



JUMP POINT

ISSUE: 14 04

GREYCAT MXC

SHIP SHOWDOWN ELITE EIGHT

KRUGER S-65 STINGRAY

THROUGH THE STORM

JUMP POINT

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FROM THE COCKPIT

GREETINGS, CITIZENS!

Welcome to August's issue of **Jump Point**!

There's a huge amount going on at CIG studios this month, so we're taking the opportunity to poke around behind the scenes of two very timely releases.

We're starting with the latest ship from Kruger Intergalactic, the S-65 Stingray. This wild-looking fighter had a relatively quick development, as it rode on the instantly classic coattails of the L-21 Wolf to fill in a gap in the seemingly-forgotten manufacturer's back catalogue. If you're loving everything from the brand's resurgence, it's safe to say Kruger is back and here to stay.

Before we get into the second vehicle development of the issue, we're taking a slight detour to the ongoing Ship Showdown, which is currently down to the Elite 8. Vote for your favorites now to secure their place in the Final Four, and don't forget to try them out during the Elite 8 Free Fly.

Back on track, we're exploring the creation of the whole Greycat Industrial MXC series, featuring the MTC, MDC, and new MFC. Unlike the Stingray, this one didn't follow the typical pipeline, and it's interesting to see all the directions these little rovers could have taken.

Finally, the Narrative team is back with **Jump Point**-exclusive lore, this time transcribing an eventful trip to Nyx with Repair Tech Nina Stylianou, who's tasked with fixing malfunctioning Genesis terraforming machines.

As always, thanks for reading, and we'll see you next time!

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BEHIND THE SCENES: GREYCAT MXC



Across the Empire, Greycat Industrial is best known for its ubiquitous Pyro Multi-Tool; a vital device used by every citizen who has ever had to load cargo, mine rocks, salvage wrecks, repair hulls, heal crew members, and more.

However, for many pilots, the most memorable introduction to the brand came in the diminutive form of the Personal Transport Vehicle (PTV). This compact buggy entered the ‘verse as the first ever movable vehicle, allowing players to whiz around their pledged-for ships in the Hangar Module.

Just as the Multi-Tool’s utility would continue to grow thanks to various attachments alongside the needs of *Star Citizen*’s pilots, Greycat’s ground vehicle offerings would too. Although the PTV was iconic, planetary exploration would call for the UTV and STV, specialized variants better suited to demanding terrain and faster travel, respectively. Greycat would also develop the first ground-based mining vehicles, the ROC and ROC-DS, which gave miners a much-needed boost in rock-breaking power planetside.

So, with the increase in first-person content and crafting on the horizon, the Ships team began looking for a practical vehicle to give pilots access to the item creation while away from civilization. With its history of providing the answers to numerous gameplay-related questions, Greycat was once again called upon.

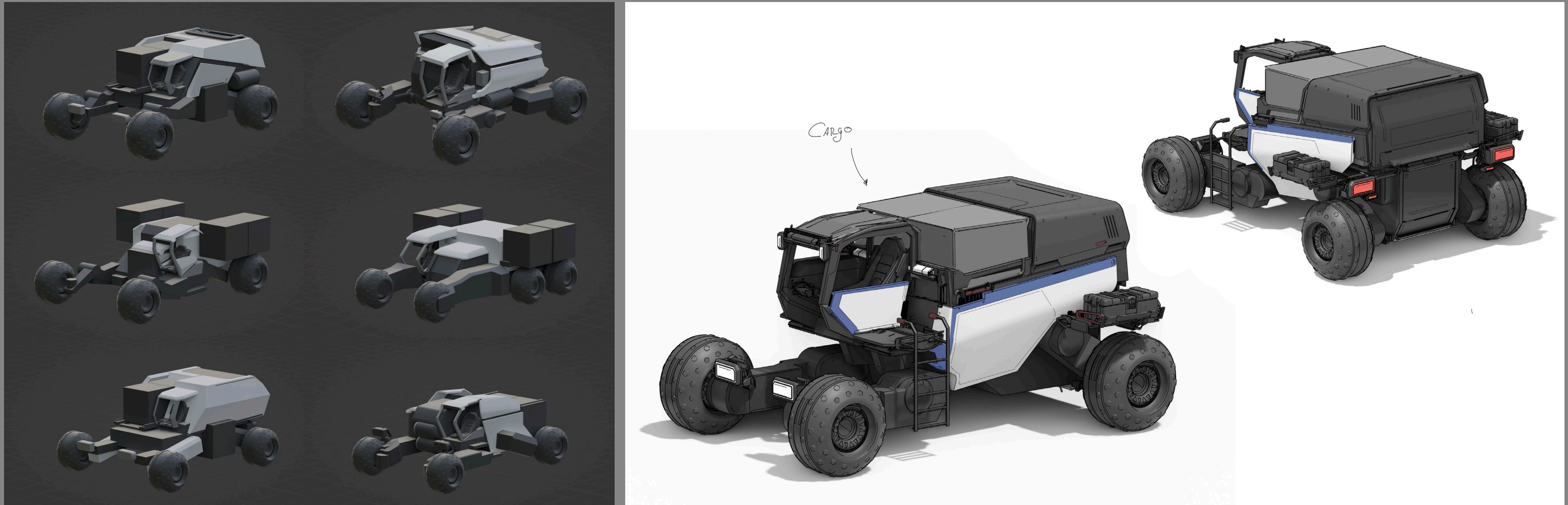
Sometimes, vehicle briefs are submitted and deliberated on without a shipbuilder when a specific gameplay niche needs to be filled. For example, very early concepts of the Vulture had a very Argo-like appearance before Drake took it on. In this case, however, the ‘Crafting Rover’ was always meant for Greycat.

GREYCAT CRAFTING ROVER

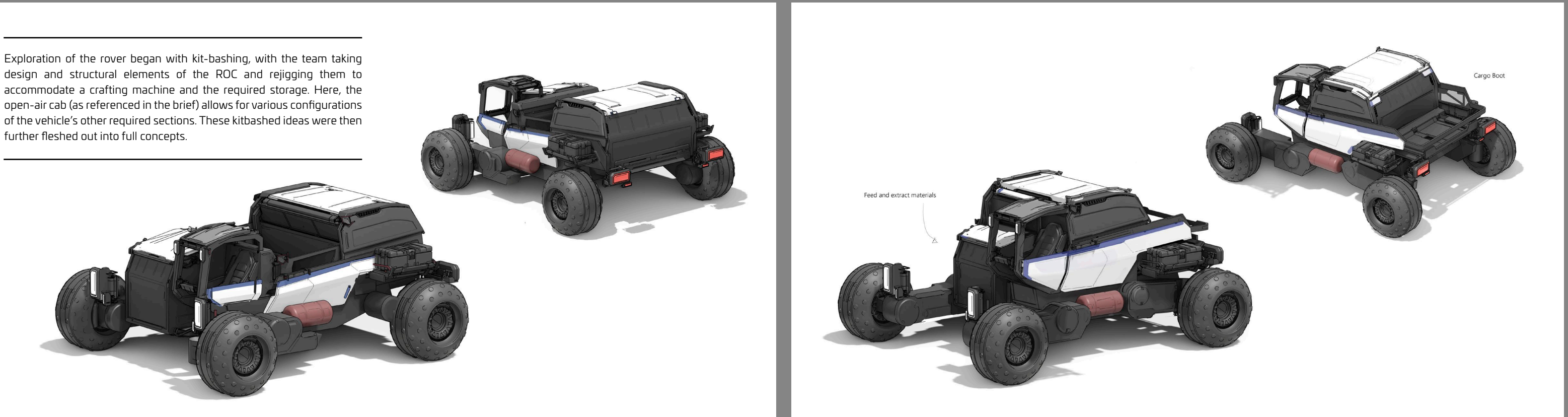
Utility ground vehicle carrying a crafting machine to create and repair FPS items.

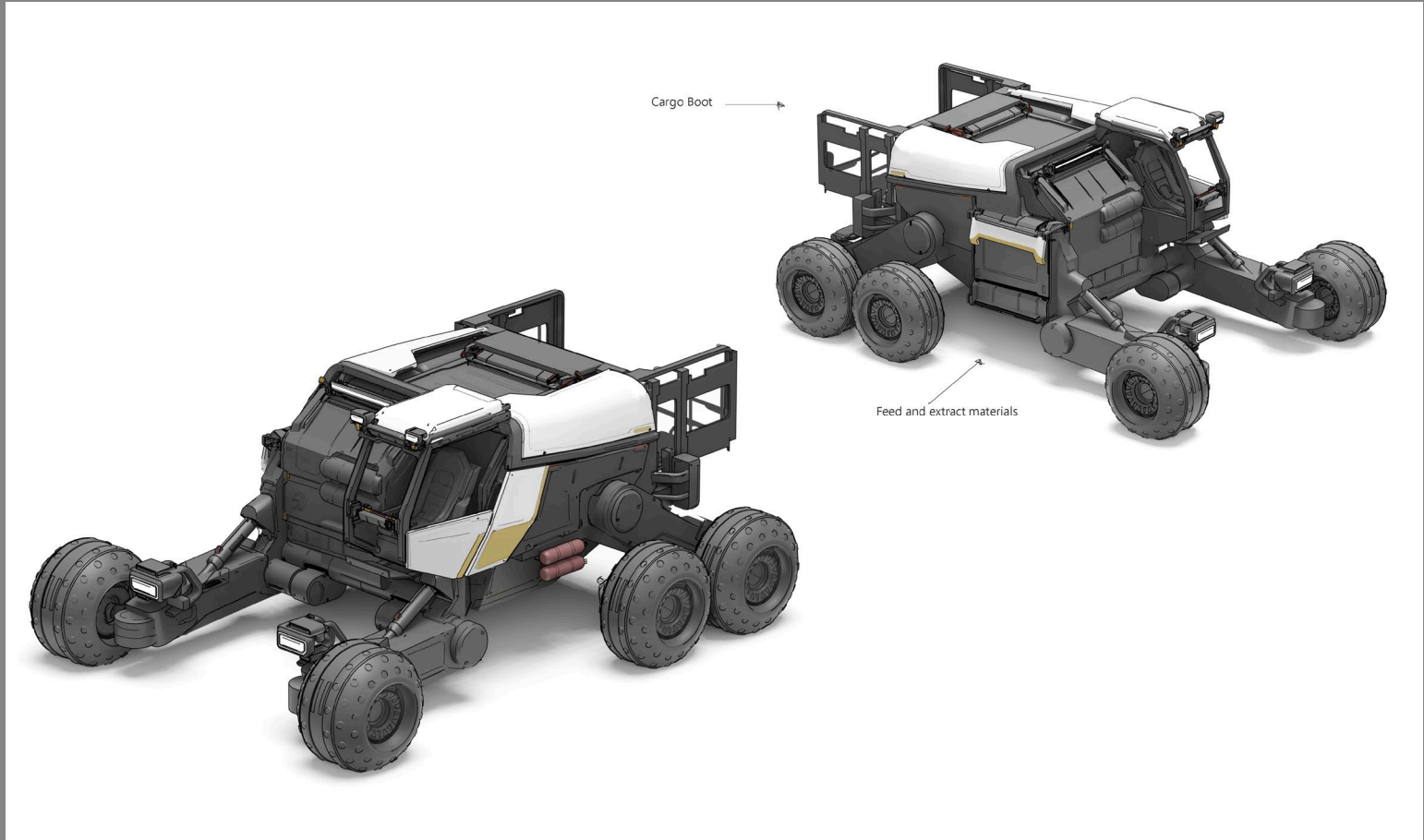
ADDITIONAL INFO

- With its open-air cockpit, this barebones vehicle has few comforts. All of its space is dedicated to carrying the crafting machine and its supplies.
- The rover will need room for the cargo that feeds the crafting machine (8 SCU/10 SCU if possible), the crafting machine (~2 SCU in volume), and a retracting platform (~2 SCU width) for the crafted item to sit on after it pops out. The cargo is stored internally but is loaded from the outside of the rover.
- The crafting machine is protected by an armored panel that folds out and doubles as the outside platform when the machine is in use.

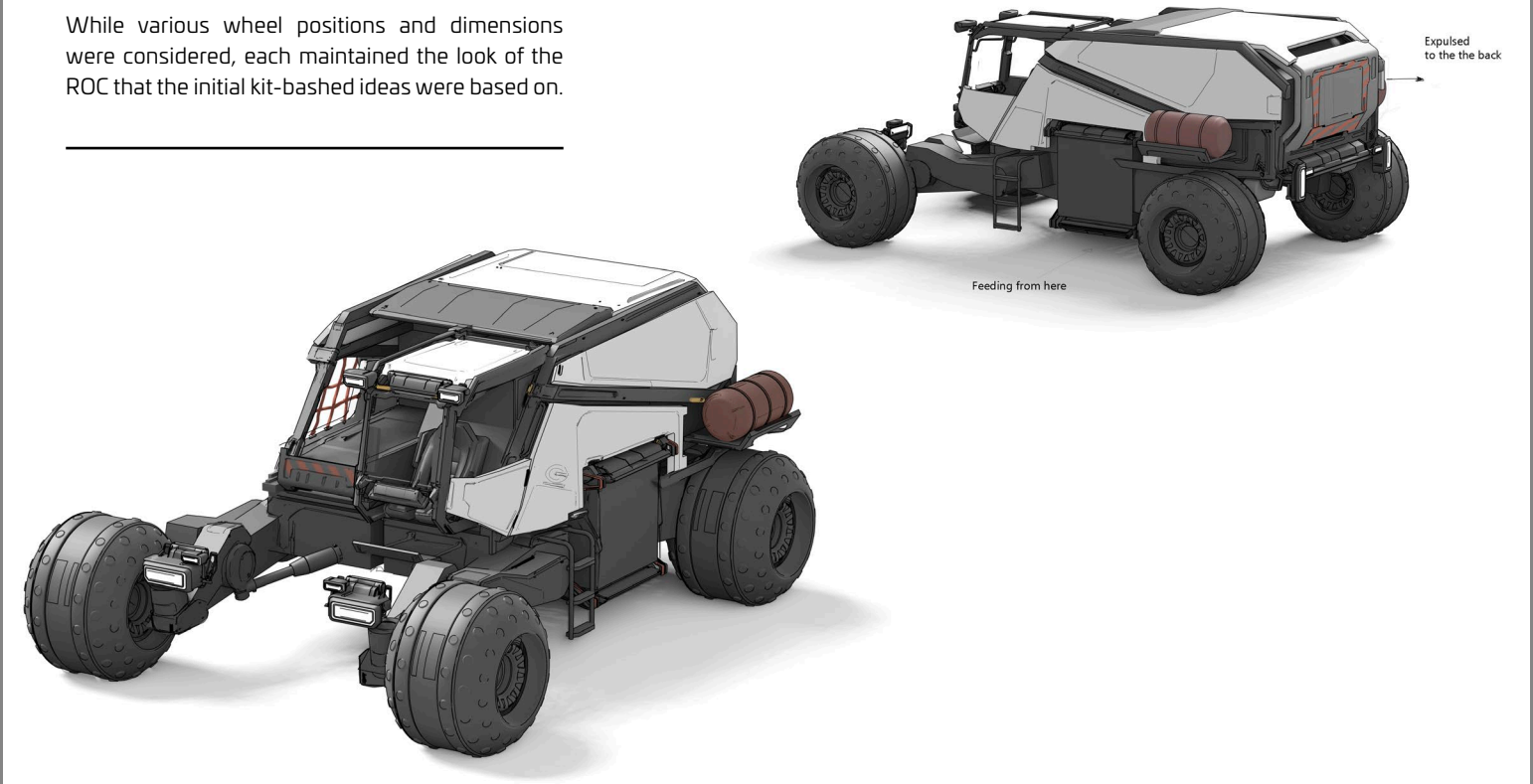


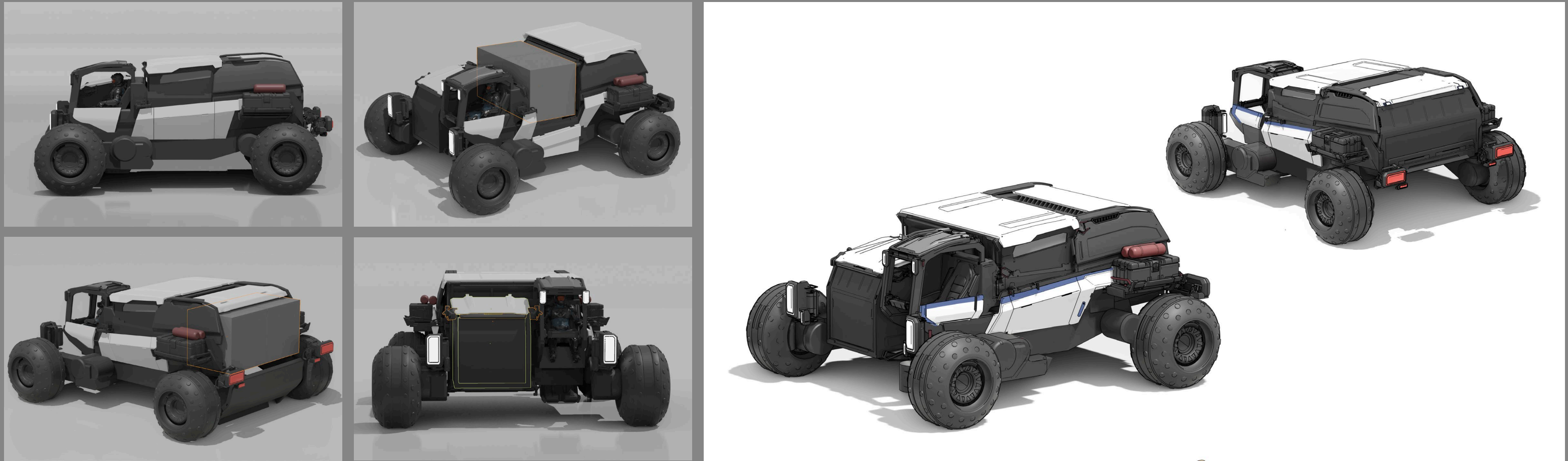
Exploration of the rover began with kit-bashing, with the team taking design and structural elements of the ROC and rejigging them to accommodate a crafting machine and the required storage. Here, the open-air cab (as referenced in the brief) allows for various configurations of the vehicle's other required sections. These kitbashed ideas were then further fleshed out into full concepts.



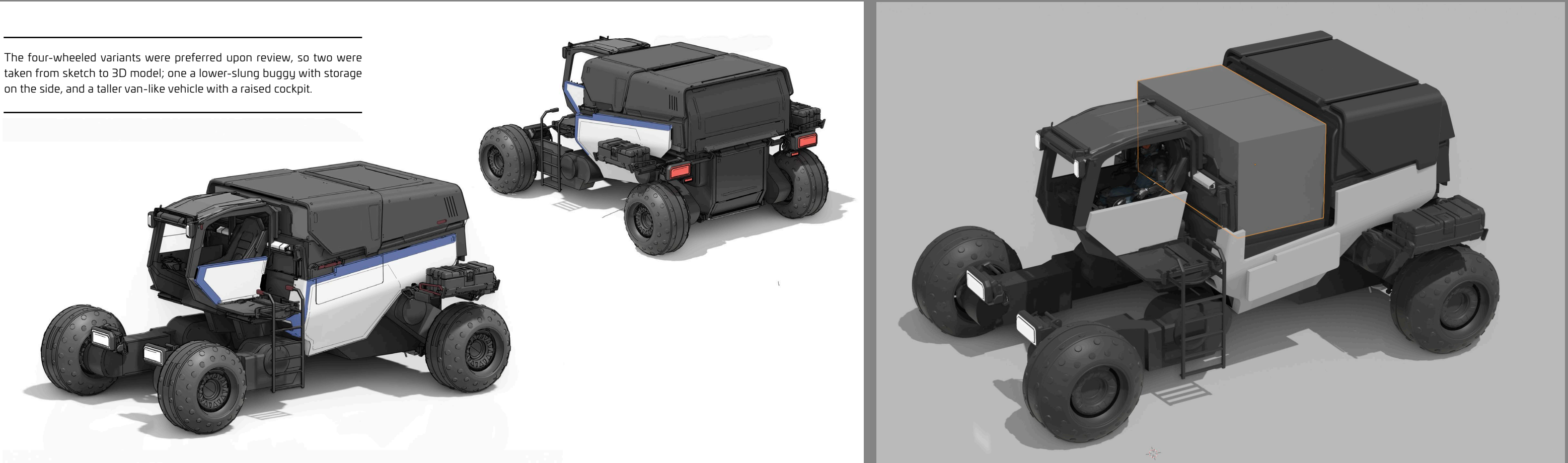


While various wheel positions and dimensions were considered, each maintained the look of the ROC that the initial kit-bashed ideas were based on.





The four-wheeled variants were preferred upon review, so two were taken from sketch to 3D model; one a lower-slung buggy with storage on the side, and a taller van-like vehicle with a raised cockpit.

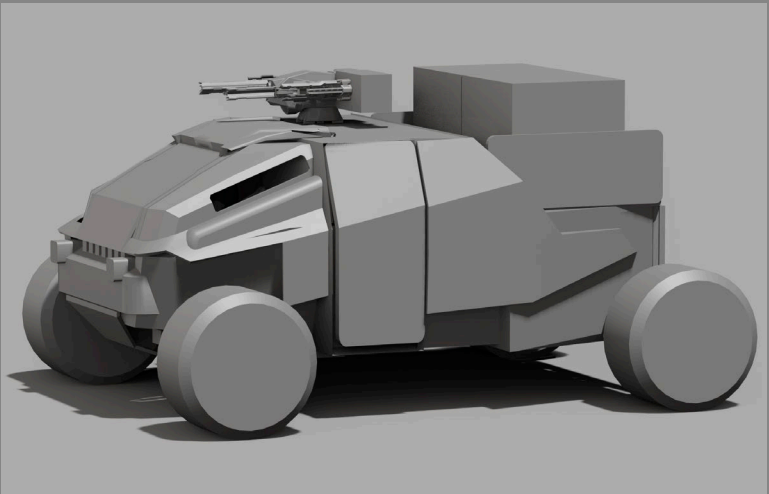
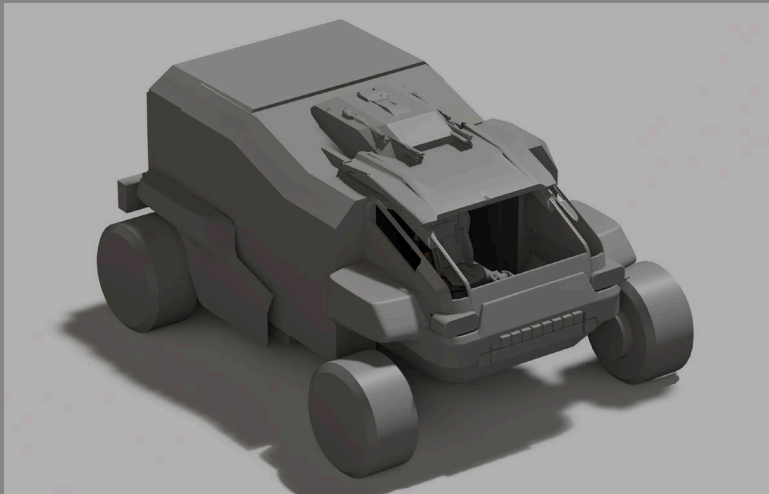
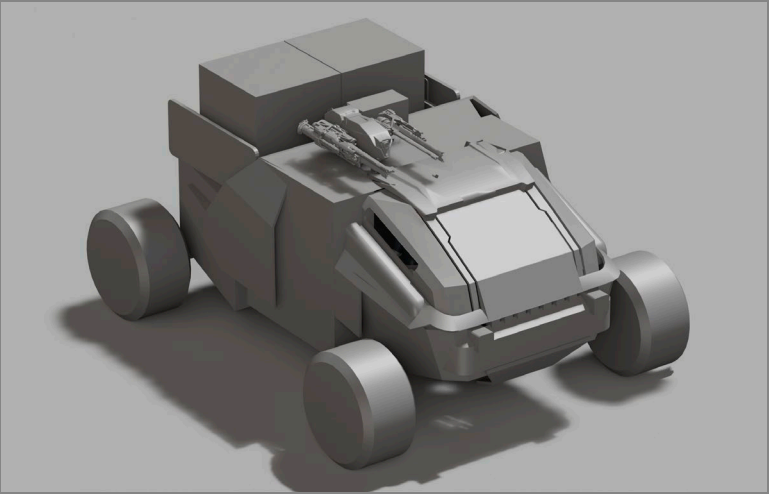
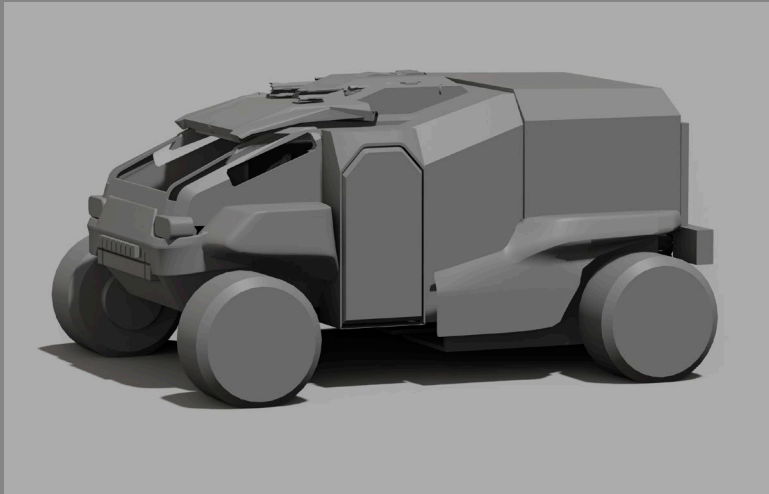


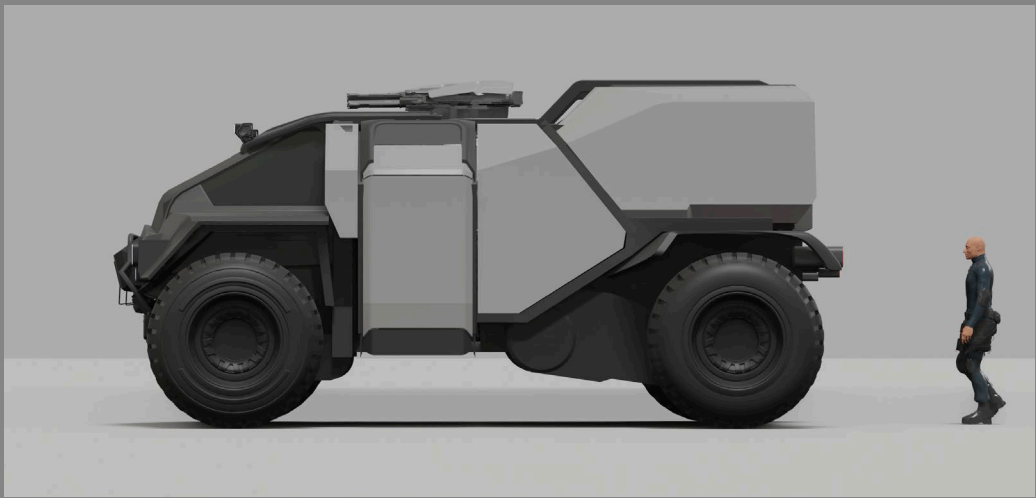
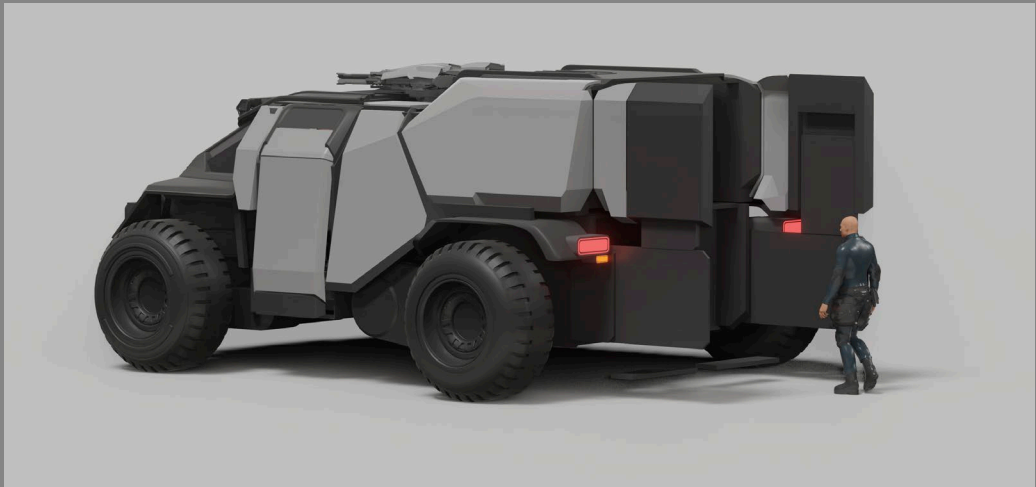
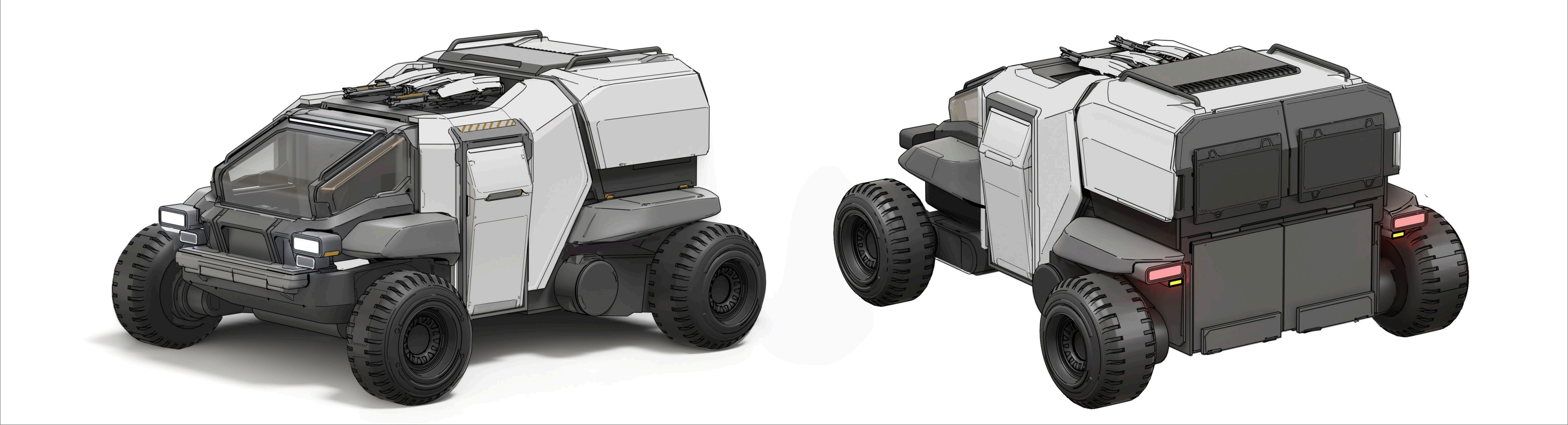
However, upon further review, the models were deemed ‘too industrial.’ An update to the brief was provided to support the new direction.

Vehicle is more of a military support vehicle and less industrial/construction.

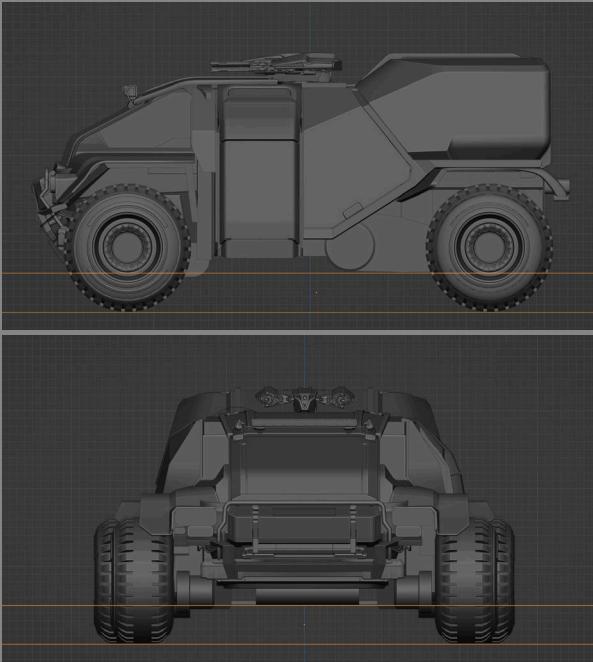
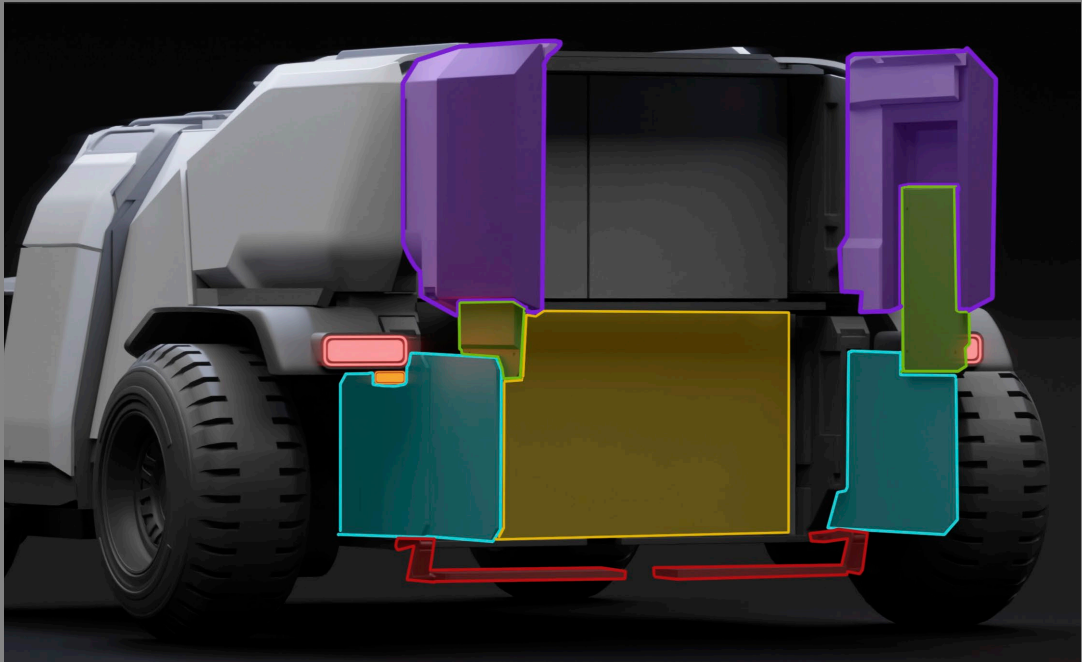
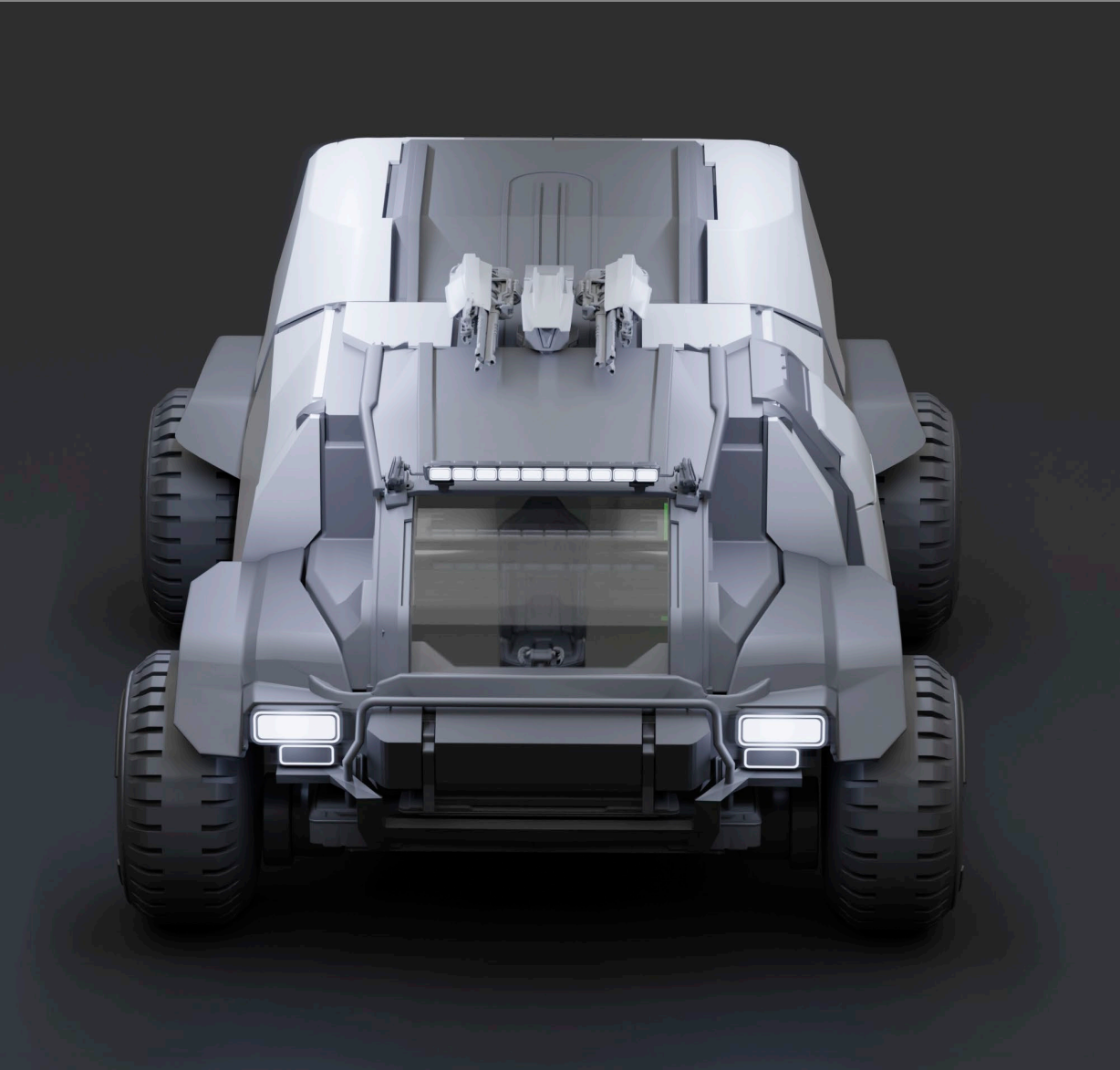
- Needs to have interior for crafting to protect in a combat zone. Can be a ramp
- Need to be able to tractor beam 2 SCU of crafted items in and out
- Needs an additional 2 SCU of internal cargo
- Resources can be sucked from cargo grid, so no need for additional resource space
- Visually happy with Greycat as manufacturer, though wheels too offroad/utilitarian and needs less of an ‘off-road’ stance
- Not massive, as it becomes less useful
- Doesn’t need a weapon but is a ‘nice to have’

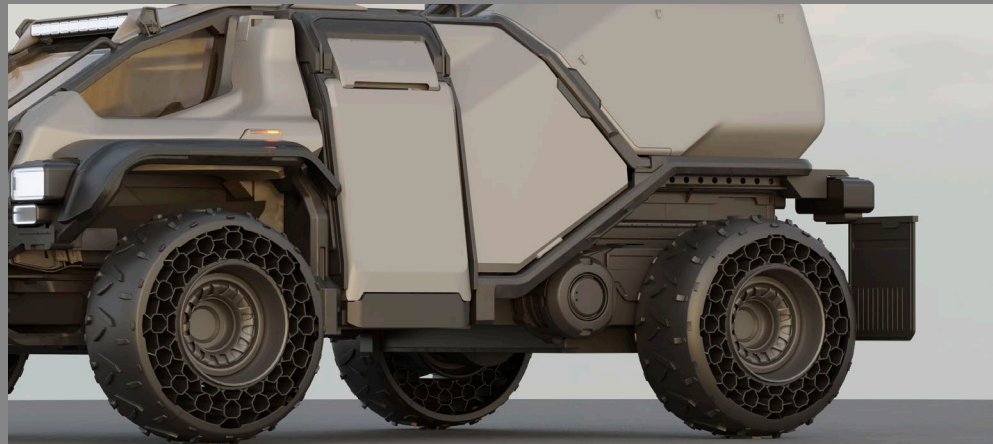
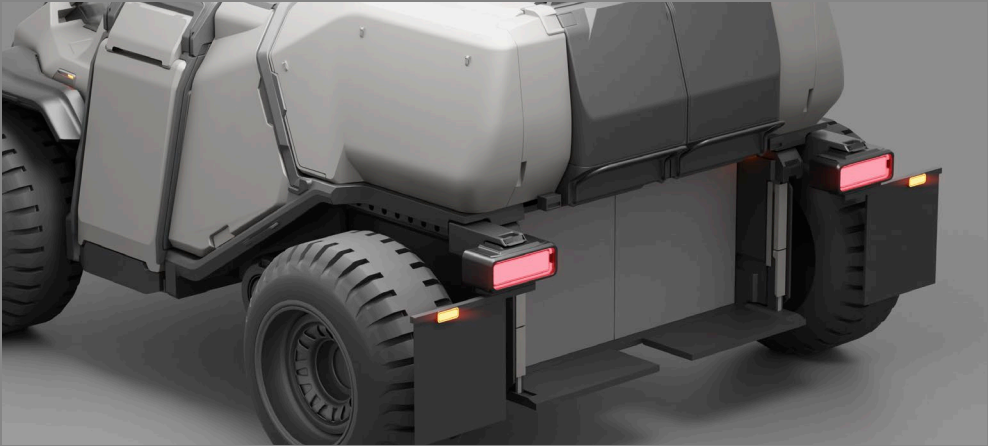
So, following the new direction, the design language of the ROC was replaced with that of Greycat’s Terrain Vehicle series. This can be seen in the much chunkier design, giving the concept a more robust, military appearance more in line with the STV and UTV.





With the vehicle's First Pass Review approaching, the design language was refined and the rover's specific dimensions were established, ensuring the space requirements from the brief were adhered to. Sections requiring animation support were highlighted too, showing how the player would access the storage and crafting areas.





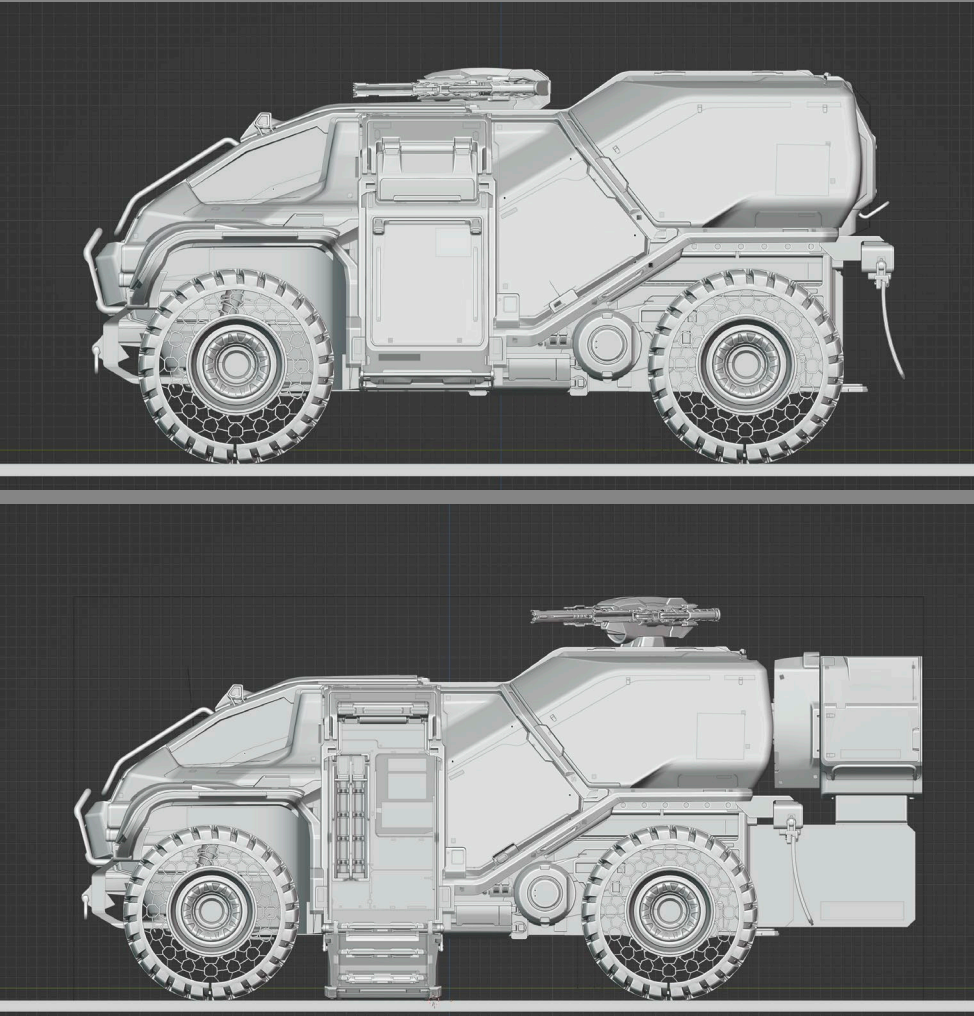
The Crafting Rover passed its review, with the next stage adding finer detail around the whole vehicle. This can be seen around the wheels, rear chassis, and the cockpit, which gained more armor and heavy detailing.



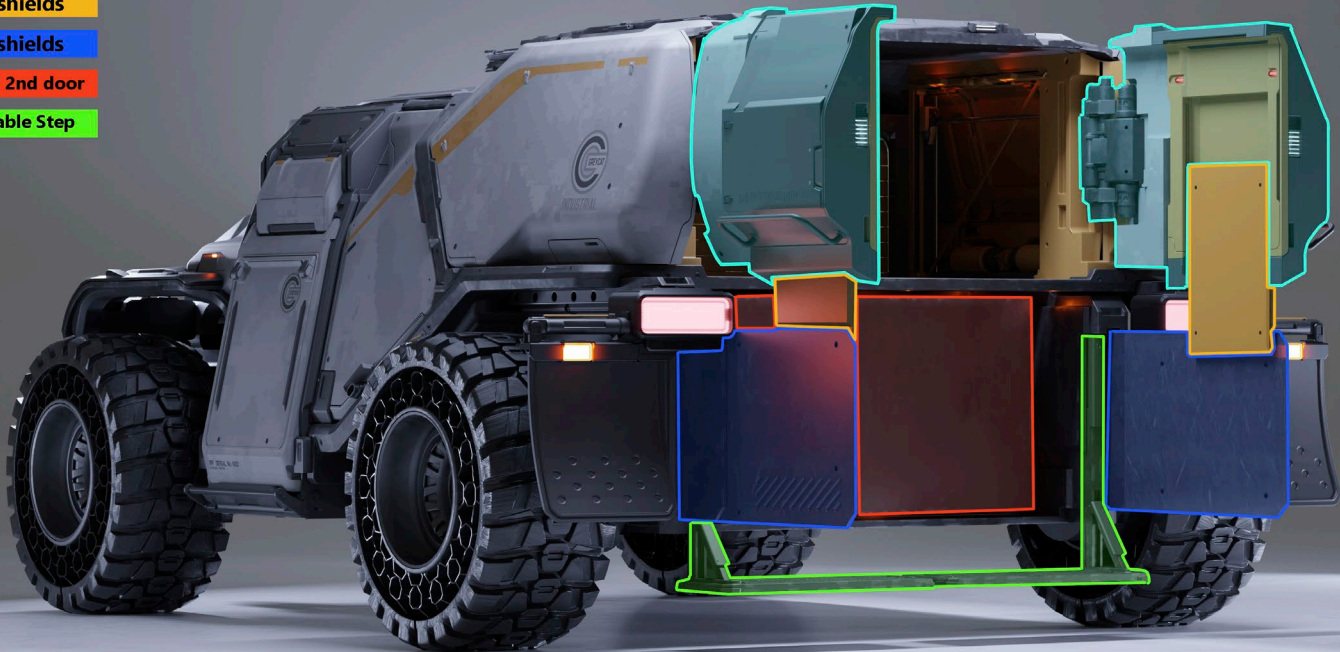
Lighting and material passes were done ahead of the Second Pass Review, which added additional design elements around the vehicle, including the entrance steps and cockpit.



The Crafting Rover successfully passed its review, which meant the general shape, design, and dimensions were signed off for production.



- Main Doors
- Mid shields
- Low shields
- Internal 2nd door
- Retractable Step



- Turret
- Door
- Fuel Port





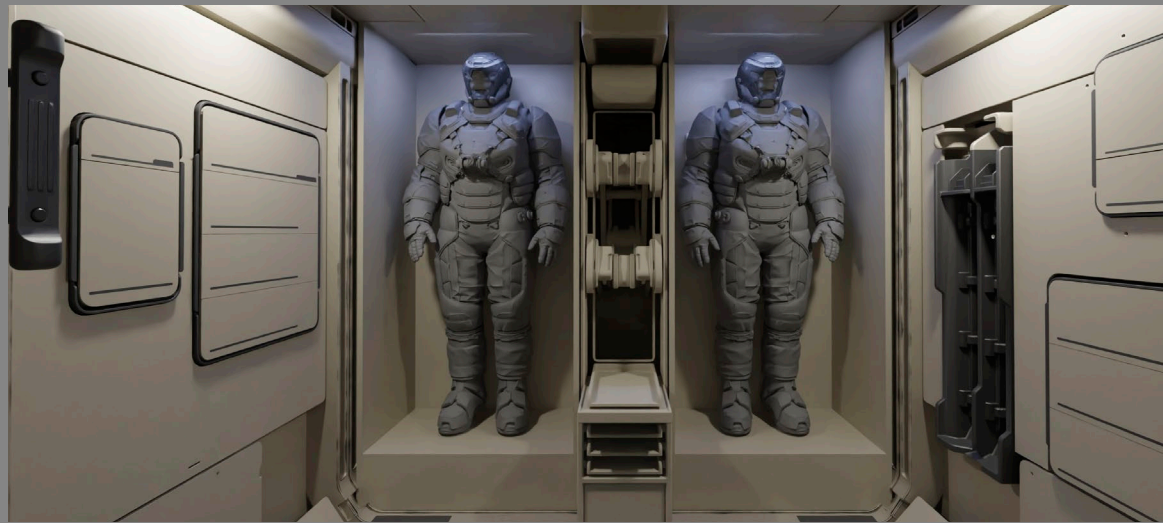


However, the Crafting Rover had always been planned to launch with the wider Crafting mechanic. With Crafting moving slightly to better align with upcoming content, the Ships team moved onto tweaking the rover’s design to suit two variants.

MOBILE TACTICAL CENTER

The first variant to enter production was the Mobile Tactical Center (MTC), which was initially planned to be a small personnel carrier with seats for four passengers located behind the driver.





Feedback led to the team tweaking the interior to make it more of a ground-exploration vehicle/mobile armory for a driver and passenger. Compared to the MFC, the MTC would lose the crafting station but gain two full-size suit lockers, two weapons racks, a single special weapon rack for a large gun, and cargo space for mission boxes.

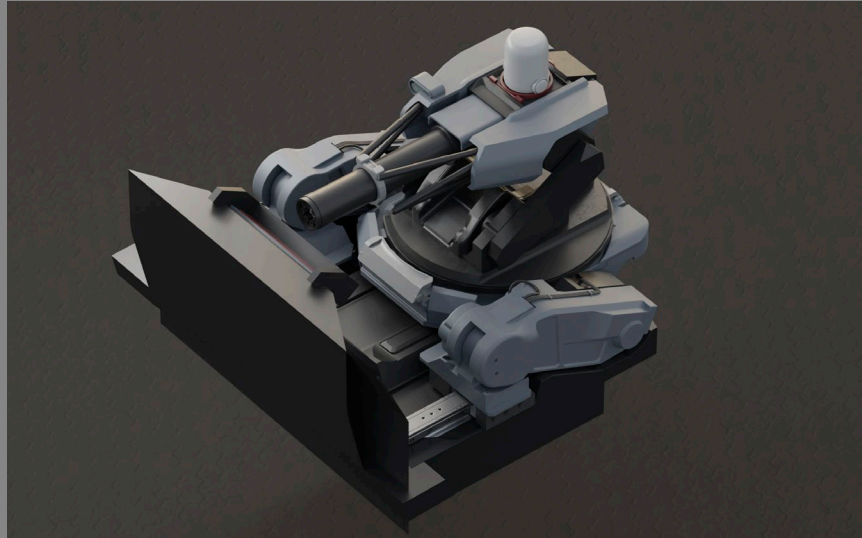




MOBILE DEFENSE CENTER

The second variant was the Mobile Defense Center (MDC), which was briefed as a mobile point defense cannon. Although a seemingly simple request, several gun options were conceived, including one with the gun rising from a compartment at the back. Compared to the MTC, this version would be strictly single crew, as it was intended to support a wider group of vehicles or outposts from airborne threats.

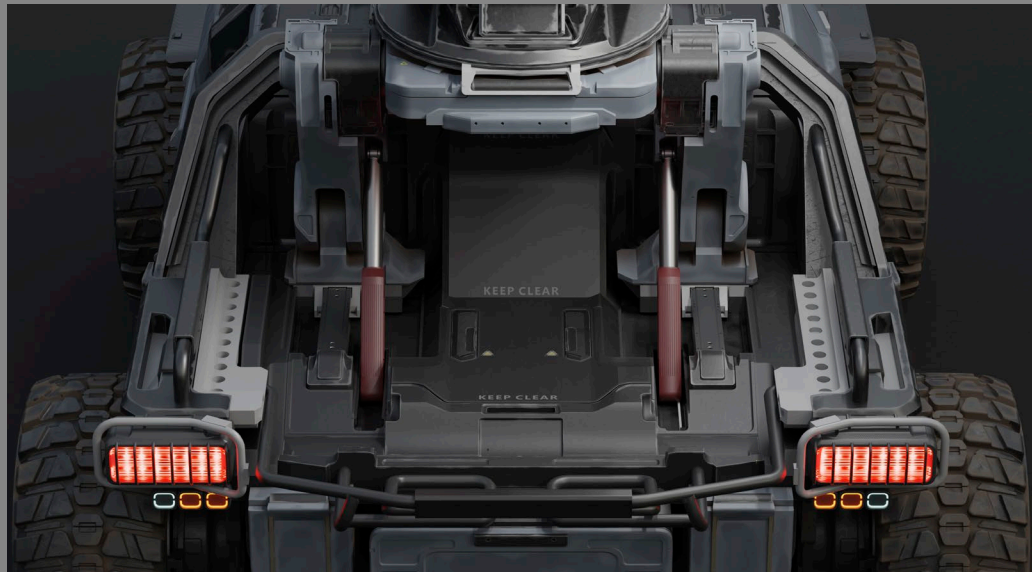




With a desire for the gun to move, the rear of the rover was adapted to fit the PDC, mount, and mechanism to allow the gun to rise as required. This gave the MDC a more streamlined look during normal use but allowed the gun to fire unimpeded.



The mechanism was approved, so final detailing, materials, and paint were added across the vehicle.



The first of Greycat's newest chassis to enter the 'verse was the MTC, which launched in May, 2025, during Invictus Launch Week. The MDC followed during IAE in November, with the series due to be completed shortly with the MFC.





SHIP SHOWDOWN

The annual battle for aerospace supremacy is back once again. Unlike the bloodthirsty dogfights that settle scores in the 'verse, Ship Showdown is all about the community's best-loved vehicles, so there's always the chance for an underdog to take out the biggest players in an unexpected upset.

As we publish this issue, Ship Showdown is down to the Elite 8. As the fights intensify, which fan favorite will come out on top in 2956?

DRAKE IRONCLAD ASSAULT



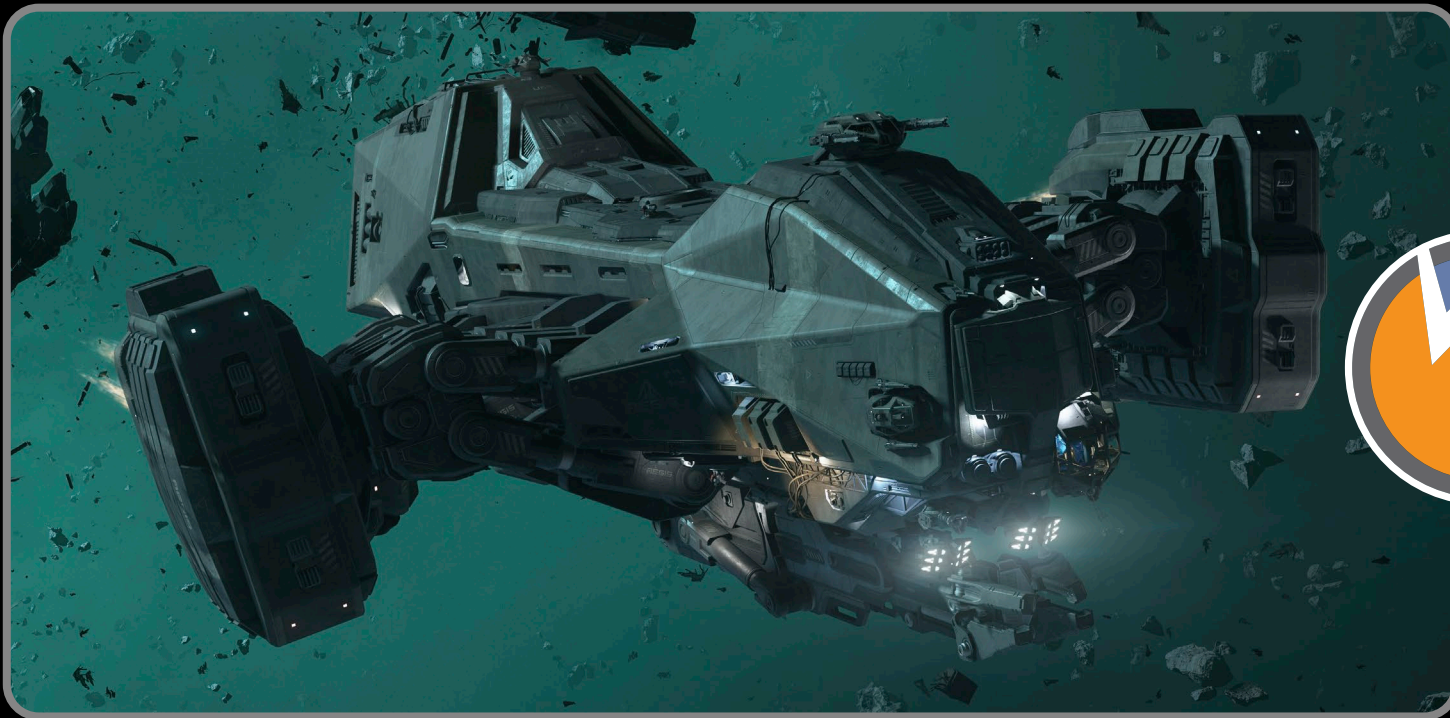
GREYCAT MTC

DRAKE CORSAIR



DRAKE CLIPPER

AEGIS RECLAIMER



ORIGIN M80

GATAC RAILEN



RSI PERSEUS

BEHIND THE SCENES: KRUGER S-65 STINGRAY



Kruger Intergalactic is one of *Star Citizen's* longest-serving shipbuilders, existing from the very beginning as the builder of the RSI Constellation's on-board snub fighter, the P-52 Merlin. Despite its longevity and highly distinct visual identity, not much was seen of the brand after the launch of the snub and its variant, the P-72 Archimedes.

However, last year, Kruger returned with occasional mentions of an in-production Light Fighter, though it wasn't fully revealed until Alpha 4.3. Despite the wait, the L-21 Wolf picked up where the snubs left off, referencing the golden-age of American automobile and aeronautical design with its long nose, elegant lines, and bare-metal paint finishes. This was followed closely by the L-22 Alpha Wolf that tweaked the design and

weapons loadout to better suit dog-fighting.

Both Wolves were hugely well received by the community and internal teams at CIQ, garnering praise for their unique style when compared to the equivalent ships from the more established brands. With Kruger enjoying a resurgence, it was decided to continue fleshing out its catalogue, with the Medium Fighter role chosen to be next down the pipeline. As usual, it began with a design brief.

Kruger Medium Fighter

- Sleek Medium Fighter that's agile for its class, opting for larger weapons

and agility over built-in defensive capabilities. Utilizes weapons from the Kruger catalogue, bolstering 2x S4 laser repeaters last seen on the Alpha Wolf, 4x S2 laser Gatlings that are the same size and can be changed onto the Merlin, and 8x S2 missiles (4x S3 hardpoints).

- The F1 racers of Medium Fighters: High manageability, very quick acceleration, low durability, PvP focus.

The brief was also supported by a selection of reference images, including WW2-era American fighter planes, flying wing concept ships, 1960's Formula One cars, and V12 combustion engines.



With the references and brief in mind, five general concepts were created, each exploring a drastically different approach. These were then expanded into seven concepts, each shown here in red. Despite unique styles, each featured prominent wings and engines.

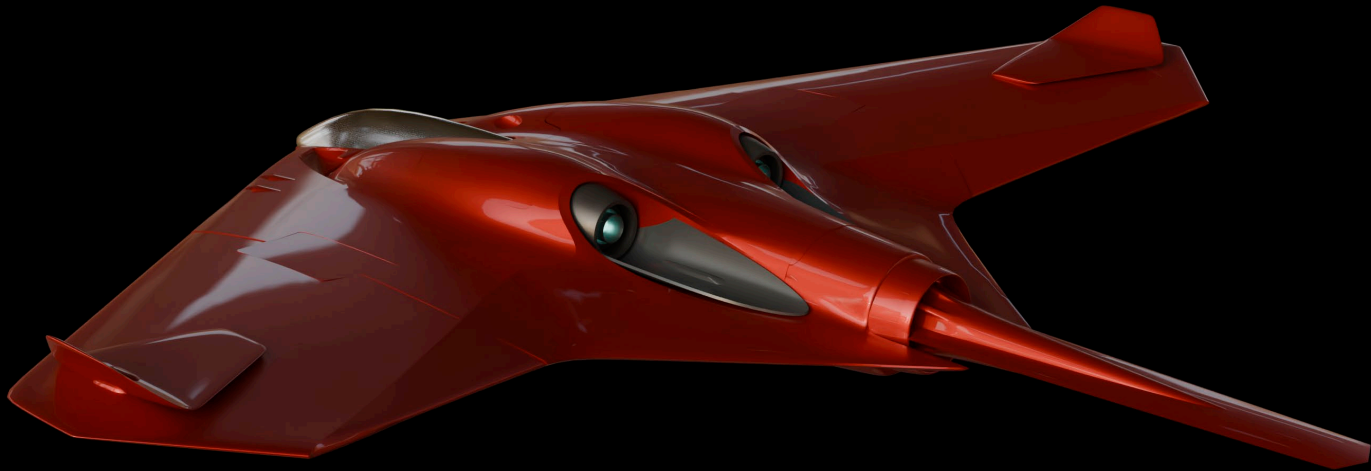




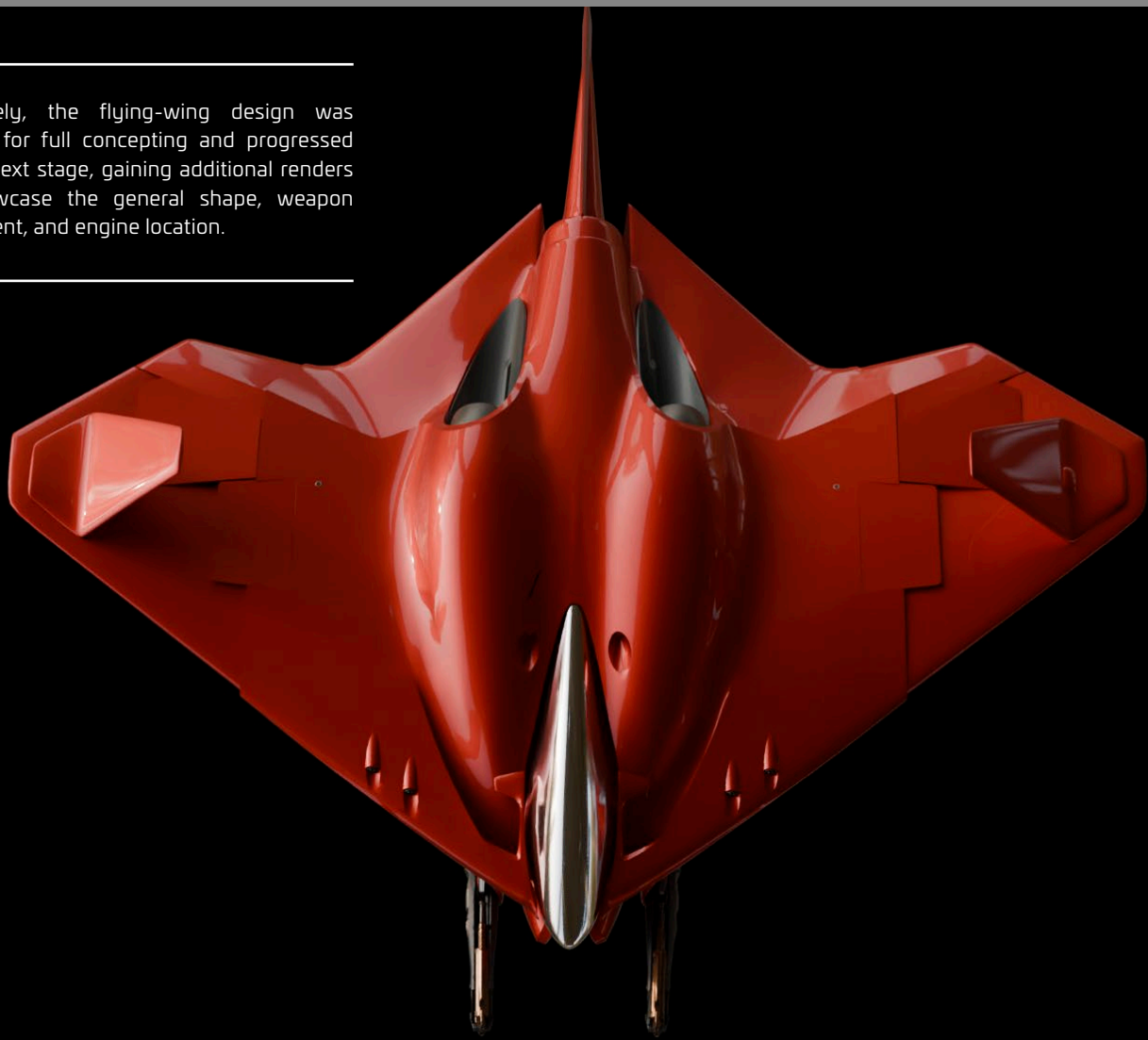


Two directions stood out and were expanded on; one longer, more arrow-shaped design similar to the Wolf, and another more aligned with the flying-wing concept.

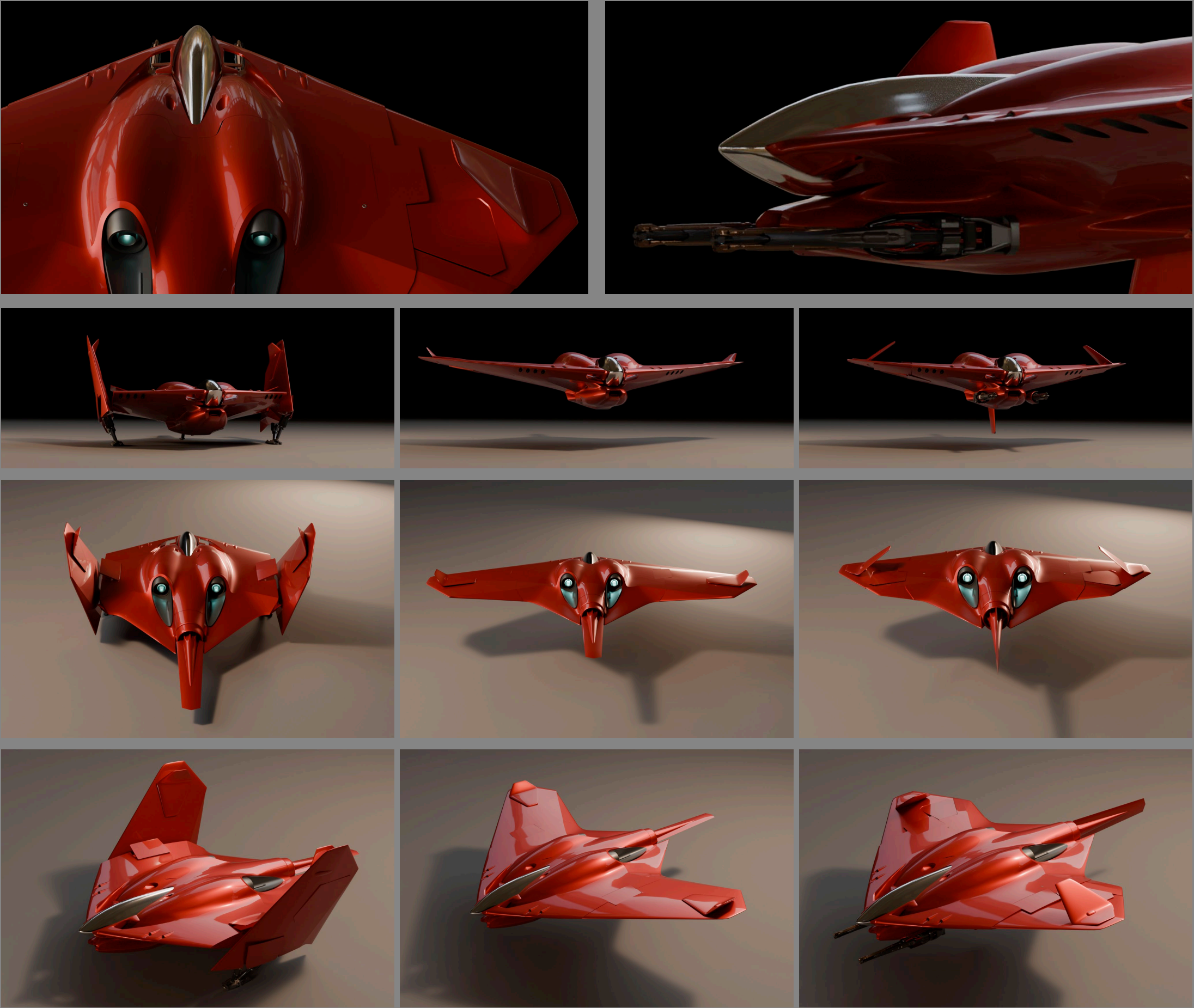


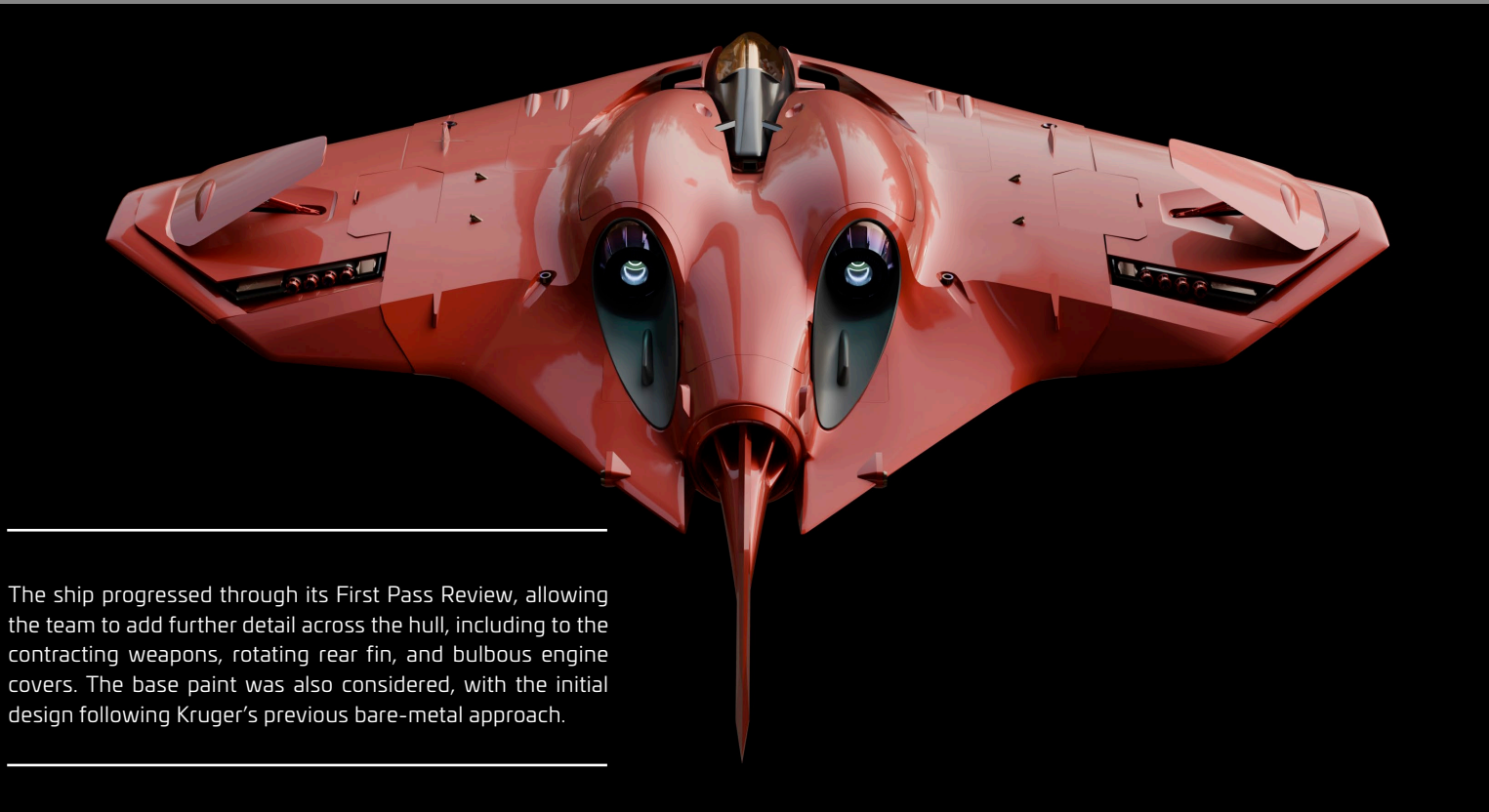
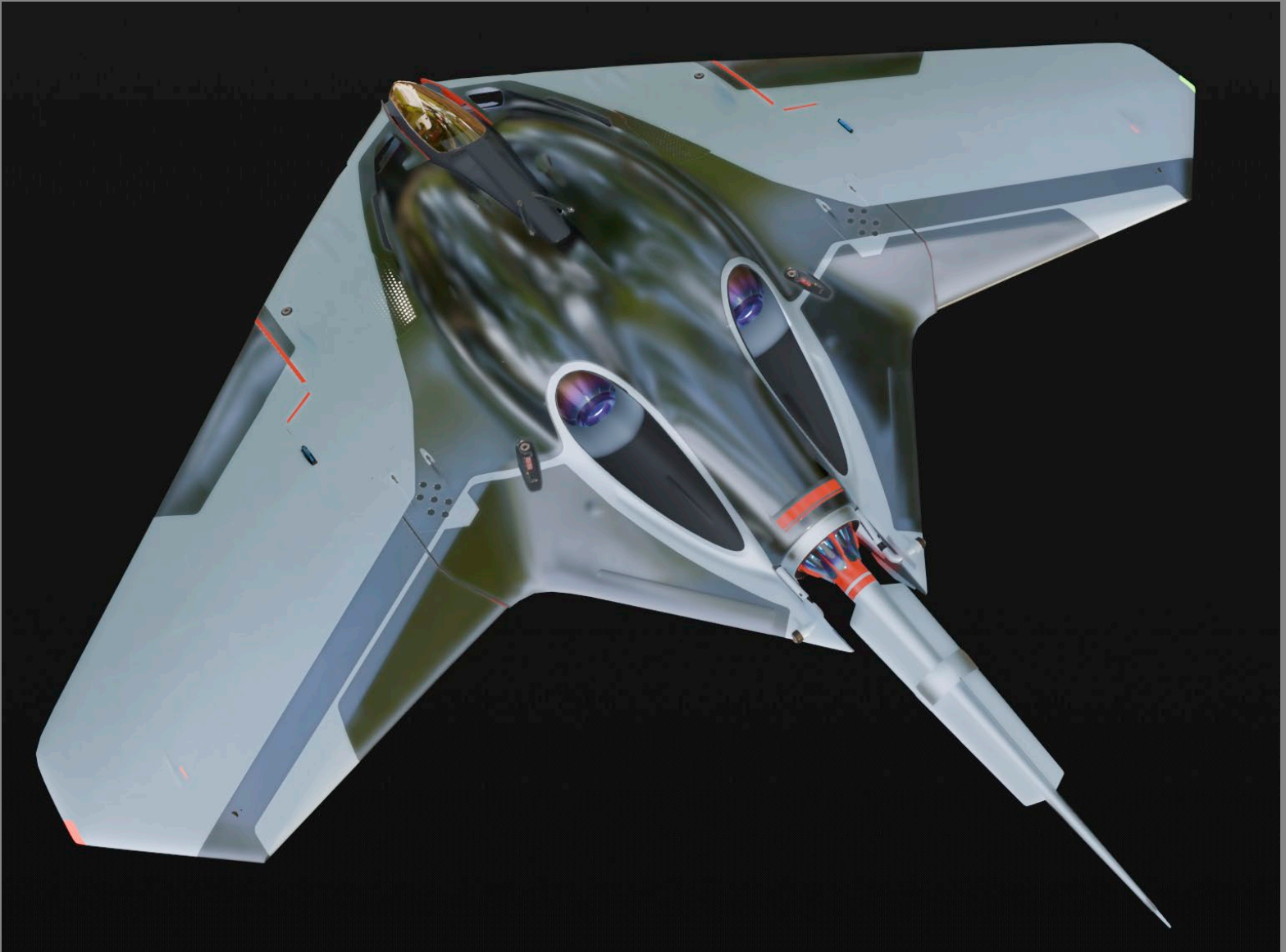


Ultimately, the flying-wing design was chosen for full concepting and progressed to the next stage, gaining additional renders to showcase the general shape, weapon placement, and engine location.



During the greybox phase, the weapons were deemed too prominent, so the three-state concept was introduced, giving the ship landed, flight, and combat modes. This would ensure the ship could fit on the prescribed landing pad size, retain Kruger's elegant design language during everyday flight, and still perform as expected in combat.





The ship progressed through its First Pass Review, allowing the team to add further detail across the hull, including to the contracting weapons, rotating rear fin, and bulbous engine covers. The base paint was also considered, with the initial design following Kruger's previous bare-metal approach.

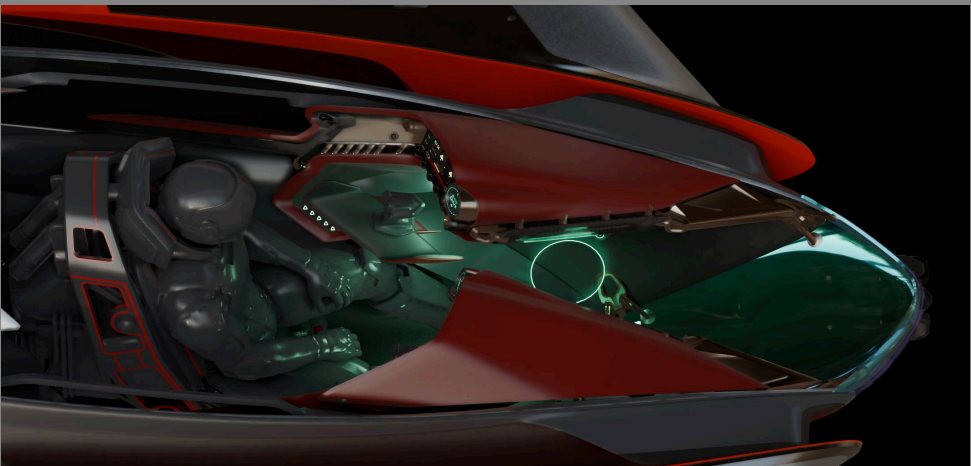
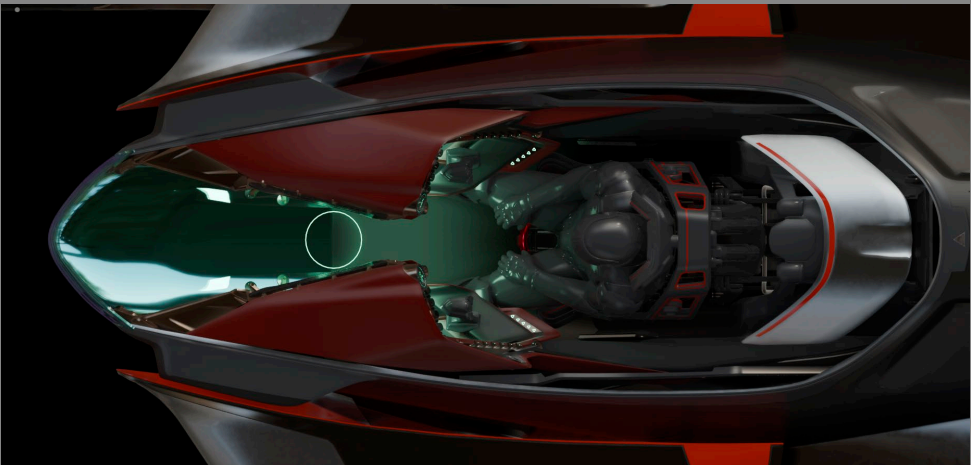


With the ship approaching sign off, a Narrative pass gave it the apt name of S-65 Stingray. Before it was passed onto the implementation teams, final renders were created to highlight each of the three states and the design specifics around the ship.





The interior was also finalized. As a single-seat fighter, a dedicated interior pass wasn't required, so it was worked on alongside the exterior, though received a bespoke dashboard and instruments in the now well-established Kruger style.





During implementation, the base paint was redesigned to feature the red from the initial designs, though a version of the concept paint would be available separately on launch.

The S-65 Stingray entered the 'verse in Alpha 4.10: Siege of Orison, filling the Medium Fighter space in Kruger's vehicle catalogue.

NYX 1 RELOCATION LOG:

THROUGH THE STORM

TRANSCRIPT_1
2956.01.28_09:00SET

NINA: -heat'll take getting used to... Wait... Oh for- was I not recording? God da-

-----END OF RECORDING-----

TRANSCRIPT_1.1
2956.01.28_09:02SET

NINA: Okay, recording? Hm, good morning; this is Nina Stylianou, checking in for my second attempt at a first log. I am the freelance repair-tech hired onto Nyx 1 to perform maintenance on the various scan-probes and machinery for the Genesis Terraforming Initiative as they enter the final stage of terraformation here. I have also been "encouraged" by the science team to keep this audio log to document my experience here, a whim that definitely won't make this job take longer.

Alrighty, so I've only been here since yesterday morning, but preparations are well underway for my first excursion to the site tomorrow. The never-ending paperwork I had to sign before coming down made it clear that things aren't exactly people ready yet, which isn't the most comforting thought, but I've triple-checked the gear and we should be in good shape.

To be honest, it's already a win that I even got here in the first place. The pay is great, but, ugh, being top-side is going to take getting used to. The thought that I could be back on Cascom, huddled in a nice dark mine with nothing to worry about but myself, makes me want to run to the next shuttle out of here... and I probably shouldn't have said that in an official log, so... Wait,

ugh- screw it I'm not restarting again, just make sure to edit that last tangent from your final study recording or whatever.

Well anyway, probably time to try to get some rest. Might try to make the hab a bit more comfortable first – drape over the windows for some shade, scrape together some grub, message back home. Night. Nina, signing off.

-----END OF RECORDING-----

TRANSCRIPT_2
2956.01.29_12:34SET

NINA: Good, ah, afternoon. Sorry for the late check-in folks. I am running on maybe an hour or so of sleep... it's my first time being anywhere with an unfinished atmosphere, been fretting all night, making sure my suit and helmet were up to scratch for today.

Anyway, my task today is to check on the state of the closest terraformation monitoring equipment and perform some upkeep if need be. Should be about 30 minutes away by truck, weather permitting, but got a ping that there might be a storm forming there in a few hours, so I'd better get back here before then.

Okay, quick checklist before I set off: got my mobiGlas, lunch, bottle of water for the road, fully suited up... is there a display on this suit to make sure I'm fully sealed in? Hrrmmm okay come on, it'll be fine, just a quick repair and I'll be back before I know it.

I can do this... Nina: Signing off for now.

-----END OF RECORDING-----

TRANSCRIPT_3
2956.01.29_15:13SET

NINA: Alright, arrived at the site. Uh, yeah, I saw a storm brewing a little east of here, so I took a detour to make sure I didn't get caught in that. We got told before we landed here that the storms have been stabilizing a bit as the atmosphere adjusts, but still, wanna make sure I'm clear before it makes its way here.

'Kay, quick check, make sure I didn't jostle my helmet getting into the truck. Final checks... Okay, okay on 3. 1... 2...

[shuffling, followed by a slam]

NINA: Whew, let's get this over with.

[pause]

Man, it is too god damn quiet out here. But that's what talking to myself is for, right? Okay, just walked over to the scanner. Whole thing's completely covered in corrosion – probably from the elevated chemicals they have to pump into the able to speed its formation – but everything seems to still be humming along. Let me get a look at the control panel, check the error log-

[inaudible due to heavy wind]

NINA: What the- [inaudible] gotta get back [inaudible] truck!

[inaudible due to rain and heavy wind]

[crash]

-----END OF RECORDING-----

TRANSCRIPT_4
2956.01.30_01:33SET

NINA: That- Is it...I-it's working! it's [inaudible] believe this is tougher than my mobiGlas!

[crying]

The storm, it just- it hit earlier than the forecast predicted. I'm stranded out here, the navigation on my truck's interface is being completely scrambled. My mobiGlas too. Hell, even if I could just start driving, I can't risk the wind overturning the truck. Oh crap, my helmet! The wind knocked me over on the way into the vehicle, my helmet must have cracked when my head hit the doorframe-

[creaking, heavy wind]

Oh god, oh my god, please don't tip over. [heavy breathing] What do I do... what do I do...!

-----END OF RECORDING-----

TRANSCRIPT_5
2956.01.30_06:23SET

NINA: I got some sleep, but not much. I don't know what time it is without my mobiGlas. It's morning for sure, but there's so much dust and grime on the windows, I can't see outside. Storm's gone at least, but that's the only good news. Bad news: truck engine's blown too. Can't go out and fix it cuz my helmet's wrecked.

Okay, okay, keeping calm, deep breaths. What have I got? Let's start with food, I've got... my sandwich from yesterday, couple energy bars, and maybe just over half my bottle of water. Not great, but at least I got something... Don-Don't panic... The truck's sealed, and the oxygen tank is active, got maybe a few days' worth of oxygen left.

[pause]

What... what the hell am I even recording this for? N-no one's going to hear it...

[crying]

-----END OF RECORDING-----

TRANSCRIPT_6
2956.01.30_10:45SET

NINA: I know no one's listening, but I don't know what else to do... I can't sit in silence anymore...

[pause, chuckle]

It's funny, that. Not wanting to sit in silence. I mean, I've been alone digging holes for most of my life. Most people would hate being stuck in a dark, cramped space for weeks with no one else to keep you company, but I don't know... I always loved it. Never felt comfortable above ground. Too many people, too many unexpected possibilities, too much...space. Whereas, when it's just me in a mine, I feel... I don't know, in control, I guess. It's like, I dug this hole, I set up the support beams, mapped the area, set up oxygen tanks, packed rations. My whole world became nice and small and easy to keep watch over.

It was my mom who made me think about taking this job, actually. When...how many years has it been since I even saw my mom? Like, not just on a vid. I can't even

remember when our last visit was, it's been that long. Last time she comm'd me, she said 'You're young, you need to see at least some of the universe before you decide it's not for you'. I don't know what came over me, but I just... saw this posting, and thought of her. I did it so she'd, I don't know, be proud of me for trying?

[laughing, crying]

Such an idiot... I-look what happened the minute I listened to her. I'm stuck out here, in the middle of a planet with an unfinished atmosphere. I've got no helmet and no food...

[crying]

At least... if I'm going to die anyway... at least I can die in a dark, cramped space. Maybe I can pretend [sniff] that I'm home...

-----END OF RECORDING-----

TRANSCRIPT_7
2956.01.31_04:56SET

NINA: It rained again, maybe a few hours ago. Not a heavy storm but enough to get some of the grime off the windows. It's... actually pretty beautiful out there, in the rain. The sun hasn't properly risen yet, but it's bright enough that some light reflects off the puddles.

[pause]

I think...mom would like this place...

...

I... think I get it now. What she was trying to tell me the whole time. It's not just about getting out of my comfort zone; she wanted me to stop allowing my comfort zone to make me afraid of living. Screw this, I-I'm not... I won't go out like this. If my choices are to either lay down and die in this truck, or die trying, I have to take the chance. And I think, even if I only get a couple of steps before I hit the ground, it's two steps I never thought I'd be able to take. That alone makes it worth it.

[sigh]

If nothing else... I love you, mom.

[clunk]

[slam]

[pause]

[thud, followed by crying]

I... I'm okay... I'm okay... it's just about breathable. You crazy bastards made it work! [laughing] Oh my god, alright let me... shit, the engine's still fried.

[pause]

[laughter]

I... I'm gonna have to walk, huh?

-----END OF RECORDING-----

TRANSCRIPT_8
2956.02.01_10:45SET

NINA: This is Nina Stylianou, checking in for my final log during my first mission on Nyx I. I may not have been able to do all my more thorough checks, but I managed to confirm from experience that terraforming is continuing as planned. They've already outlined my next repair and promised me a more advanced weather scanner on my truck.

I... I considered removing some of these recordings, but it felt wrong to leave them out. All of it, even my... less composed moments, all of it is a complete record of my experience here. It was terrifying, but I got to see something special here. Maybe it's a bit cliché to say, "this job changed my life", but hey, they're not called clichés for nothing – we keep saying them for a reason. This place has given me a reason to get above ground for once, breathe some fresh air and even feel somewhat okay in open spaces.

I've decided. Once Genesis finish their work here and the planet becomes habitable to the main population, I want to give becoming a settler here a go. Who knows, maybe my mom would like to live here too.

-----\\\\\\\\END OF TRANSMISSION\\\\\\\\----



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