

For many, the draw of *Star Citizen* isn't the meticulously crafted vehicles, precise space combat, deep lore of Humanity's journey into the heavens, or the opportunity to make a living like a true 30th-century citizen. It's the genuine awe of leaving atmosphere or a space station and traversing the challenging environment of a vast alien planet. And, for those drawn to ships, combat, stories, and careers, everything they love plays out among the beautiful locations that dot the colossal universe.

From the early days of leaving Port Olisar to the upcoming adventures among the swamps of Nyx, *Star Citizen's* Planet team have played a pivotal role in the experiences of citizens across the

entire 'verse. With the upcoming Alpha 4.4 patch release, they're introducing a new way to craft planets and their environments using real-world properties.

This was recently unveiled to the community at CitizenCon Direct 2955 during the Breaking New Grounds segment. To find out more, we spoke to the team that built and use Genesis.

A huge thank you to Senior Engine Programmer I Will Hain, Senior Principal Environment Tech Artist Sebastian Schroeder, and Senior Director of Graphics and Procedural Tech Alistair Brown for answering our questions, and Lead Producer Sam Child for facilitating it.

Players might have previously seen the term Planet Tech to describe the technology used to create locations in the ‘verse. Where does Genesis fit in?

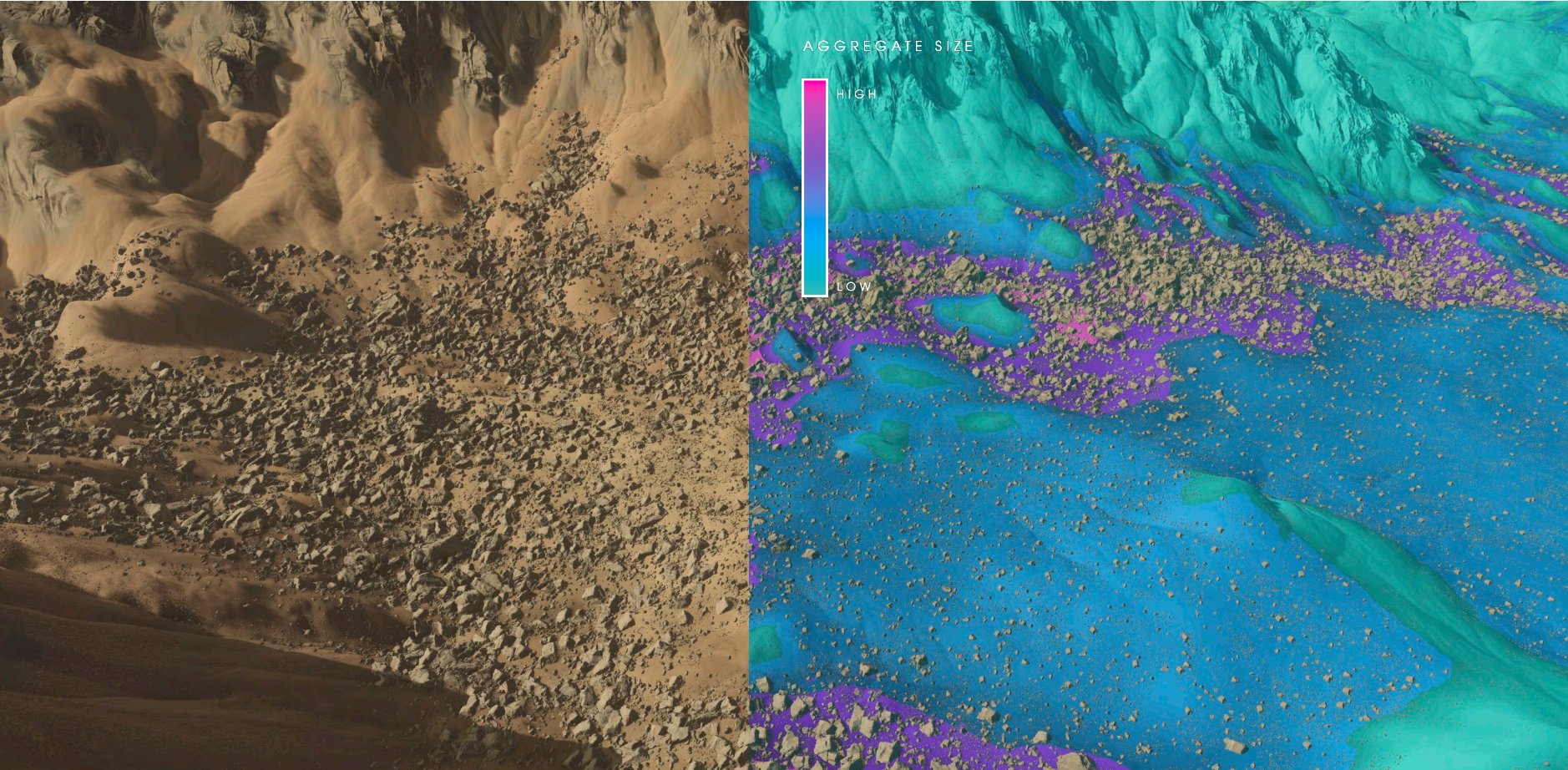
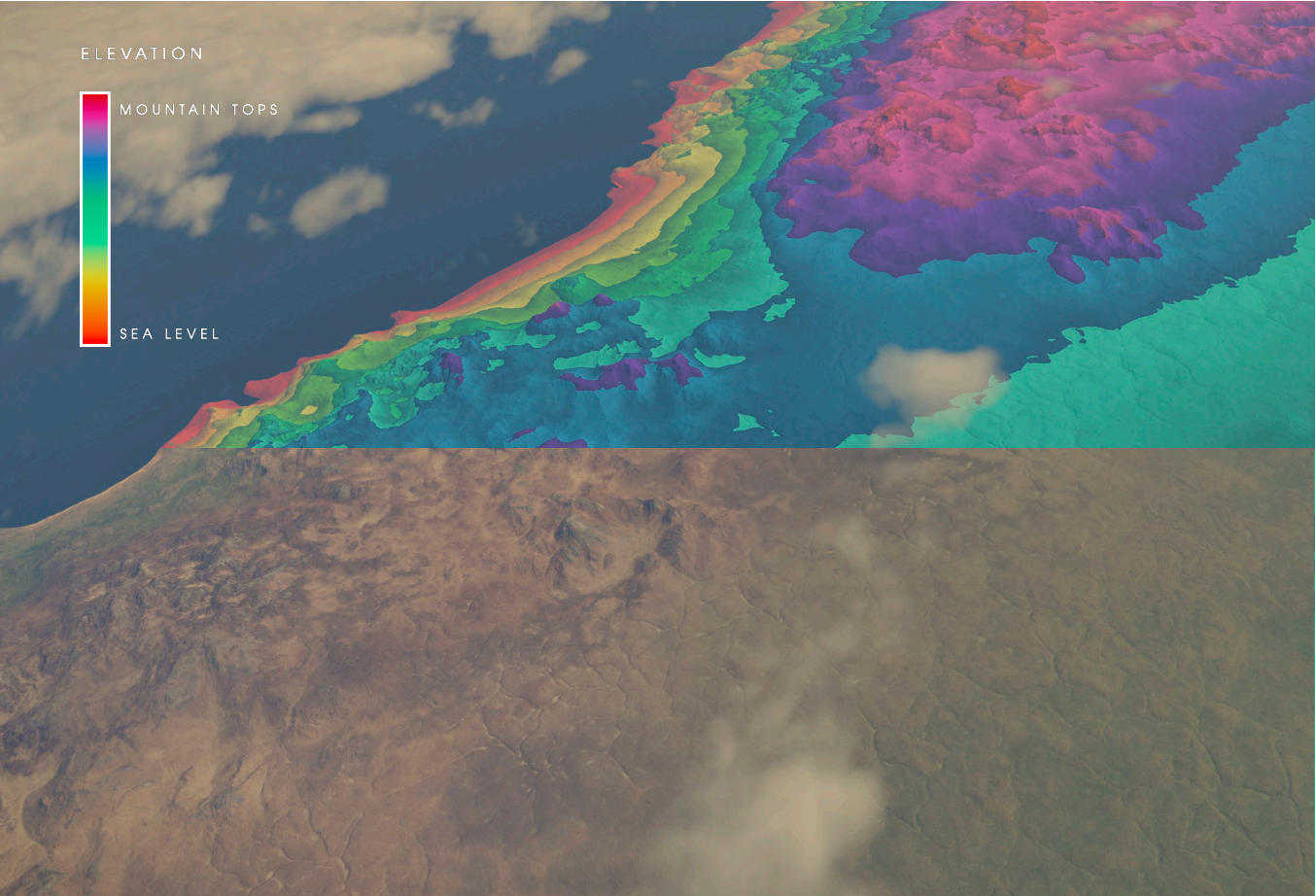
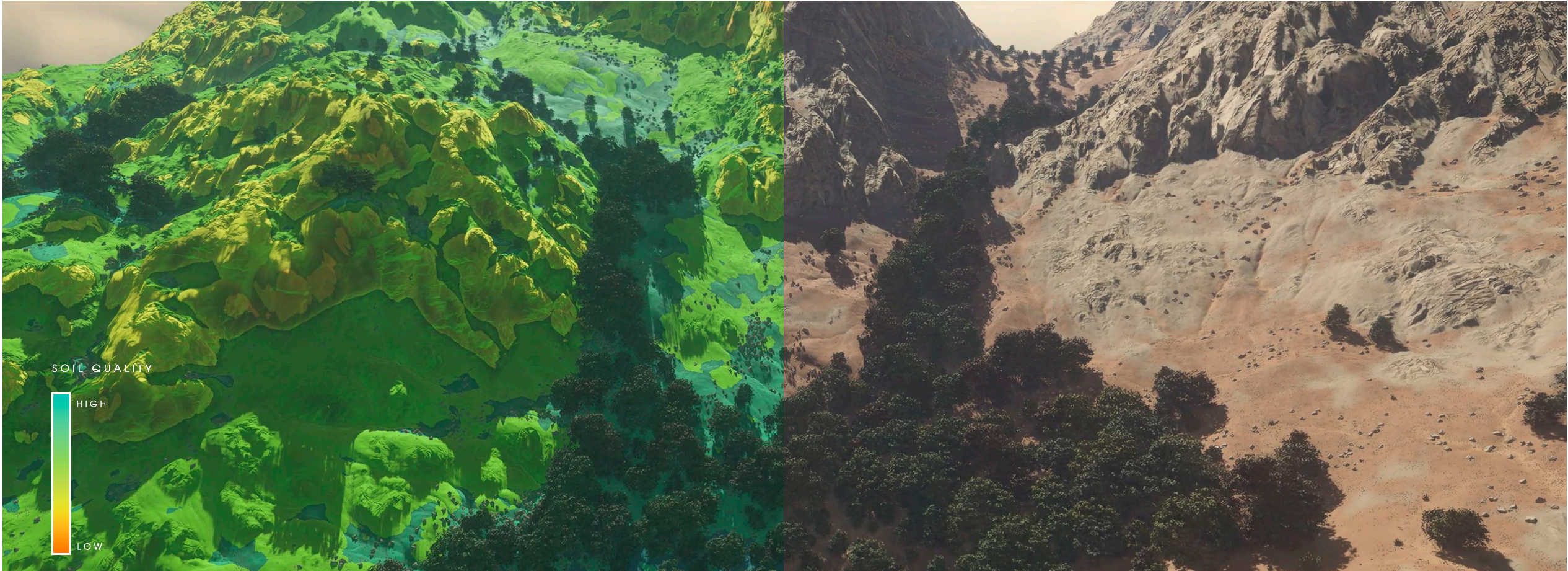
Genesis is a collection of work spanning a few teams. Planet Tech v5 is the internal name for the planet-tech portion of that and started before the community-facing name ‘Genesis’ was decided.

What are the properties that Genesis uses to determine surface and biomes of a planet?

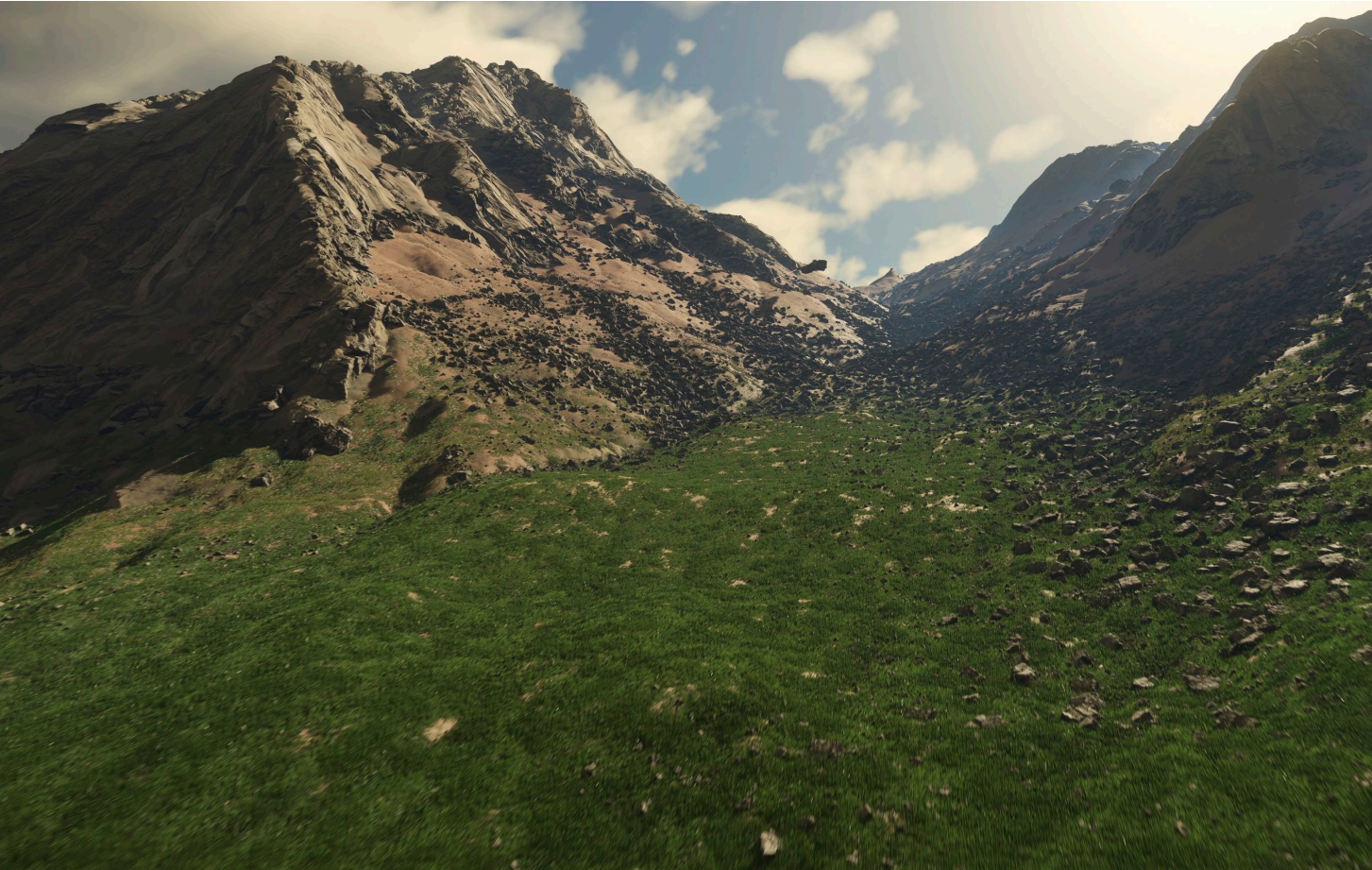
The planet properties are elevation, temperature, humidity, soil amount, bedrock aggregate size, soil type, geology type, and soil nutrient types A to D.

Are anymore being considered for a later version?

There are a few other data sets being considered, but extra data sets require more memory and raise the minimum spec of our game, so there needs to be a strong requirement.



All the biomes in Genesis are emergent, so while we create assets that thrive in specific conditions, they create infinite variations and transitions between each biome “theme.” In terms of what’s possible, we want Genesis to be able to model any natural environment, though we don’t know yet which biomes we’ll look to create next. But, once we manage to perfect the wetlands and swamps, we’ll likely have all the tools in place to create more varieties of woodlands and forests.



However, in both the previous and new iteration of the planet system, we will tailor the data to ensure we hit specific targets at a range of locations, with the difference being that Genesis makes this process much easier for the artists and produces a wider variety of biomes with gradual transitions. For example, to achieve a specific art target, we might replace a single tree with many varieties, each requiring slightly different conditions, meaning we get different combinations of those trees in different areas.

Will planet topography evolve, or is it locked in once it appears in the ‘verse?
Once populated with man-made locations, planets tend to stay relatively locked in order to not break this content. Starchitect is another part of Genesis that aims to procedurally place locations to allow them to more easily be updated, so that in the longer term, we are freer to update planets should we wish.

How does Genesis improve things for the devs creating planets and environments?
It’s much faster, easier to use, and creates good results quicker. It’s also far more powerful in terms of the variance of its output. Because it’s based on replicating natural environments, it creates realistic relationships between assets and terrain out of the box.

What benefits will players see from the implementation of Genesis?
The planets in the ‘verse will look better than ever; there will be more interesting locations to discover, more logical placement of resources, and natural rules respected. This will mean exploration, mining, and harvesting gameplay will all have new elements introduced, as available resources will match terrain features and have understandable relationships.

Will the devs need to create any bespoke natural locations with Genesis?
Other than dressing outposts with some hand placed assets, we don’t really create bespoke locations, though we’ll hopefully do much less of this set-dressing of outposts with Genesis.





Genesis will be used to rework the planets of Stanton. How much will change, and what can players expect when it's implemented?
On the road to 1.0, all existing planets and systems, with respect to their role in the game's difficulty progression, are being evaluated and changed as needed to best support that.

What's next for the teams working on Genesis?
Genesis is a project involving multiple teams, each with their own roadmaps. However, we all want to focus on the delivery of the complete vision of Genesis for both new and existing planets before deciding what comes next. It's safe to say we want more planets, filled with more diverse landscapes, more dynamic environments, and filled with much more unique experiences for you, the players.



BEHIND THE SCENES: ESPERIA STINGER

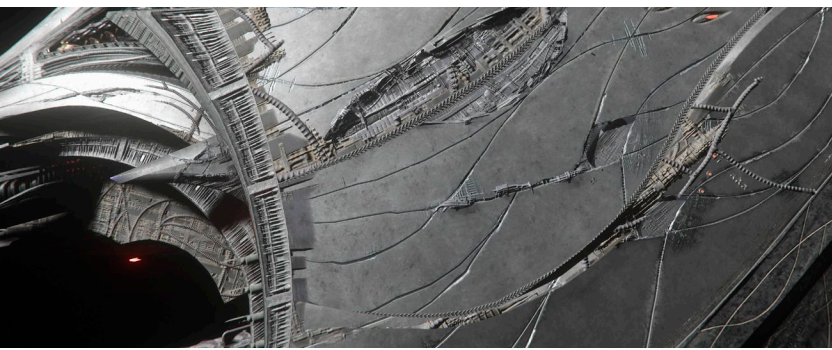
Esperia is Humanity's most viable route to flying alien ships, with the brand previously opening the cockpit doors to otherwise inaccessible Tevarin-designed Prowler and Talon. Historically, the main issue with alien ships, alongside actually finding a ship and communicating with its owner, is that Humans aren't able to easily fly vehicles made for an entirely different species. So, Esperia's gift to the UEE has been recreations also modified for use by its inhabitants. Once a niche in the ship market, like vintage or import car scenes in the 21st century, Esperia has made alien ships a viable alternative to the more common vehicles from the more popular brands.

Thanks to this increased interest in extraterrestrial vehicles, the Banu themselves recently began constructing Human-compatible versions

of their Defender chassis, adding another option to the fighter market.

However, ships from the other species we knowingly share the cosmos with have been seldom seen. Whether it's the lack of intact reference material or the public feeling uneasy about flying recreations of their contemporary enemies, bar a few genuine fighters captured by skilled pilots, Vanduul ships have been a rare sight in Human space.

However, that doesn't mean there isn't any interest. In 2955, Esperia has managed to recreate and market arguably the most infamous Vanduul war machine, the Stinger. Back in 2025, *Star Citizen's* Ship team trod the same path as the shipbuilder, taking a genuine Vanduul fighter from *Squadron 42* and tweaking it for use in the PU.



Due to its origins in SQ42, the Stinger didn't follow the well-established release pipeline. Instead, it started its journey to the PU at the whitebox stage.

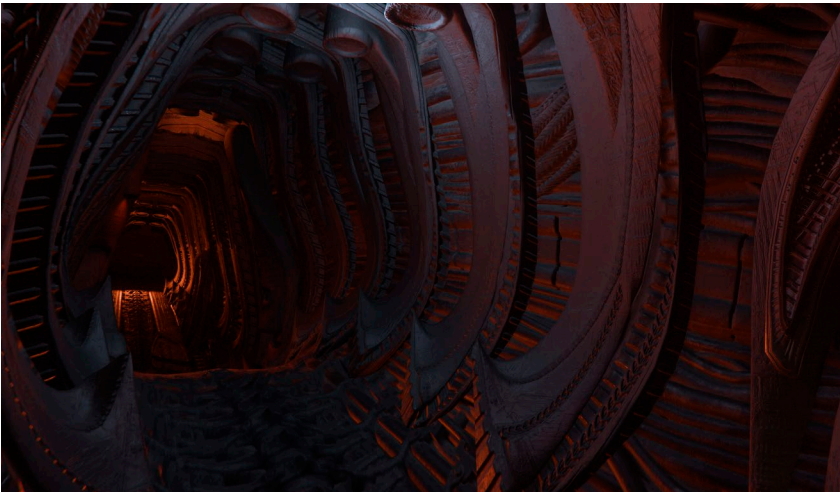
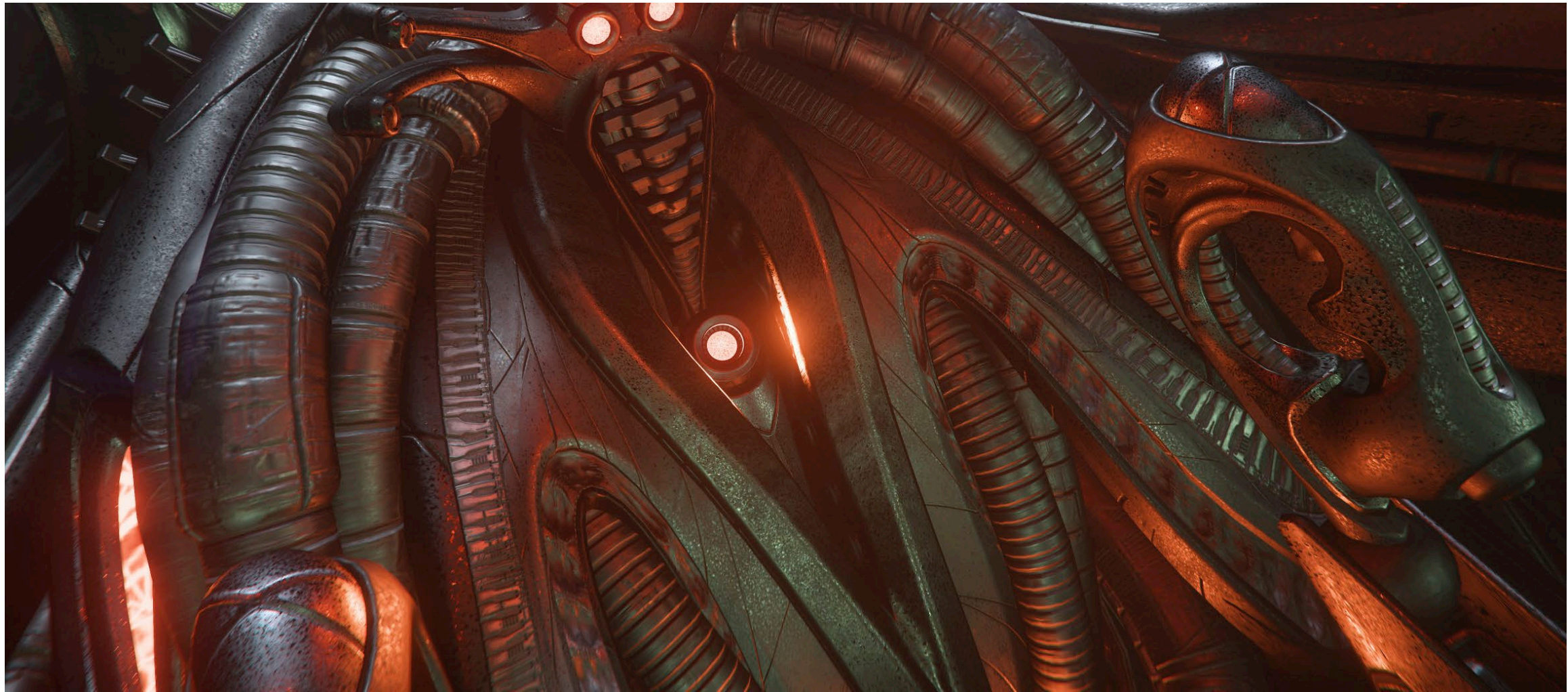
SQ42's Stinger is a two-seater, with a dedicated gunner required to fire the upper turret. In the interest of accessibility and balance, the PU's iteration is designed for a single pilot, so the first port of call was to rework the upper section. The turret was removed and the space filled with insect-like armor and bracing.

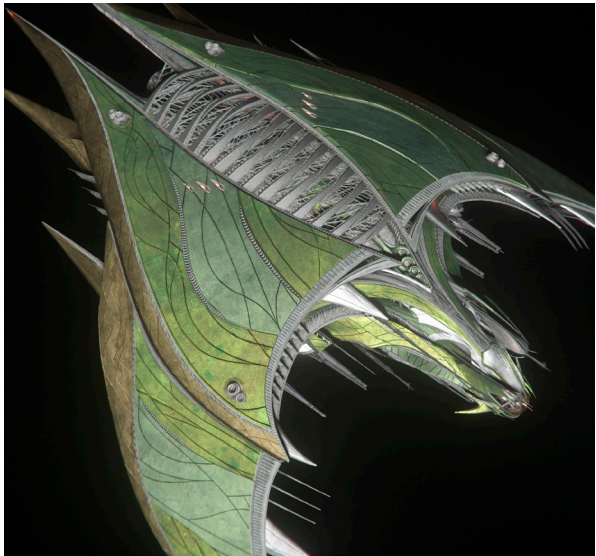
Certain textures were then reworked to match the level of detail used throughout the PU.





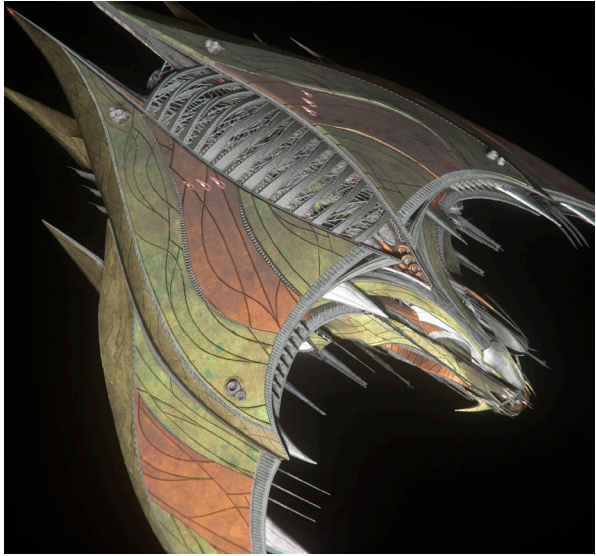
The next major step was the interior, which would need to maintain the organic look and feel of the original but fit the gameplay of the PU. For this, the team leaned heavily into the biomechanical elements of the exterior, paying particular attention to the view from the entrance through to the cockpit. The controls received the same treatment alongside work by the UI team on a bespoke interface for the Stinger and future Vanduul vehicles.

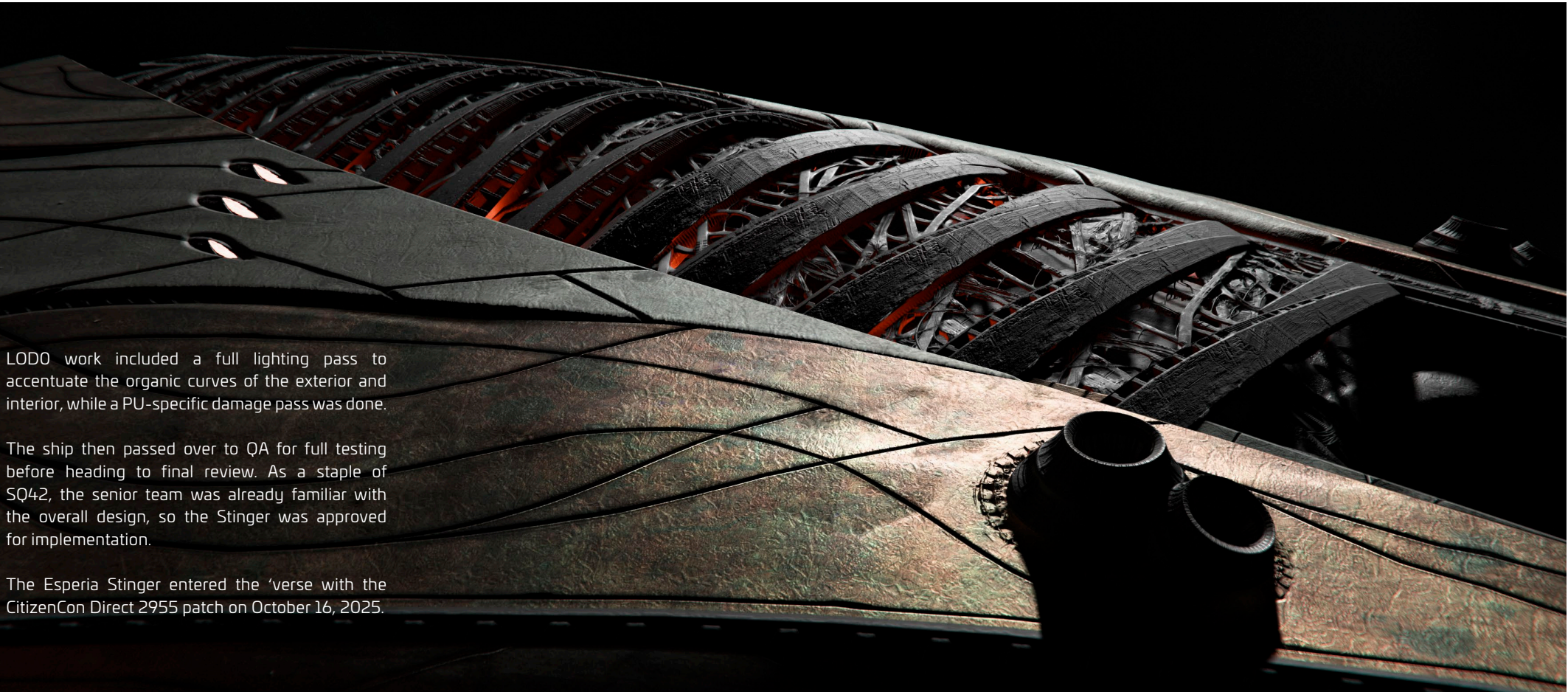




With the new whitebox elements approved, the whole ship passed into greybox. While the new and reworked sections progressed, the whole ship was converted to work with the paints system. Additional intricacy was added to the interior too, which had been particularly well received at the previous gate review.

Following feedback on previous alien ships, all weapons bar the main gun were adapted to support the modular hardpoint system. This enables players to swap out the lower laser cannons for their own choice of firepower. However, the bespoke Size 5 plasma cannon remained, as it's a key element of the ship's design and use case.

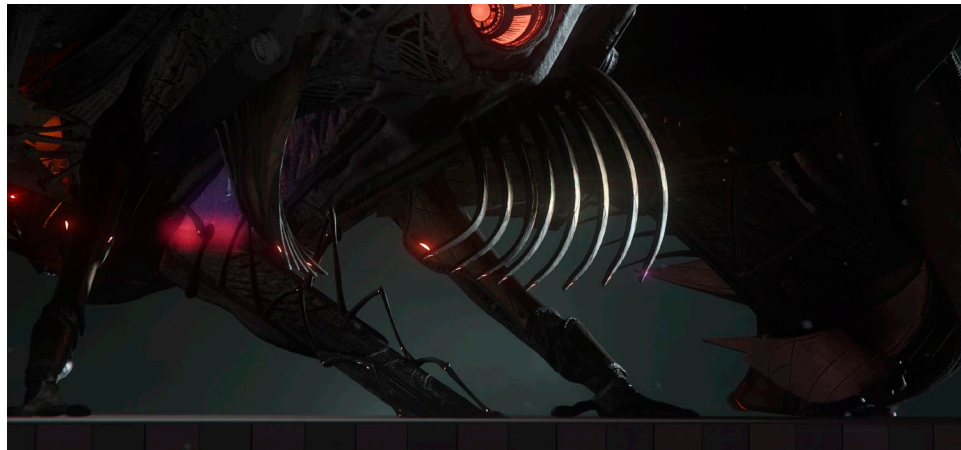
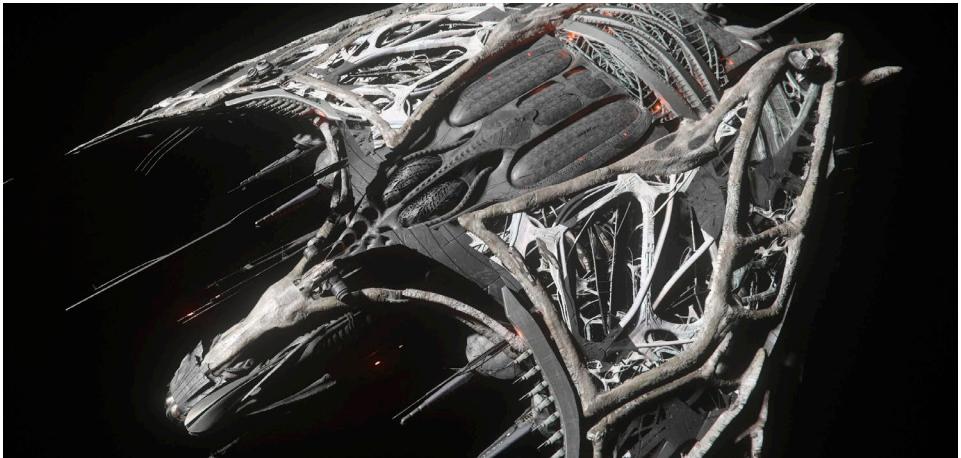




LODO work included a full lighting pass to accentuate the organic curves of the exterior and interior, while a PU-specific damage pass was done.

The ship then passed over to QA for full testing before heading to final review. As a staple of SQ42, the senior team was already familiar with the overall design, so the Stinger was approved for implementation.

The Esperia Stinger entered the 'verse with the CitizenCon Direct 2955 patch on October 16, 2025.



S6 PLASMA
CANNON
(BESPOKE)

4X S4
LASER
CANNONS

2X S2
LASER
CANNONS

2X S5
MISSILE RACKS
(BESPOKE)

ESPERIA STINGER

S6 PLASMA CANNON
(BESPOKE)

S6 MISSILE RACK
(BESPOKE)

MISSILE RACK
(BESPOKE) S6

S4 LASER
CANNONS

S2 LASER
CANNONS

LASER
CANNONS S4

LENGTH
32
METERS

WIDTH
35
METERS

HEIGHT
10
METERS



PORTFOLIO: HIGHPOINT WILDERNESS

From growing up in a humble fishing village to running one of the Empire’s most prominent wildlife expedition companies, Terri Chauvet’s journey to success was an adventure all of its own.

Raised on a floating biomass of the ocean planet Tohil III, life for Terri and those that lived there was often precarious and dangerous. The tangled roots and branches that made up the islands could suddenly collapse, meaning all infrastructure had to be highly adaptable and ready to be dismantled at a moment’s notice.

As a result, the Tohillians prided themselves on being hardy and self-sufficient. Owing to the village’s remoteness and the heavy storms that were common in the area, trade with the outside world was difficult and the people of Terri’s village had to rely on resources harvested locally. Until one day, they were approached by a company called Zindov Solutions.

TURNING OVER A NEW LEAF

Zindov were interested in the unique flora that grew atop these biomasses. A preliminary expedition had scouted a rare plant with a unique anesthetic property that when synthesized would produce a potent painkiller that was fast acting with a high half-life. They proposed a deal: they would harvest and synthesize this drug, give a portion of the profits to the islanders, and provide new transport infrastructure to support this.

The people of Terri’s village accepted. With a new wealth of resources now available to them, their reliance on harvesting local ingredients and hunting wildlife diminished. Terri’s parents accepted new positions as administrators with Zindov, but Terri was reluctant.

“Being cooped up indoors never interested me. I always wanted to be

outside, watching, listening, learning from nature,” Terri remarked in her autobiography.

During her younger years, when accompanying her parents on their fishing trips, Terri had been tasked with tracking schools of fish to inform where they fished. Her favorite species was the “sarculum,” a detritivorous fish with an unusually wide mouth resembling a rake. She described in detail to us how it would drag its mouth over the surface of objects such as rocks, eating the decomposing matter, and leaving them immaculately clean.

With the increase in off-world trading, the number of professional fishers on the island shrank over time. While she could no longer sail with her parents, Terri offered her services to the other few remaining fishers so she could continue her passion project of tracking the schools of sarculum and other species.

But her extensive documentation of these creatures would reveal something far more insidious.

BITING OFF MORE THAN YOU CAN CHEW

Over time, Terri began to observe a significant decrease in the population of the sarculum. Simultaneously, people were beginning to report issues with plumbing infrastructure and water pressure. Unbeknownst to the islanders, the sarculum had been serving a specific function on the island: keeping their pipes free from blockages by eating the buildup of waste within them.

As a consequence of the reduced fishing, one of the more predatory fish - the falx marina - were being hunted less by the locals. These hypercarnivores now feasted unchecked on the sarculum, bringing them close to extinction.



Terri made the connection and began to devise a plan. Using her meticulous documentation of the falx marina’s birthrates, movement habits, and hunting patterns, she proposed a series of expeditions to her fellow fishers to cull their population.

With careful, controlled hunts, they were able to reduce the population of the falx marinas, and slowly the sarculum’s population began to increase. Terri became a local hero.

Using the data she’d gathered, along with recordings, and testimonials, she collected her findings into a detailed report and submitted the information to Tohill’s Ecological Management department, hoping to draw attention to what had occurred in her small community. Months passed. Terri had never expected a response, so when the Head of the department showed up on her island, the last thing she expected was to be offered a job.

A FISH OUT OF WATER

Terri’s world changed overnight. She was hired to assist the Ecological Management department, advising local representatives on how to manage niche fauna in remote parts of the galaxy. Working with a team of environmental experts, she gave valuable insights into how to practice environmental conservation through careful intervention.

Her intelligent and straightforward approach soon gave her a reputation. She had a respect of nature that many of the others lacked, and her work in the field spoke for itself. With every planet she visited, and every community she worked with, she began to realize how widespread these environmental issues were as she noted in an interview with Imperial Geographic magazine, “At the time, I remember describing it as an epidemic. Careless intervention from corporate infrastructure was destroying the environment. Nature exists in a precarious balance with Humanity, and we are constantly disrupting it.”

But it wouldn’t last forever. It became increasingly apparent that funding was drying up, and as more resources were cut, the department found itself relegated to a luxury expenditure. In an official statement, the UEE announced its dissolution, stating that there were “more pressing issues that required the government’s attention”, and animal control and wildlife management would become privatized, and handled on a planet-by-planet basis.

Faced with the prospect of returning to Tohil, Terri had another idea: starting her own wildlife control company.

WILD BEYOND HER YEARS

After years working for the government, Terri knew the incredible value of local knowledge versus purely academic learning, so when Terri set about building her business, she assembled a diverse group of wildlife experts from all walks of life and corners of the universe.

With her team of former government employees and local experts, Highpoint Wilderness started off as a “no job too small” animal control company. Initially, their work was straightforward: dealing with local predators that were endangering livestock or culling invasive swimming species. Over time, their knowledge and efficiency began to outshine the level of work they were taking on, meaning they were



able to focus their efforts on what mattered most to Terri: larger scale environmental conservation.

“Everything we’ve done, and everything we’ll continue to do, is about maintaining equilibrium. Whether that’s through culling, capturing, or moving animals – it all serves the same purpose.”

Terri approached countless educational institutes to share her message of environmentalism, but few shared her urgency and need to protect nature. But one institution responded with an intriguing proposition.

SKIN IN THE GAME

The University of Jalan offered Highpoint Wilderness a challenging job. They were interested in studying the regenerative qualities of a particularly dangerous and unique reptile named the “ardenti basiliscus” and whether this could be applied to Humans, but they needed live samples to work with.

Terri was initially reluctant. Never one to make a rash decision, she mulled the offer over carefully and realized that this could be a good way to jumpstart her environmental work with some much-needed publicity and an influx of credits. She agreed, but under one condition.

Highpoint Wilderness would be given sufficient time to compile data on the reptiles first. This would allow them to make informed choices on how to minimize their impact on the species. After months of research and study, Highpoint were able to locate a planet where the ardenti basiliscus were an invasive species in need of removal. It created a

tremendous amount of work for the company, but the results spoke for themselves.

The University of Jalan partnered with CureLife to develop a cutting-edge regenerative drug that enhanced the effect of Humans’ keratinocyte cells. It was a massive breakthrough for burn victims, allowing them to regenerate large portions of skin without the need for a skin graft. Highpoint’s success skyrocketed the firm’s public standing and Terri finally had a platform to voice her message.

TAKING A WALK ON THE WILD SIDE

With Highpoint Wilderness’ reputation as experts in the field now cemented, Terri could step back from day-to-day wildlife control and focus on education. She was invited to speak at local zoos, terraforming planning meetings, and even system-wide environmental summits, all to share stories of her work in the field.

The success of Highpoint has led to them further expanding the scope of their work. Whilst still dealing primarily with wildlife control and animal handling, they now lead public and private expeditioners into the ‘verse with the hope of expanding Humanity’s knowledge of the wild. Their services are so in demand that they have recently begun to outsource some of their more straightforward work to private contractors.

As Terri remarked at Highpoint’s 10th anniversary, “Ecological management never ends. As long as Humans plan to live alongside nature, our services will always be needed.”

