



STELLAR JOCKEYS MARCH NEWSLETTER

Welcome to the Stellar Jockeys newsletter for March. This past month has appeared to be spacer-themed for both us and the community.

Benjamin, Stellar Jockeys

The Fugue, or What Goes Into Brigador's Lore?



The above video is a one-hour excerpt of a conversation that in full went on for 10+ hours the day it happened between Stellar Jockeys developer Hugh and his scientifically-minded friend Jon about the rationality behind the proposed form of space travel in the Brigador universe via the "Fugue".

What is the Fugue? Well, while some story details about the Brigador universe are deliberately kept vague, there has always been a concerted effort by Stellar Jockeys that the overall fiction "makes sense". We know that a fair number of our players are thorough both about the designs and the overall fiction of the game - and part of that is due to the fact that they are only reflecting what we ourselves do as developers. As a result, that means you get to enjoy about 60 minutes of very real speculation about a medium through which to cover great distances between planets. Many thanks to Hara for their [animated wallpaper](#).

One Day Left Before Bust Price Increase

As noted in the last newsletter, from March 31st onwards the price of 1/6 Scale Busts will go up from 15 USD to 20 USD [over on our merch store](#). Anyone who has already ordered a bust will not be affected by the new sum, and everyone will have until the end of March 2021 to order the scale busts at the current retail value. Please note our three-for-two discount on the busts also still applies, and will apply when the new price tag is applied in April. If you have any issues with your store purchase, please send us a message to team@stellarjockeys.com and be sure to mention your 4-digit order number.

Catching Up With The Brigador Discord RP

BRIGADOR

DISCORD RP EDITION

Over on our Discord server, members **Eschaton** and **Modusoperandi** continue to run in-text roleplaying campaigns set within the Brigador universe. Eschaton got us up to speed on what happened with their first campaign and where the next one is going.

The original group of players split up after scraping by the first major encounter of the game, with most of those players still loyal to the NEP taking a break while their characters fought a Brigador offscreen. The other group, heeding an opportunity with Spacer friends of Juri Delagi, made a remarkably clean escape from St. Etim's hospital. They soon found themselves involved in one of the last of Great Leader's covert liaisons with the Spacers, a meeting at which they were able to rearm. Rather than bargain to leave the planet or set off on their own adventures, however, they've heeded the call of NEP Design Bureau Chief Engineer Halleck, who has told them Great Leader planned to blow up the city with some kind of immense subterranean bomb in the event of its capture. While that group deploys to find and neutralize the threat (notwithstanding the interruption of a psychotic bulldozer driver), a lone Corvid player has become both more and less than human. Reshaped at the hands of a dark offworld intelligence, she now stalks the nighttime avenues of the Deads, compelled by psychoneural algorithms to do the bidding of her new masters, whatever those should be - at least until she can find a way to finally, truly be free (as free as her head has become from her body, at least).

If you'd like to read through the campaign as it happens, check out the various [#p_and_p](#) channels on our community Discord server.

Community Spotlight

Brad Buckmaster has been cracking away at more artwork lately. Here's their take on how a Corvid would look, titled "Peak Performance"...



...@Logonoclast on Twitter, who is responsible for the [desktop wallpaper](#) you get for signing up to the newsletter, has been giving us suggestions for the merch store...

@StellarJockeys Got some free test prints (stickers) from a friend. What else of course



3:53 AM · Mar 4, 2021 · Twitter for Android

...As a result of Hugh's Fugue discussion mentioned at the start, **Flyingdebris** gave us a sketch visualizing what it may look like for spacers (click to enlarge)...



...and **Krachenvogel** delighted the pen & paper channel with their paintjob of a set of spacer-style miniatures they call "Bright Spear Planetary Operations".



As usual, many more entries that didn't make it in here along with the entire backlog of community creations can be found in the **#becks_best** channel [on our Discord server](#).

Next Month

As well as progressing with our current project, we expect to do some spring cleaning on our website and store pages. Until next time, we hope you stay safe and well.



Stellar Jockeys

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