

The Pathfinders Podcast Episode 3 - April 2nd, 2022

Spectrum Pulse - The MISC Starfarer Identity Crisis

- <https://robertsspaceindustries.com/spectrum/community/SC/forum/65295/thread/starfarer-can-refine-everything-or-not-isc-clarifi/312161>
 - Can the refinery on the Starfarer refine everything, or just fuels?

- <https://robertsspaceindustries.com/comm-link/transmission/13435-Galactic-Guide-MISC>

December 19th, 2013

- “The end result: a decision to focus development efforts on a dual-role fueling craft, capable of both collecting spaceborne fuel and refueling other spacecraft in-flight.”
- “Starfarers carry massive internal fuel tanks that are welded directly to the ship’s core superstructure, making them significantly safer than a modified transport. A system of external probes and dual-pressure access nozzles allows these tanks to be accessed at any time, meaning that a Starfarer can scoop hydrogen from a gas giant as easily as it can offload fuel to a nearby ship. Starfarers can even be upgraded to carry basic refining mechanisms, allowing them to process sufficiently pure fuel themselves without need for a refinery visit.”
- “Yet another MISC-designed upgrade package allows for the replacement of the tanking machinery entirely with an alternate cargo chassis that supports bulk goods transport. This has proven fairly unpopular, with bulk shippers preferring a standard hull or a Freelancer.”

- [ATV Ship Shape: The Starfarer](#)

March 18, 2016

- Corentin Billefont (Tonk Dev)
 - 3:13 “Two fuel refineries that will come standard...”
 - 30:54 “We can see the big difference between the fuel pods there and the fuel refinery a bit bigger as well.”

- <https://robertsspaceindustries.com/comm-link/transmission/15262-Massive-Hauling-The-MISC-Starfarer>

March 2016

- “Designed to collect and refine quantum fuel in flight.”
- “The Starfarer was initially designed as a tanker, and includes equipment for collecting and refining spaceborne hydrogen.”

- “With her cargo holds now a few tons lighter and her crew a few credits richer, Clydesdale is ready to finish her contract and deliver her precious supply of fuel to the station’s waiting storage tanks. Specially built for the task, transferring the contents of the Starfarer’s massive detachable fuel pods is a straightforward affair as Quartermaster Dion ensures that the business at hand is conducted quickly and more importantly, safely.”
- “Deep inside the tanker, Max Bresh (nicknamed ‘Scrub’ much to her dismay) initiates the defueling process. Massive quantities of refined quantum fuel surge from the ship into the storage tanks buried deep within the hangar. A process seemingly as simple as drinking through a straw... but one that can be as dangerous as playing with a live grenade!”
- [JumpPoint_04-04_Apr-16_Reaching-The-Stars.pdf](#)
or
- <https://robertsspaceindustries.com/comm-link/engineering/15354-WIP-Starfarer-Development>
April 2016
- “The MISC Starfarer is the galaxy’s standard fuel transporter. Starfarers are ubiquitous on both sides of the fueling process: their massive tanks allow for both the collection of spaceborne fuel from gas giants and extrasolar sources and the transport of active fuel from refinery stations to the primary market.”
- <https://robertsspaceindustries.com/comm-link/engineering/16517-The-Shipyard-Fuel-Mechanics>
April 2016
- "Refineries are the key to converting other gases into usable fuel. While Fuel Intakes do a passable conversion job, Refineries take it to the next level. They can be found on a wide range of ships like the 100 series, Freelancer DUR, and on the high end, the Starfarer."
- "As part of the refining gameplay, you can select what type of fuel to scoop and where it will end up, provided you have a ship with multiple fuel tanks such as the Starfarer. You will need to monitor the situation as gas concentrations will vary by location and even within the same location."
- "Finally, Quantum Fuel will remain as is. It will only be consumed during Quantum Travel and refilled at designated stations like Cry-Astro."
 - What?!?
- <https://robertsspaceindustries.com/spectrum/community/SC/forum/3/thread/quantum-drives/145088>
 - March 30th, 2019 - Chris Roberts

"To create a negative energy density you need exotic matter, which is why Quantum fuel is different / separate than thruster propulsion fuel.

We don't have it the game yet but our plan is to allow players to harvest / mine Quantum Matter. This would be different than collecting regular thruster fuel, which is accomplished by scooping up various gasses (dense inert ones would be best) from atmospheres or space clouds / nebula. Quantum Matter would likely be quite hard to find, dangerous to mine and very valuable (think of Coaxium from Solo: A Star Wars Story). Mining Quantum Matter will be part of the Harvestable Entities work we have planned for Q2 and may come online with the Q3 fuel work."

- <https://robertsspaceindustries.com/comm-link//17564-Star-Citizen-Alpha-39>
 - May 1st, 2020
 - Introduced a volatile mineable ore

"Quantanium is a widely available and highly unstable ore used in the production of quantum fuel. Once it is mined, care must be used in the speed and manner in which it is transported. Not only does it degrade over time, but any impact will cause it to deteriorate further. The more degraded the quantanium, the more unstable it is and the higher the risk of it exploding. When a dangerous threshold is crossed, the player will receive a visual/audio warning and will have the option to eject all cargo. Failing to eject risks the ship taking damage or being destroyed. Given the risk, successful delivery of quantanium will be a lucrative endeavor."

- [Inside Star Citizen: Sweet Gadget of Mine | Fall 2021](#)



- Dan Truffin - 3:42

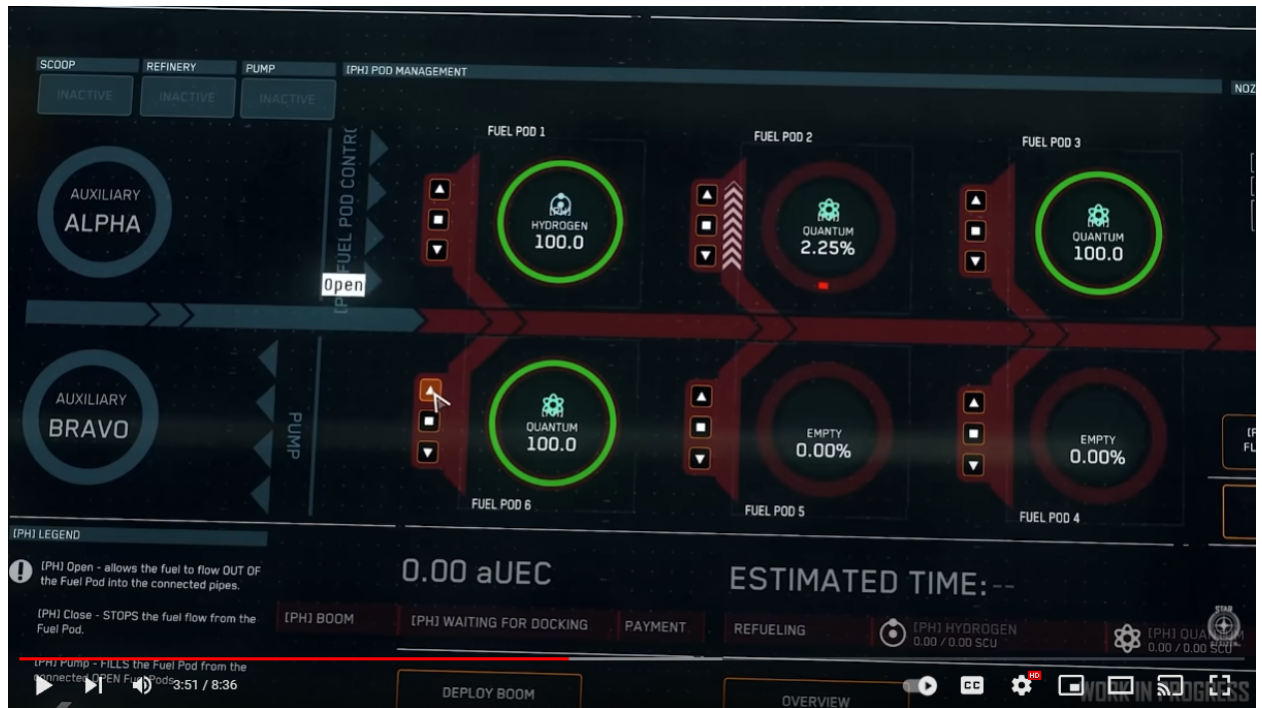
- "We are looking right now at ship refining and getting the Starfarer to be able to refine whatever the Prospector and Mole are harvesting right there on the spot together and that's what we think will close that lovely gameplay loop of resource acquisition for mining."
- [Inside Star Citizen: A Space Odyssey | Fall 2021](#)



- Jared Huckaby - 6:15
 - "As new additions to the exterior walkway will allow it to take canisters of newly mined fuel from other spaceships for processing."
- [Inside Star Citizen: Fuel Injection | Winter 2022](#)



- Segment on refueling via the Starfarer as well as managing fuel transported on the Starfarer.



- [Inside Star Citizen: Expanse Glance | Winter 2022](#)

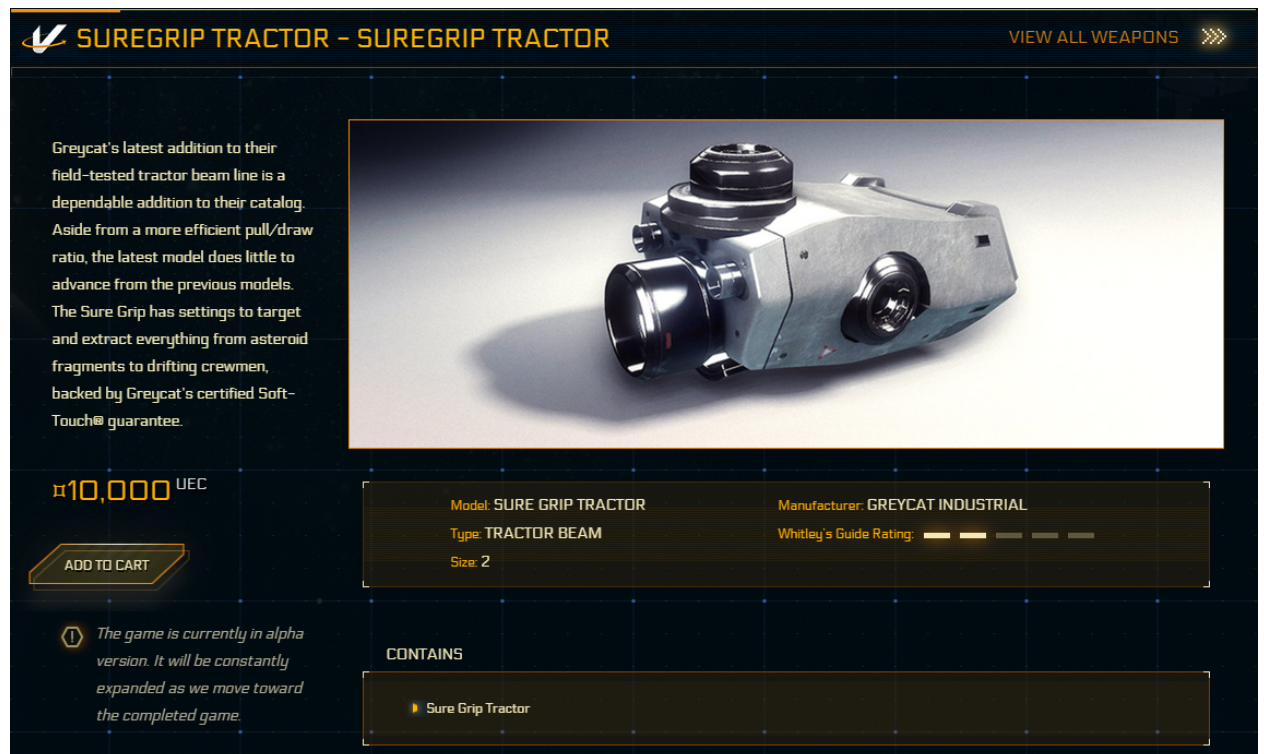


- Jon Crewe - 1:30
 - "We have refineries on other ships such as the Starfarer but they are more specialized into purely doing fuel..."

Scanner Anomalies

- Nazeris -
- Tree0311 - She thinks my tractor's sexy!
 - Ship based tractor beams, what is their status?

- Numerous ships planned to have mounted tractor beams, either via utility mounts or turrets.
 - 315P
 - Caterpillar
 - Constellation Taurus (Turret)
 - Cutlass Line
 - Gladiator
 - Nomad
 - Orion (Turrets)
 - RAFT
 - Railen
 - Reclaimer
 - SRV
 - Starfarer
 - Vulture
- <https://web.archive.org/web/20150324023852/https://robertsspaceindustries.com/voyager-direct/GCT-Sure-Grips/SureGrip-Tractor>



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- <https://media.robertsspaceindustries.com/egu9io637gtny/source.jpg>

- RSI Constellation Taurus, released August 10th, 2021 - Alpha 3.14
 - Tractor beams currently inoperable



- <https://i.redd.it/bsa26hhx5aa71.jpg>
 - In game screenshot - Alpha 3.14
 - Appears to be dual Sure Grip Size 2 Tractor Beams mounted to the turret.



- <https://robertsspaceindustries.com/comm-link/transmission/18296-Star-Citizen-Monthly-Report-August-2021>
 - Star Citizen Monthly Report: August 2021
 - Art (Ships)

- "Refueling work was also done on the MISC Starfarer. The refueling arm mentioned last month is now complete, with focus turning to the tractor beam assembly at the rear that forms part of the refining feature."
- <https://robertsspaceindustries.com/comm-link/transmission/18385-Star-Citizen-Monthly-Report-October-2021>
 - Star Citizen Monthly Report: October 2021
 - Art (Weapons)
 - "The Weapon Feature team began the month working on the Firestorm Kinetics Size 3 bombs for the Crusader Hercules and artwork for the upcoming ship tractor beam asset."
- https://robertsspaceindustries.com/media/dwz61vgoyd9w4r/source/CloudImperiumGames_StarCitizen_Beam2.png?utm_source=Star+Citizen+Supporters&utm_campaign=b678f0dd37-WeeklyFridayNewsletter_10.29.2021&utm_medium=email&utm_term=0_607785b0c2-b678f0dd37-52707831&mc_cid=b678f0dd37&mc_eid=7b1ee87f1e



- Sneak Peak Image from October 29th, 2021 Newsletter
 - Shows new tractor beam asset in front of 315p, which comes stock equipped with a Sure Grip Size 2 Tractor Beam
- [Inside Star Citizen: A Space Odyssey | Fall 2021](#)



- December 2, 2021 5:52 Jared Huckaby
 - "and experimenting with some early attempts at new building blocks screens for tractor beams and the like..."
 - "And the like..." wait...what?
 - "and speaking of tractor beams, the vehicle content team has begun building the size one, two and three tractor beams that can be equipped to a variety of vehicles bringing with it some long awaited functionality to ships like the 300s seen here, the Caterpillar and more."

- Added/Updated May 3rd, 2022 - MISC "Xi'an" inspired tractor beams

<https://robertsspaceindustries.com/comm-link/transmission/18501-Refine-Your-Prospects-With-The-MISC-Expanse>



<https://robertsspaceindustries.com/comm-link/transmission/18590-Introducing-The-MISC-C-Hull-A>



