



Star Citizen

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I'M A STAR CITIZEN

Star Citizen

From the mind of Chris Roberts, acclaimed creator of Wing Commander and Freelancer, comes STAR CITIZEN. 100% crowd funded, Star Citizen aims to create a living, breathing science fiction universe with unparalleled immersion... and you're invited to follow every step of development!

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David Haddock

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Writer

David Haddock is the Lead Writer working out of the Santa Monica office. His accomplishments include inventing static electricity, discovering both South Dakota and Vitamin C, convincing ice to be cold, and a personal Russian Roulette record of 76 and 2.

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Calix Reneau

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Designer

Calix Reneau is a Designer in the Santa Monica office. His work might not sound very awesome, but they let him wear many hats at work, in both the literal and figurative sense. Put simply, he makes the ships fly, the hands grab, and the components fit where they ought.

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Gurmukh Bhasin

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Concept Artist

Gurmukh Bhasin is an in-house Concept Artist in the Santa Monica studio. He loves designing spaceships! His work includes the Vanguard, the Carrack, the Mustang variants and the Constellation Phoenix. His favorite ship to blow up is the Retaliator.

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Forrest Stephan

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Artist

Forrest Stephan is the CG Supervisor in the Santa Monica office. No one knows what that really means, but his desk is closest to Chris Roberts, so we assume it's important.

The rest of this card space for rent.

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Artist

Elwin Bachiller is the Lead Vehicle Artist in the Santa Monica office. He participated in the first season of The Next Great Starship where he was not the winner, so he got the consolation prize, a chance to oversee the development of all spaceships in Star Citizen.

Try again next time, Elwin.

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Mark "The Bugsmasher" Abent

Programmer

Mark Abent is a Gameplay Programmer in the Santa Monica office. His story began when his parents were mildly annoyed in an alley in front of him by a group of unresolved bugs. That day he vowed to become the hero we needed. That day he became:

The Bugsmasher

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Darian Vorlick

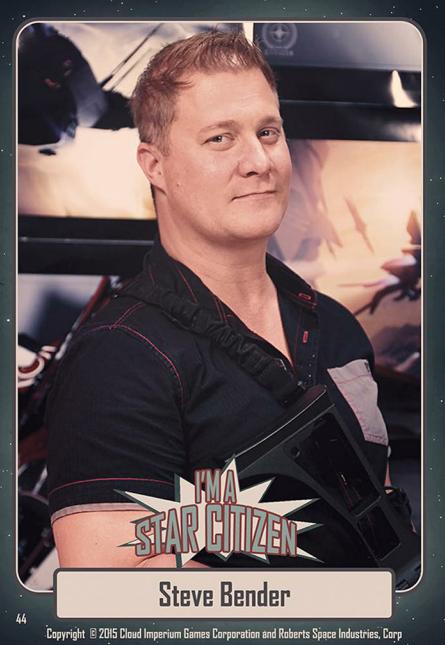
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Producer

Darian Vorlick is the undefeated UEE Thumb Wrestling champion 4 years running. It is rumored his 6" thumbs were transplanted from a captured Vanduul pilot in a bizarre military bioengineering experiment. As Arena Commander's Production Coordinator, the Thumbs of Doom oversee the Tech Design and Engineering team's projects.

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Animator

Steve Bender is a legend of a man. His Dry Rub Ribs? Legendary. His years as a salsa dance instructor? Legendary. His well documented preference for 1% milk? Legendaairy. And the German folk tale of Bauer Franz, legend to his people? Yeah, that's Steve Bender, too. Legendary man of Legend.

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This Aurora Makes it's Marque!

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The Alpha Mustang Rides!

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Flight of the Hornet F7C!

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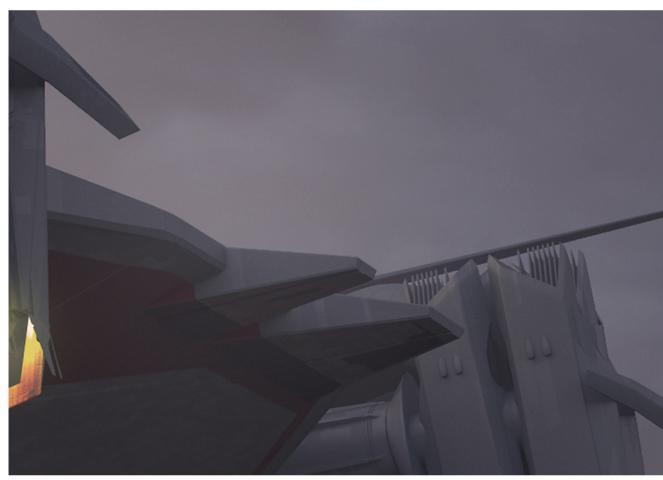


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The Vanguard Warden Attacks!

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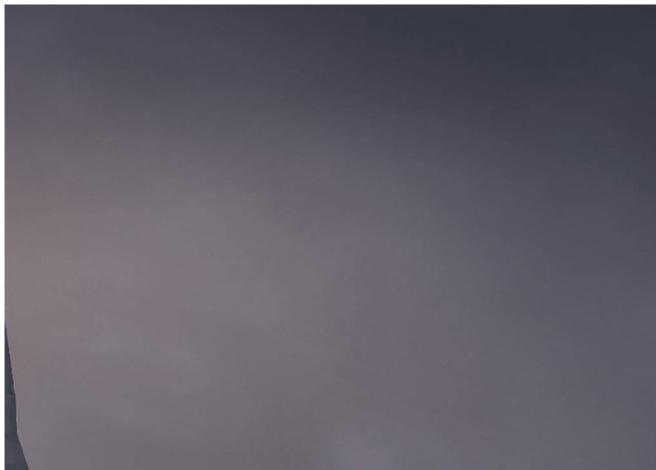




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Pit Stop for the M50!

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The Reclaimer Looms!

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The Mysterious Scout Ship

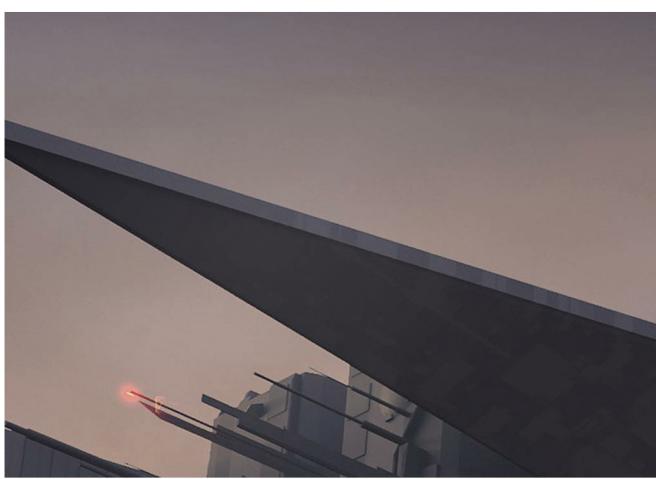
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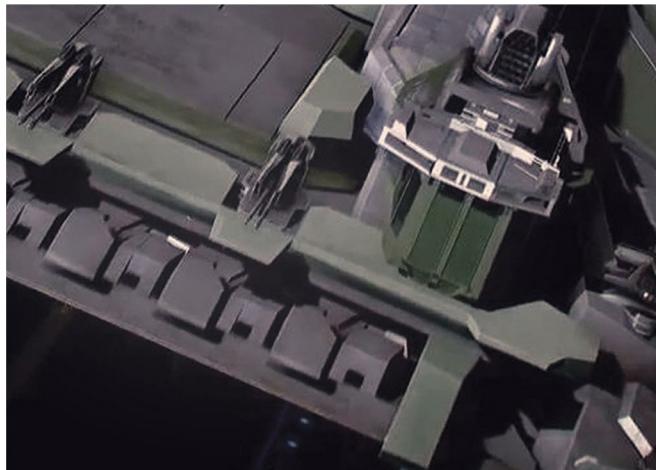


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Can't Catch the Herald!

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The Stanton System is a corporate business park writ large: a series of four massive SuperEarth planets terraformed for their resources. Though built by the UEE proper, they have since been sold off to the highest bidders support construction of the Synthworld. Some of the largest corporations in the galaxy purchased rights to the worlds, at a cost of trillions of galactic credits.

The Stanton System

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Rihlah is the first system past the Perry Line, and was originally a major staging area for Xi'an military forces and was processed as a military zone. All of the planets and resources in the system have been converted to a martial nature, helping to build and maintain the defensive capabilities of the system.

The Rihlah System

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The Goss System

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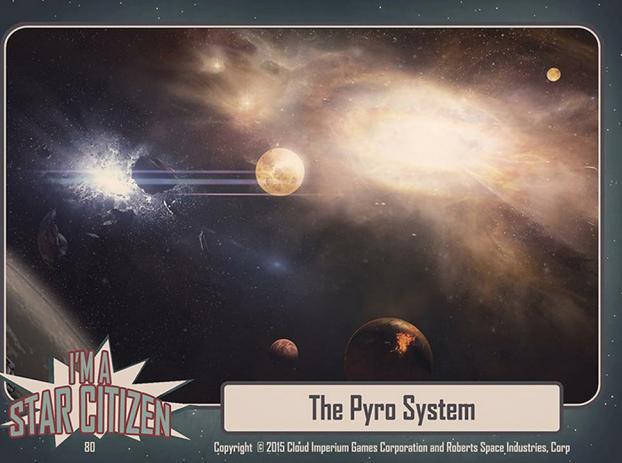
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The Goss System is the epitome of natural beauty on a grand scale. Located at the forefront of a massive emission nebula, The Olympus Pool, this binary star system is so stunningly different from anything else in space that early explorers could not believe what they had happened across. Massive, permanent bands of turquoise, gold and deep orange expand infinitely across the sky in brilliant patterns from any viewpoint in the system.

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The Goss System

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The Pyro System

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If Spider is the face of piracy in the galaxy, Pyro is unquestionably the beating heart. An otherwise desolate, lifeless star system crippled by a prolonged nova phase, Pyro is most notably the home of the shared pirate outpost of RuinStation. Here, opposing packs constantly struggle to own the station and all of the nearby action.

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The Pyro System

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The Baker System

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Baker's claim to fame is twofold: it is one of the only binary star systems in the United Empire of Earth that is inhabited, and it lies just a single jump from Terra. The first has earned the system the attention of astrophysicists eager to study such a star setup within the confines of safe and patrolled space. The second is the reason for both the system's high point of civilization — the shipping hub — and for its use as an underground racing arena.

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The Baker System

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The Cathcart System

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Cathcart is widely recognized as a 'pirate system,' and its reputation in the UEE expends little treasure trying to downplay. At heart, Cathcart is a galactic junkyard with no natural planets and no particular redeeming qualities. It's been humanity's prime dumping ground for radioactive debris, failed starship hulls and out-of-date space technology for generations. The only enforced rule: leave the route between jump-points clear at all time.

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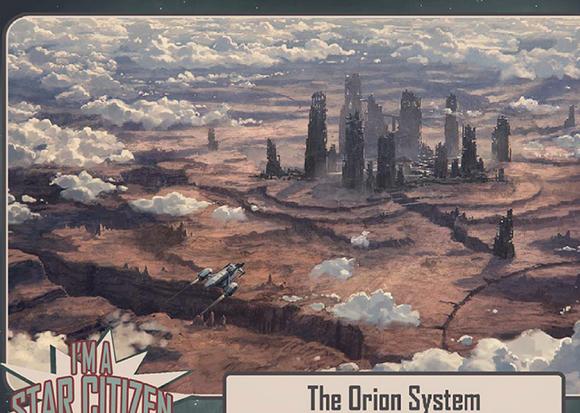
The Cathcart System

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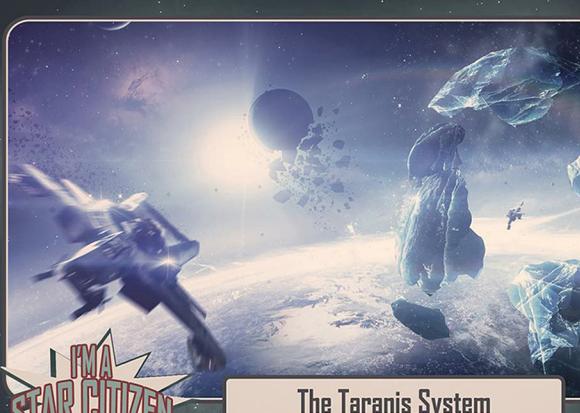
The colony on Orion III (Armitage) began life in a celebrated fashion; it was the end goal of Project Farstar, a UEE initiative aimed at expanding mankind's reach by establishing increasingly distant colonies.

To this day it remains the single farthest human world ever colonized. Earth's most distant colony evolved peacefully for six years... until the first attack.



The Orion System

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The Taranis System

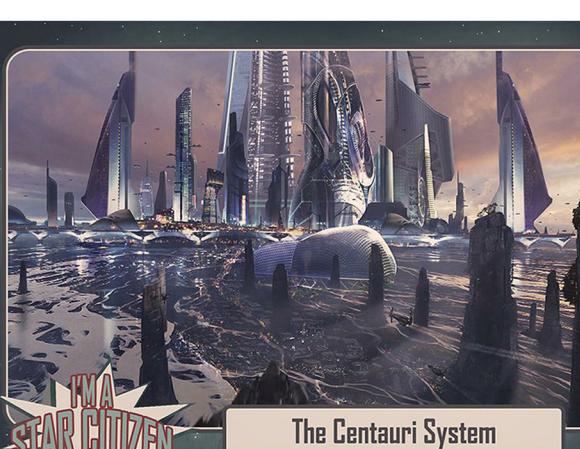
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The Orion System

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The rocky heart of the frontier! Taranis is best known as one of the systems of Kellar's Run, and it allows transport crews a way to avoid transit through the pirate warrens of the Nexus System. It's a questionable bargain, though: a pair of extremely dense asteroid belts that must be traversed to travel from one jump point to another. Taranis recently entered popular culture because of its role in Original Systems' Arena Commander as the "Broken Moon of Taranis" map.



The Centauri System

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The Taranis System

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Centauri was one of the first systems settled during Humanity's initial period of interstellar expansion. It was discovered in 2365 by a dedicated survey ship that immediately recognized the tremendous colonization potential of the third planet. The flag was quickly planted on Centauri III and land there was immediately offered at a premium to colonial outfitting groups. The result was Saisei, one of the most beautiful and well-constructed Human worlds in the UEE.



Star Citizen is GO!

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The Centauri System

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On October 10, 2012 at the GDC Online conference in Austin, Texas, Chris Roberts announced Star Citizen with a live demo. An elite group of Golden Ticket holders was on hand to see the reveal first-hand.

After the presentation, the crowd funding campaign kicked off...

...and immediately crashed the servers for the next 48 hours!

Star Citizen is GO!

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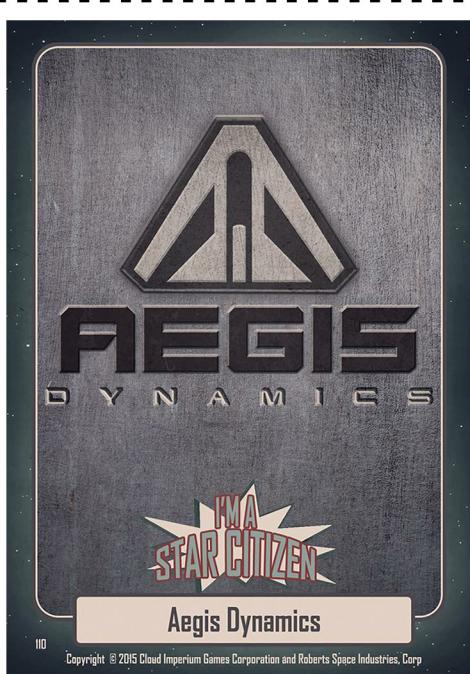


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June 11th, 2014 saw the launch of Around the Verse, Star Citizen's flagship news program. A short fort-two episodes later, the team was putting out a program to be proud of! Hosted by the beautiful Ben Lesnick and partner-in-crime Sandi Gardiner, Around the Verse explores every aspect of Star Citizen's development and fandom. Made possible by subscribers, AtV is your look 'behind the screens' of the BDSSE.

Around the Verse

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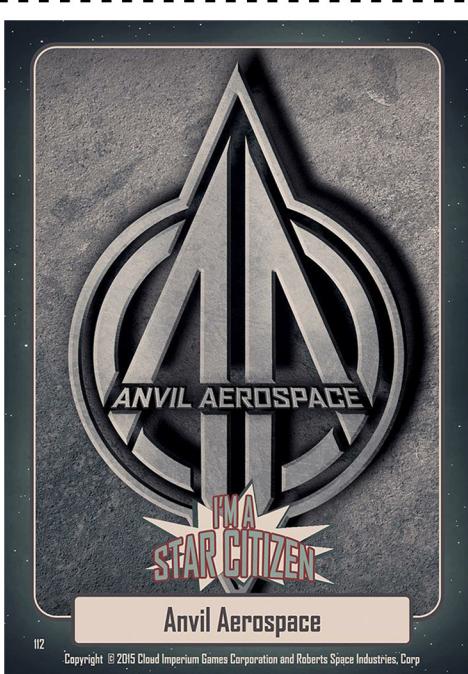
Aegis Dynamics

Discounted by some who view the company as antiquated, but fiercely defended by an older crowd who know Aegis as 'tried and true'.

Acronym: AEGS
Corporate HQ: Davien
Products: Ships, Power Plants and Thrusters

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Anvil Aerospace

The bulk of Anvil's work is in its military contracts with the UEE to design and build their warships, especially the iconic Hornet.

Acronym: ANVL
Corporate HQ: Terra
Products: Ships

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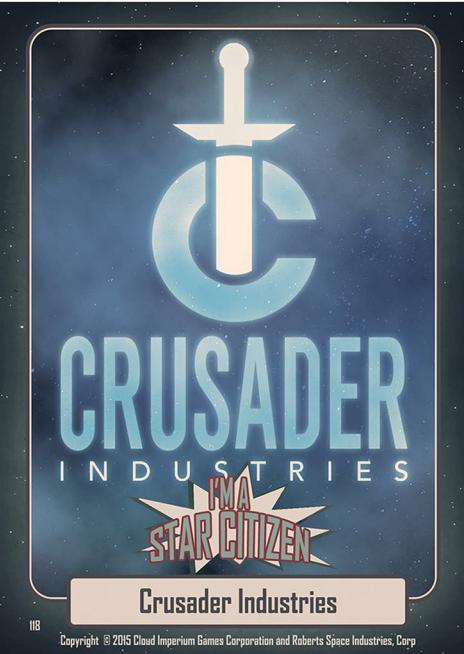
Drake Interplanetary

Every Citizen knows Drake: the cheesy billboards, the newsvid headlines investigating their criminal ties, the not-quite-aerodynamic look of their silhouettes.

The company's footprint is pervasive, and unavoidable for anyone who enters space.

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Crusader Industries

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Crusader Industries

Crusader Industries constructs and operates commercial transports such as the Genesis-class Starliner for lower to middle income families.

Their headquarters is the planet Crusader in the Stanton system.

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AeroView Hangars

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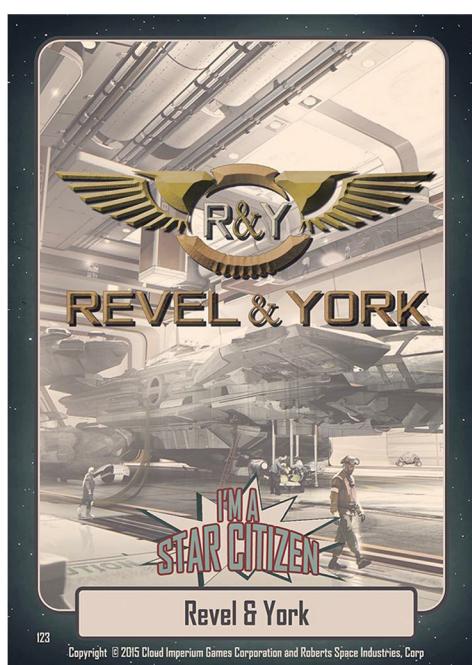
AeroView Hangars

The oldest established hangar manufacturer in Human space. Very commonly used and well liked. The company enjoys presenting a dignified image without the excess of some of it's competitors.

Acronym: AEHA
Products: Ship Hangars

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Revel & York

Often seen as extremely overpriced, R&Y is also very much a status symbol to those who can afford it.

Basically, if you have to ask, you aren't a fan.

Acronym: REYO
Products: Ship Hangars

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Greycat Industrial

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Greycat Industrial

Very well liked and heavily used by science and research groups. Perhaps disliked for their cost by other working groups.

Acronym: GRIN
Products: Cargo/Construction, Mining Equipment, Tractor Beams, and Hangar Buggies.

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Joker Engineering

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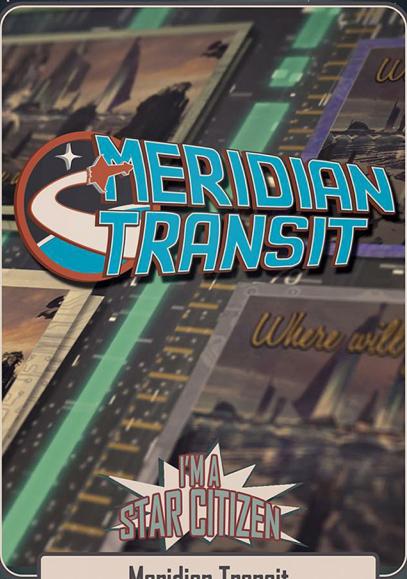
Joker Engineering

Small start-up company founded by an eccentric engineering whiz-kid Barlowe Elias, and is largely viewed as being tied to criminal elements due to their unreserved eccentricity.

In UEE systems, people regard a vessel armed with Joker tech with strong suspicion.

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Meridian Transit

"With Meridian Transit traveling will be a glamorous adventure!"

Meridian Transit is one of the premiere interstellar travel authorities with daily flights to all major destinations within UEE protected space.

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Voyager Direct

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Voyager Direct

Voyager Direct is a general store, selling all manner of product from ship parts to clothes. While they maintain actual store fronts most of their business comes through mobiGlas. Anyone planetside is considered in range of a storefront and can order directly through their mobiGlas interface.

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Omar Aweidah

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Artist

Omar Aweidah is a Character Artist in the Los Angeles office. He likes to do high poly sculpting and modeling, and also drawing and dancing, and even character tech development, but he hates writing autobiographical text for the back of trading cards.

Don't make him do this, Jared.

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Randy Vazquez

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Producer

Randy Vazquez is an Associate Producer in our Los Angeles office, focused on supporting the local Design and Engineering teams.

He's also a cool guy that designs sweet spaceships and lets me bug him about silly stuff from time to time.

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The Jump that changed the course of Humanity.
In 2271, after ten years investigating a space anomaly in the Sol System, scientist and explorer Nick Croshaw made history when he became the first known Human to traverse a jump point and enter a new star system.

As a tribute to his monumental accomplishments, the system he discovered would come to bear his name.



The Croshaw System

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The Croshaw System

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The 300i Tours the Skies

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