



STELLAR JOCKEYS JULY NEWSLETTER

Welcome to the Stellar Jockeys newsletter for July. We're back after a much-needed break. This month's edition is community-focused.

Benjamin, Stellar Jockeys

New Mapping Competition Underway



It's time for another mapping competition! Unlike the powersuit challenge from before, the goal is to make a map tailored to be tackled by **Ultra-class vehicles** in **Freelance mode**. The theme is **Grave to the Rave** - bonus points for those who appeal to the theme visually: maybe your map has something to do with Corvids fooling around with glowsticks in Nazare Necropolis or spooky cemeteries drenched in neon. Maps must feature at least one map exit and must feature some kind of enemy resistance, and while a Freelance map can be completed with any vehicle, be warned that these maps will have what we're calling an "ultra spawn multiplier" applied, which means that there will be roughly double the usual enemy spawns, thus the emphasis on Ultra-class vehicles.

Map makers have until **23:59 Pacific Time** on **Thursday September 30th 2021** to submit their final map to the [#grave-to-the-rave-submissions](#) channel over on our Discord. Entrants will be judged by the Stellar Jockeys team and winners will be awarded **500 USD** for their contribution as well

as being added to the game credits. Anyone can submit a map but quality is stressed over quantity, so we strongly recommend [#maps-and-modding](#) for discussion and WIP feedback.

Two major things to note to help you out:

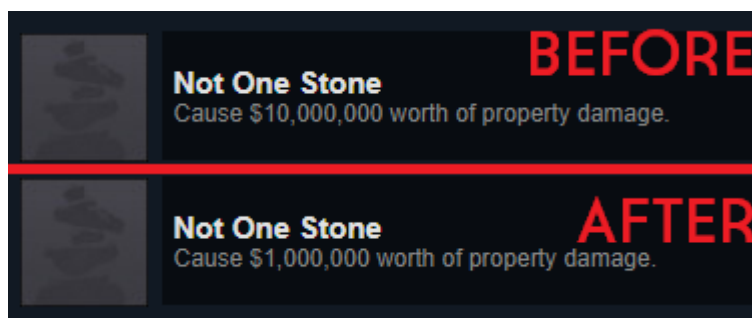
- The modkit DLC on Steam/GOG/our site is not currently up to date with the current version of the game - [please use this temporary link instead](#) to get the required modkit tools.
- Here is [a beginner's kit](#) to help you get started on your own Freelance map

Don't forget that we also [have documentation on how to make maps](#) (check out section 6 specifically) with Tiled.

Lastly if you're not sure about how to make maps, come and chat with our modding community on our Discord server, who will happily help you get started and give feedback on your maps.

[Join Our Discord Server](#)

Brigador Achievements Finally Nerfed



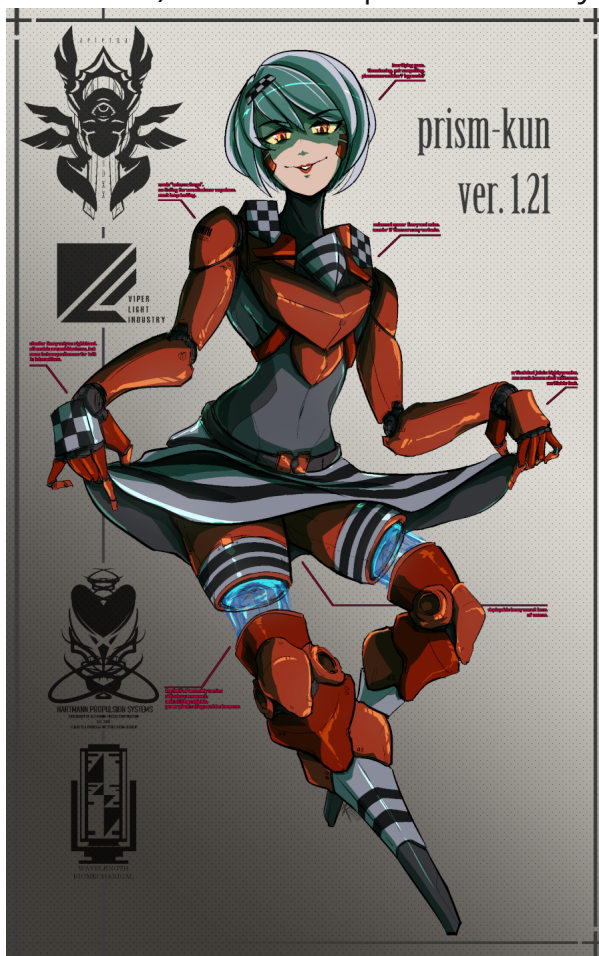
We recently issued a hotfix for our first game to address problems with the new achievements that came with the Blood Anniversary Update. Full details can be read in [the patch notes here](#), but the main thing is that the **Not One Stone** achievement that we've received a *lot* of feedback over the years has been taken down a peg. If you were having problems getting it before, the process should now be much less arduous.

Community Spotlight

It's been long enough since the heavy hitters have been featured, so here's **Flyingdebris** with "The Hunt for James" (click to see full size version). Can you list all the references?



...**Zi** has delivered a double whammy of both a new iteration of Prism-kun (click to see full size version) *with* a bespoke lore entry...



"Prism-kun"

Light Mechanized Vidstar Platform

Hardpoints: 1x Heavy, 4x Micro

Supple synthetic skin, the best hair a vat can produce, bleeding edge multi-micro-camera optics, and more facial muscles than the original human body for that extra sadistic expression.

I want to say the braincase is for a real brain, but I feel like if that were a thing, we'd be seeing way more insane mannequins piloted by

cephaloids. Probably just no expense spared for these physical models of beloved synchstars.

Looks light on its feet (if you can call them that) due to the agrav leg setup. In reality, these models are just about as armed as a Sledger. Drops any significant semblance of armor for the sake of a compact high-rating power plant. Shielding ends up fantastic, holds up to more than you'd expect for someone so small.

Arm-mounted HF blades and caseless submachine guns come baked in standard, but the heavy mount is clearly modular considering the variety of footage involving unruly worshippers getting pasted by so many different weapon types. Nothing quite like seeing someone get flashed with a healthy dose of radiation.

Oh, and the skirt's a heat sink for the heavy. Naturally.

Do I like it? The hell do you think?

- MB

p.s. Annotations aren't mine. Neat, though.

...**Brad Buckmaster** (check out their [Twitter](#)) imagined a future where the SNC's Brigador Heroes kids show takes off and even gets its own spin-off...



...and **Captain XXVII** over on YouTube very much enjoyed the recent updates to the game.



Want more? Plenty more available to browse through in the **#becks_best** channel on our Discord server.

Join Our Discord Server

Next Month

While we're aiming to put out another Brigador content update to drop in time for Halloween that will include the map competition winners, we might just have something else for you before then...



Stellar Jockeys

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