

- **Aurora (add-on Ship) \$25**

- The Aurora is the modern day descendant of the Roberts Space Industries X-7 spacecraft which tested the very first jump engines. Utilitarian to a T, the Aurora is the perfect beginner's ship: what it lacks in style it makes up for in ample room for upgrade modules. Most pilots move up from an Aurora as quickly as their credit accounts allow... but a select few regard flying this venerable spacecraft as a badge of honor!

- **300i (add-on Ship) \$55**

- If you're going to travel the stars... why not do it in style? The 300i is Origin Jumpworks' premiere luxury spacecraft is a sleek, silver killer that sends as much of a message with its silhouette as it does with its particle cannons. Some have accused Origin of putting style over substance and inflating the sticker price to match... but at heart the 300i is still an elegant dogfighter's tool.

- **Hornet (add-on Ship) \$110**

- The Hornet is the civilian version of the F7A Hornet flown off of the elite Bengal carrier vanguard of the UEE Navy. While not outfitted for long range runs, the Hornet can take her share of hits... and dish out a consistent, powerful response. The Hornet may be uglier than anything from Origin's lineup, but pilots love them for their rugged reliability.

- **Freelancer (add-on Ship) \$110**

- MISC is known for producing efficient, modular, middle-of-the-road ships, primarily transports of
- different sizes. Freelancers are used as long haul merchant ships by major corporations, but they are just as frequently repurposed as dedicated exploration vessels by independent captains who want to operate on the fringes of the galaxy. Don't let some of the alien technology in the cockpit surprise you: the Freelancer's design owes several of its internal systems to a lend-lease deal with the Xi'An.

- **Constellation (add-on Ship) \$225**

- When you think handsome bounty hunter making his own way in a galaxy of enemies, you think the Constellation. The Constellation, a multi-person freighter, is the most popular ship in RSI's current production array. Constellations are beloved by smugglers and merchants alike because they are modular, high powered... and just downright iconic-looking. The Constellation includes a manned turret, a large cargo area and a small flight deck capable of launching a snub fighter in its own defense.

- **The Pirate Pack \$100 NEW!**

- Add a Drake Interplanetary Cutlass fighter complete with a tractor beam, docking collar and skull-and-crossbones skin to your game! Available only through the

end of the pledge campaign.

- **Includes:**
- - Drake Interplanetary Cutlass + Mark IV
- - Tractor Beam
- - A&R Technologies Docking Collar

- **Anvil Gladiator Bomber (add-on ship) \$150 NEW!**

- Add a powerful carrier-based bomber to your arsenal in the finished Star Citizen game.

- **ORIGIN M50 Interceptor (add-on ship) \$80 NEW!**

- Add a sporty, high-speed interceptor to your arsenal in the finished Star Citizen game.

- **MISC Starfarer Tanker (add-on ship) \$175 NEW!**

- Add a lumbering fuel tanker to your arsenal in the finished Star Citizen game.

- **Drake Interplanetary Caterpillar (add-on ship) \$225 NEW!**

- Add a pirate transport ship to your arsenal in the finished Star Citizen game.

- **Retaliator Heavy Bomber (add-on ship) \$250 NEW!**

- Add a heavily configurable surplus strategic bomber to your arsenal in the finished Star Citizen game.

- **Captured Vanduul Fighter (add-on ship) \$300 {Limit 500} NEW!**

- The UEE has captured a Vanduul carrier and is selling off the fighter complement. Your only chance to fly this rare spacecraft without catching one in the wild.

- **Idris Corvette (add-on ship) \$1000 {Limit 100} NEW!**

- Looking for a home for your squadron or guild? The Idris is the ideal place to start, allowing players to dock multiple fighters.