



STELLAR JOCKEYS JUNE NEWSLETTER

Welcome to your Stellar Jockeys newsletter for June 2024. This month we're looking at one of the new enemy units in Brigador Killers.

Benjamin, Stellar Jockeys

BK Dev: The Lobo



This month's **Brigador Killers** post was written with the help of our lead artist Jack, who shared some of the thinking (and concept art) behind the design of the Lobo, a type of mechanized unit new to BK.

[Read BK Dev Post](#)

Community Spotlight

The spotlight this time around is a short one. **Flyingdebris** stated the following before posting: *"The best part is that the lobo looks like it's taking repeated drags off a cigarette during what I presume is its reload animations"...*



Kolhoz_Nikk posted art by their friend to [r/brigador...](#)

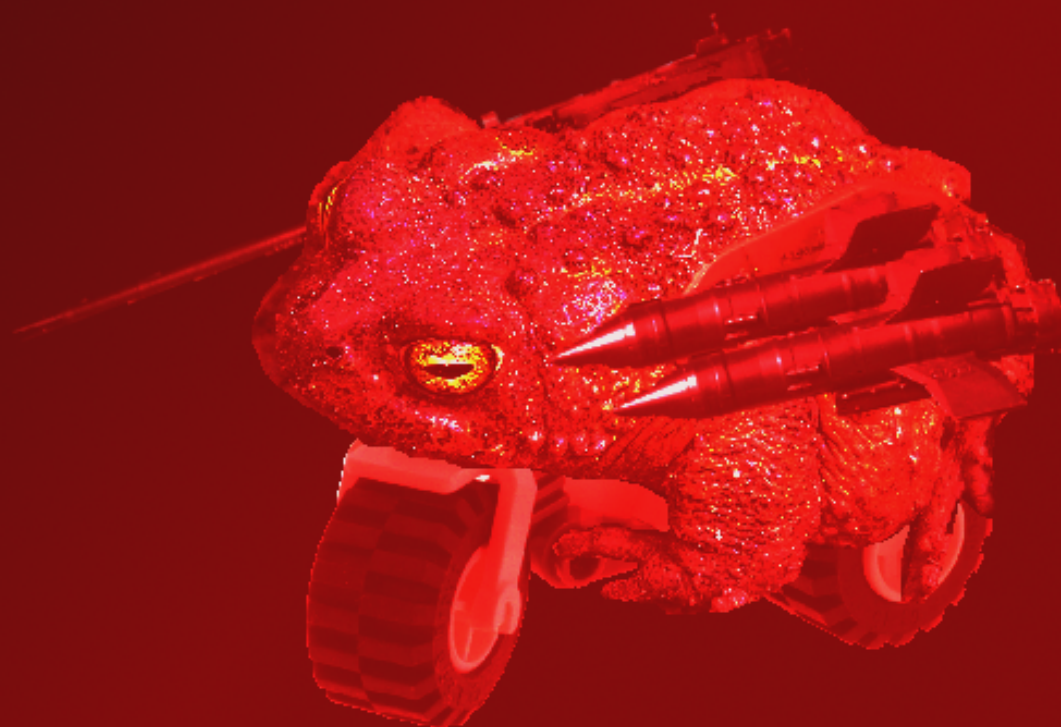


CATASTEROID saw a comment in the field ops channel of our Discord server and wrote *"inspiration hit me like a shock absorber spring compressed with two dozen zip ties breaking free of its plastic prison"...*

BRIGADOR SQUAD

GREED
LEAD
IS
DEED

ADOBE
MUST
FALL



Lastly, **gimmeusernamebruh** mashed up some Brigador footage to the track "Die Slow" by HEALTH.



Steam Summer Sale Is Live

For the next two weeks our first game **Brigador: Up-Armored Edition** along with the Makeup And Vanity Set albums and audiobook are on sale over on Steam. If you'd like to support the development of BK, tell a friend or leave us a review.

[Brigador On Steam](#)

Next Month

In July, we'll do a tour of some more assets that have been added to Brigador Killers.



Stellar Jockeys

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