



STELLAR JOCKEYS JUNE NEWSLETTER

Welcome to the Stellar Jockeys June Newsletter. Each month you will get a digest of what we have been up to, where we're at with our current projects, and a round up of our community submissions.

Benjamin, Stellar Jockeys



Brigador Killers Announced

We're very excited to announce that our next entry in the Brigador universe is called [Brigador Killers](#). Brigador Killers is a direct

sequel to the events of Brigador, where you will take control of a hit team from Solo Nobre, who have been sent to Mar Nosso with one objective - kill the Brigadors. We have a store page up on Steam where you can wishlist the game right this second.

WISHLIST NOW

Rock Paper Shotgun [broke the news first](#), having cleverly seen the game's title listed on our BitSummit exhibitor page, though if you happened to be at either PAX East, BitSummit, or attended Paris Indies, then you've already seen a little of what's in store. [PC Gamer interviewed Hugh in Kyoto](#) a few days later at the show, and he had this to say about Brigador Killer's main campaign.

"[On] the story side we're following a small group of characters. You have a full narrative arc. We'll still have a lot of the freelance and randomization stuff from the first game. That's now secondary to this main story arc."

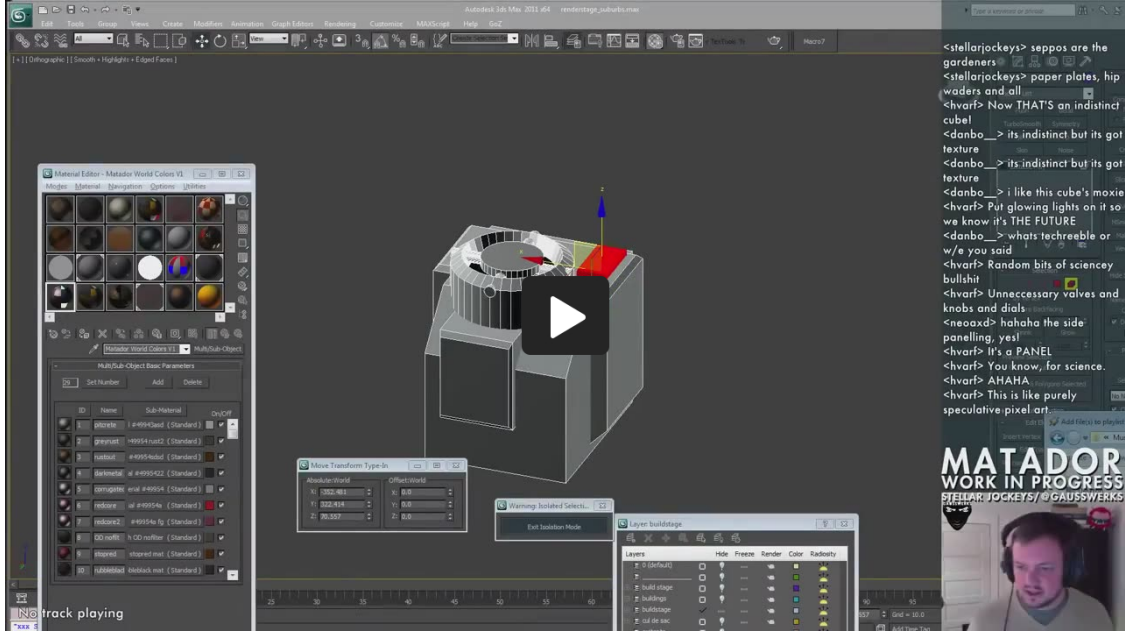
- Hugh Monahan, interviewed by PC Gamer

A few more details were also [teased by PC Invasion](#), who tuned in to our recent dev stream with Jack on Twitch.

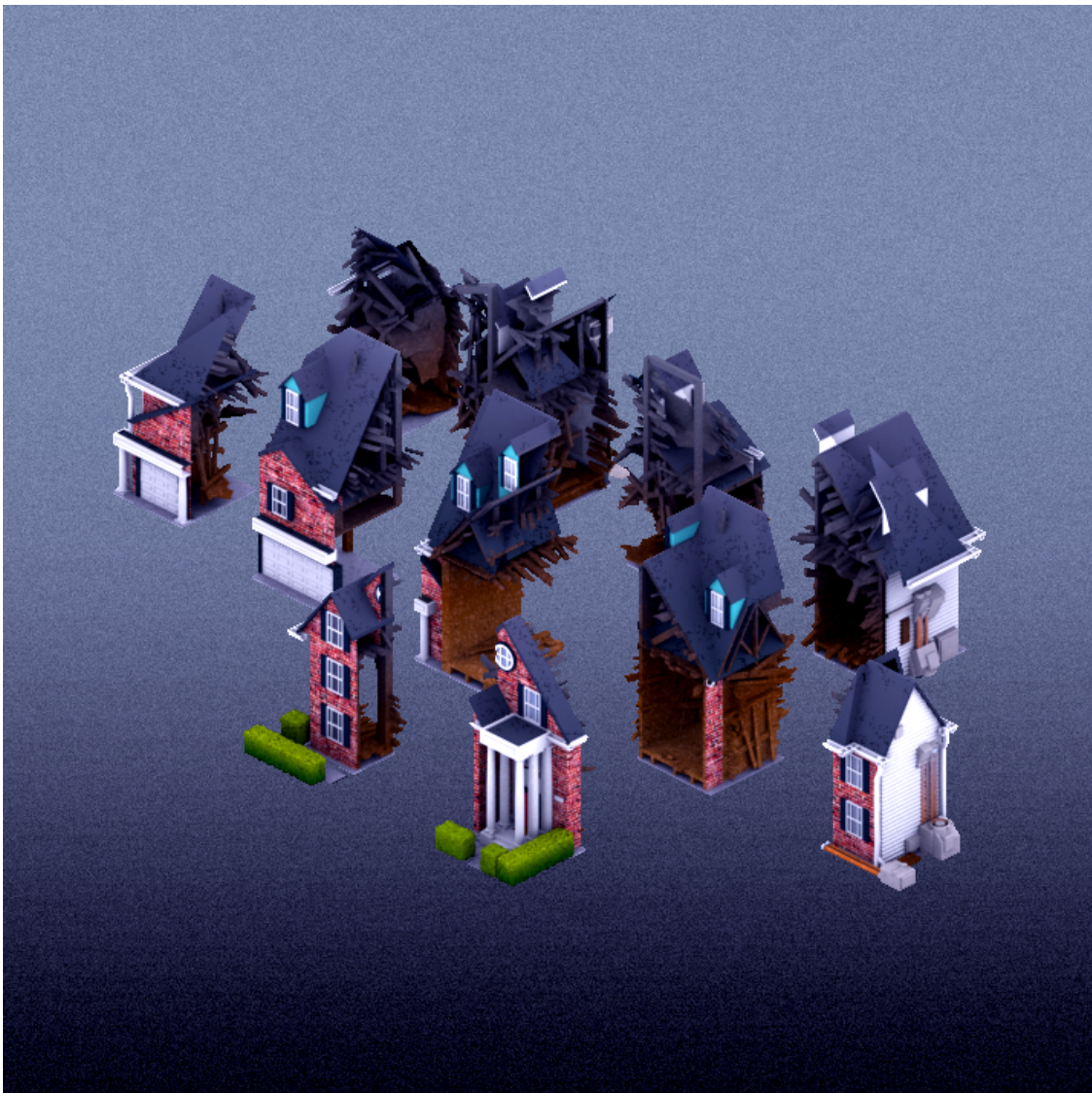


Dev Streams with Jack

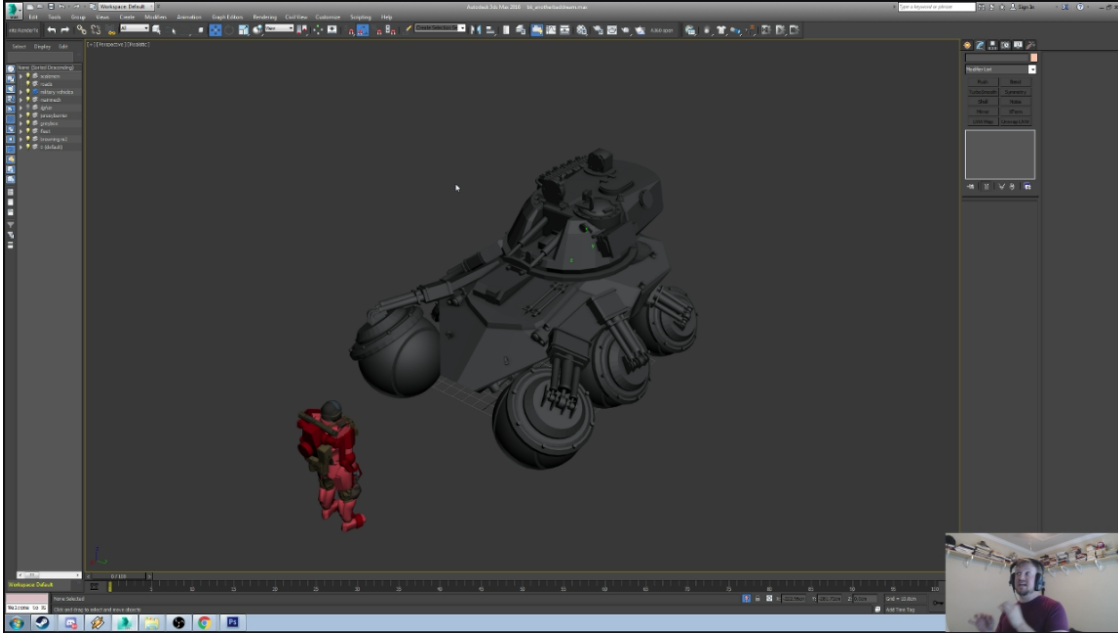
If you followed the development of Brigador, you might recall that Jack frequently livestreamed the creation of the game's art assets in 3DS Max. Here's a timelapse from 2014 of that process.



What, you thought everything in Brigador was 2D sprites? Jack creates a detailed 3D model of almost every asset in the game, which makes it less difficult to, say, make a destroyed version of it, such as the suburban McMansion in the video above.



Jack is back to streaming, and on his recent broadcast he created a new NPC tank for Brigador Killers called "Another Bad Dream".



You can follow Jack on [Twitch](#) or keep an eye on [his Twitter](#) to get notified when he's going to stream next. Drop in and chat with Jack and any other of the Stellar Jockeys devs that happen to be watching. Even if you miss the live broadcast, the VODs will usually stay up for a week, plus we make [clips of the amusing moments](#).



Stellar Jockeys at BitSummit

Part of the reason we sent out last month's newsletter earlier than usual was because we were exhibiting both Brigador and Brigador Killers at BitSummit 7 Spirits in Kyoto, Japan. Youtubers [Ron & Ira](#) were covering the show and got talking to Hugh, who showed off what's new in Brigador Killers.



Hugh also took a few snaps of folk who came to play, which you can check out [in this imgur gallery](#), and caught up with the translators responsible for our Japanese and Korean localizations.

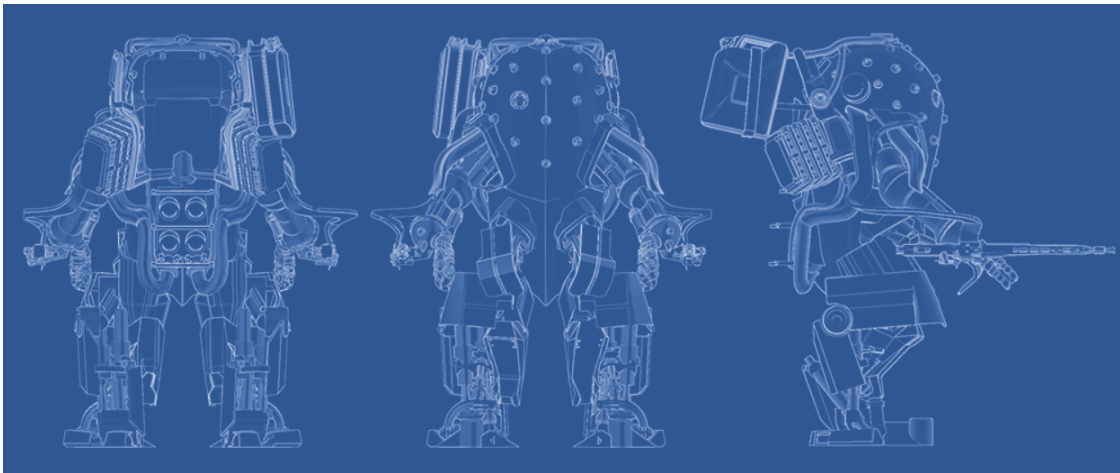


Introducing Simon Roy

Joining us in helping flesh out the campaign of Brigador Killers is Simon Roy ([@simonroyart on twitter](#), and his [blog](#)), an artist from Vancouver, BC. You might already know him from his work on Habitat, Prophet, The Field and others. Simon is currently in the process of drafting comic panels for screens between missions for Brigador Killers. Here's a thumbnail sketch mock-up.



Initially, Simon worked with Karl on a more visual novel-oriented project, but we instead decided to take advantage of an element that barely got any use in the first game's campaign, which were the messages you would see at the very start and end of the main campaign mode.



What We're Up To

Did you know that Brad Buckmaster is hard at work on the Brigador Killers tie-in novel? Jack, Hugh, and Karl recently had a bull session with Brad about the Brigador Killers book. Here's a brief excerpt from that exchange:

Brad: I'm going for initial awe from the protags, turning to disgust as it sinks in where the money comes from. They thought it was all about them, but they're going to find out Novo Solo is just the latest chapter.

Karl: :blessed:

Brad: Then I've got to get from there to my boys whipping off their rain macs to reveal pinky armour and cut down .50 cal hmg's, before ripping into a crowd to get one dude. Like Vasquez "LET'S ROCK" but the aliens are innocent civilians packed together on a street

Karl: Is there anyone else that gets hit in the book? don't want to double dip

Brad: Preferably a relatively popular Brigador with the fans, because they're going to die in as useless way as possible

Hugh: lol

Jack: lol

Overall, Brigador Killers is about the actions of two hit squads sent from Novo Solo. The game's campaign will focus on one team while the other is left to Brad's devices. If you've read the Brigador novel or Brad's [Contractor series of novellas](#), you likely have a good idea of what's in store for the majority of the novel's cast.

As for the rest of the team, Hugh returned unscathed from BitSummit, Karl had such a good time at [NarraScope 2019](#) in Boston that he lost his phone, while Jack has been busy in 3DS Max not just kitbashing, but also sculpting the faces of the Brigador Killers cast.



Almost There: Merchandise Store

Our stock of merchandise has been sent to our fulfillment center and processed and we are just about ready to launch. Keep an eye on our [Twitter account](#) and elsewhere to find out when our store goes live.

We also mentioned a sneak peek at an upcoming merch item last month. Without further ado...



Here's our next pin design, which will make its debut at PAX West 2019 in Seattle.

BRIGADOR
UP - ARMORED EDITION

Game Updates

The summer update for [Brigador: Up-Armored Edition](#) will drop in mid-July and will chiefly contain the F-series of maps and Korean localization. If you haven't picked the game up already, now would be a perfect time as it's currently on [sale on Steam](#) until July 9th.



Community Spotlight

Seen above, on our Discord, community member Zi has given a handy alternative title to what "Brigador Killers" *actually* means.

Meanwhile Dust and Echoes (whose work was originally seen [on Deviant Art](#)) has done some phenomenal pieces.





Community member Hexenritter decided to mod in his own Corvid pilot named "Joybastard".

BRIGADOR v1.45 - d0993846

ACQUISITIONS

PILOTS	VEHICLES	EQUIPMENT	OPERATIONS	INTEL	LORE
Joybastard			\$446'090	Joybastard	
Mr. Grimm	\$2'750'000				
'Chisato'	\$1'000'000				
Dugashoba Mimi	\$3'750'000				
Yalmun Noriko	\$8'750'000				
Tumy	\$5'000'000				
The Auditor					
Norman Osberger					
Merlo Reis					
Efigénia Tseng					
Arturo Nemi					
Ripley Snell					
Phil Bromlin					
Castor Pinho					
Telma Mullan					
Siechart Bulver					

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BACK

FREELANCE

Start Difficulty | 4
 Max Difficulty | 12
 Increase per Level | 0.75
 Victory Bonus | \$350'000
 Min Payout Multiplier | 1.5
 Max Payout Multiplier | 4.5

'Joybastard'll take REAL good care of you. Oh, you like the upholstery? It's real leather...'

Not to be outdone on the LEGO front, Skybriggs has returned with an amazing Sleepwalker (see more images [here](#)).



Lastly, keeping things lighthearted is Flyingdebris demonstrating what the Corvids would actually do if they ever encountered Cephei Chatfield.



This is only a handful of the community submissions we got this month. Many more can be found in the #becks_best channel on [our Discord server](#). Join up and see more of what the above community members have done and much more.

Join our Discord server



Next Month

In July's newsletter, we'll find out what our plans are for PAX West, see what Jack has kitbashed on Twitch, sneak a peek at more of Simon's artwork as well as your regular curated selection of community submissions.

Enjoyed what you read? Feel free to reply and let us know what you want to see in the monthly newsletters.



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