



STELLAR JOCKEYS APRIL NEWSLETTER

Welcome to your Stellar Jockeys newsletter for April 2026. A demo for Brigador Killers is coming very soon.

Benjamin, Stellar Jockeys

BK Dev: The Obstacle Build & Demo FAQ



On Itch.io this past month, Brigador Killers was [updated to version 0.5 The Obstacle Build](#). This version of the game added the introductory OBSTACLE 1 campaign that teaches some basic mechanics with short narrative beats ending in an explosive finale. The footage above, meanwhile, shows off the functionality of the salvage and fabricator pads in the Garage. *Both* of these things will be playable in the upcoming demo coming to Steam & GOG. We don't have a precise date for the demo's release yet since the build needs to pass a review

process on those platforms first, but we will be very loud about it when it is ready to go. A short FAQ about the demo can be read on Steam for this month's update post.

[Read Demo FAQ](#)

BK OST - Synchnet Intel



April's Makeup and Vanity Set track from the Brigador Killers OST is "Synchnet Intel", which is the song heard during the Salvage Yard mission in the Garage campaign.

Community Spotlight

Another short set of entries this month. **Vincent** put a brigaspin on a retort in the BK chat channel...



...and it wouldn't be a newsletter without **Flyingdebris**.



The #becks_best channel on our server hosts a variety of images like these and other fan made content.

[Join Our Discord Server](#)

Next Month

In May the Brigador Killers demo should be live on Steam and GOG, ready in time for the Steam Next Fest in June. While that happens we will be continuing work on the Early Access version of the game.



Stellar Jockeys

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