

CRAVE

1/26

PERIODICAL

ENLIST NOW

GET EXCLUSIVE
FIRST LOOKS

**PATREON
DISCOUNT**

25% OFF!

**NEW SHORT
STORIES**

ALL NOTABLES 2
AND MORE

LORE DROP INCOMING
***DIRECTORATE
LEDGER INBOUND***

Issue 003

Welcome to CRAVE — the Project Morningstar Newsletter

Thanks for being here. CRAVE is our once-a-month update from the team as we continue to expand the MORNINGSTAR universe.

Whether you're brand new or already following along, you'll get:

- Progress updates on what we're building next
- Announcements (releases, live streams)
- Discount codes and subscriber-only offers
- Lore Developments

Two things that help the most:

Stay subscribed so you don't miss drops and discount codes.

Join our Discord to talk lore, see behind-the-scenes, and catch updates between issues.

[Reddit](#)

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Greetings!

Welcome to our third newsletter. We have a few announcements for you but, first and most importantly, we need to make sure that everyone is signing up on our website in the "[ENLIST](#)" section as we continue our email drive!

This will help us connect with you so we can offer things like discounts, keep you up to date with all things Project Morningstar, and build internal momentum before we go public.

Thank you, and enjoy *CRAVE!*

~ Mr. Greebles



SECURE YOUR FUTURE

TODAY!

New Tier: MAGNATE

Created by popular demand, we now offer a "Magnate" tier. This will *automatically* sign you up for our upcoming Kickstarters, count you as a BARAKAN tier and offers a FREE MERCH ITEM as well as direct input into the franchise. This represents an incredible investment into Project Morningstar to get you more of everything we've got planned for this year!

But wait, there's MORE!

+25% OFF ALL ANNUAL

PATREON

MEMBERSHIPS

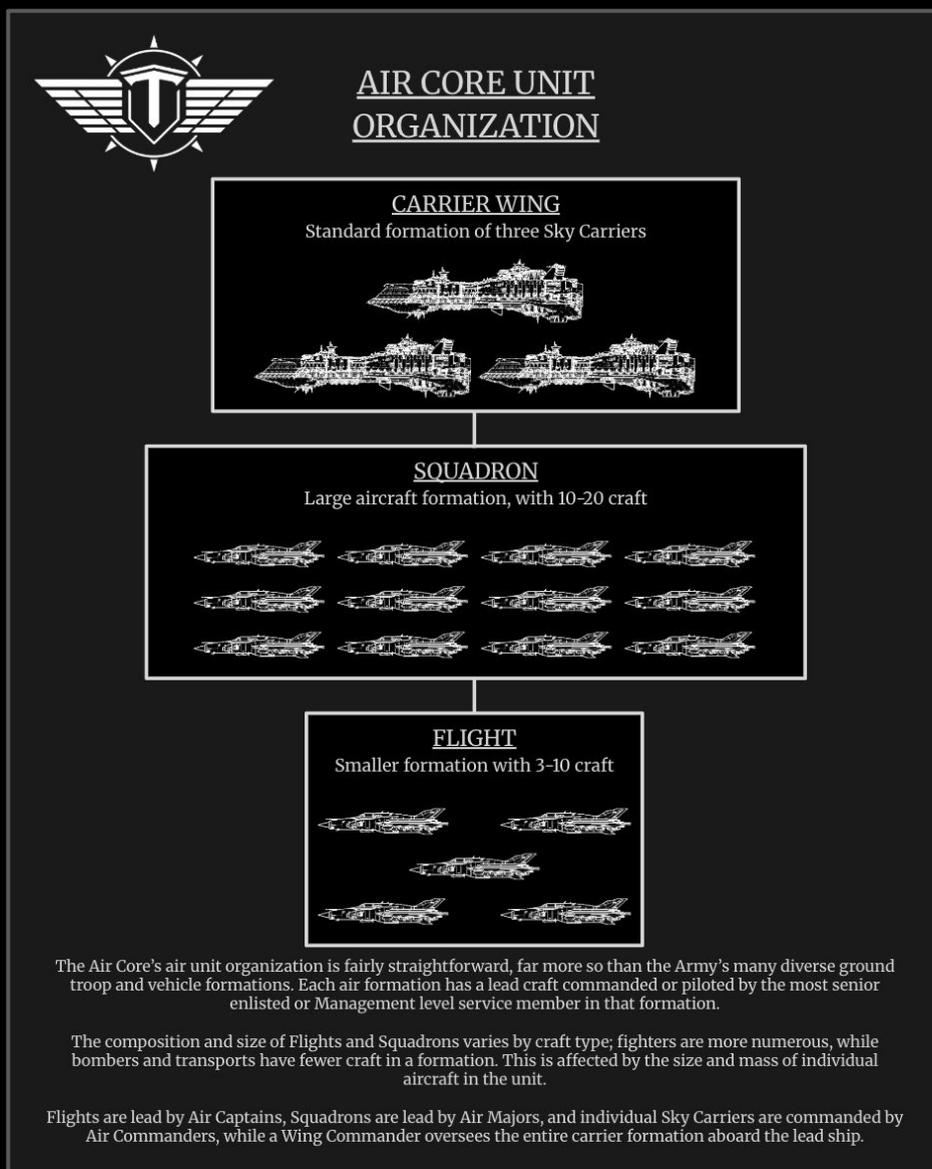
(THIS IS A LINK ^)

REDEEM WITH:

REVSHARE2026

Directorate Ledger

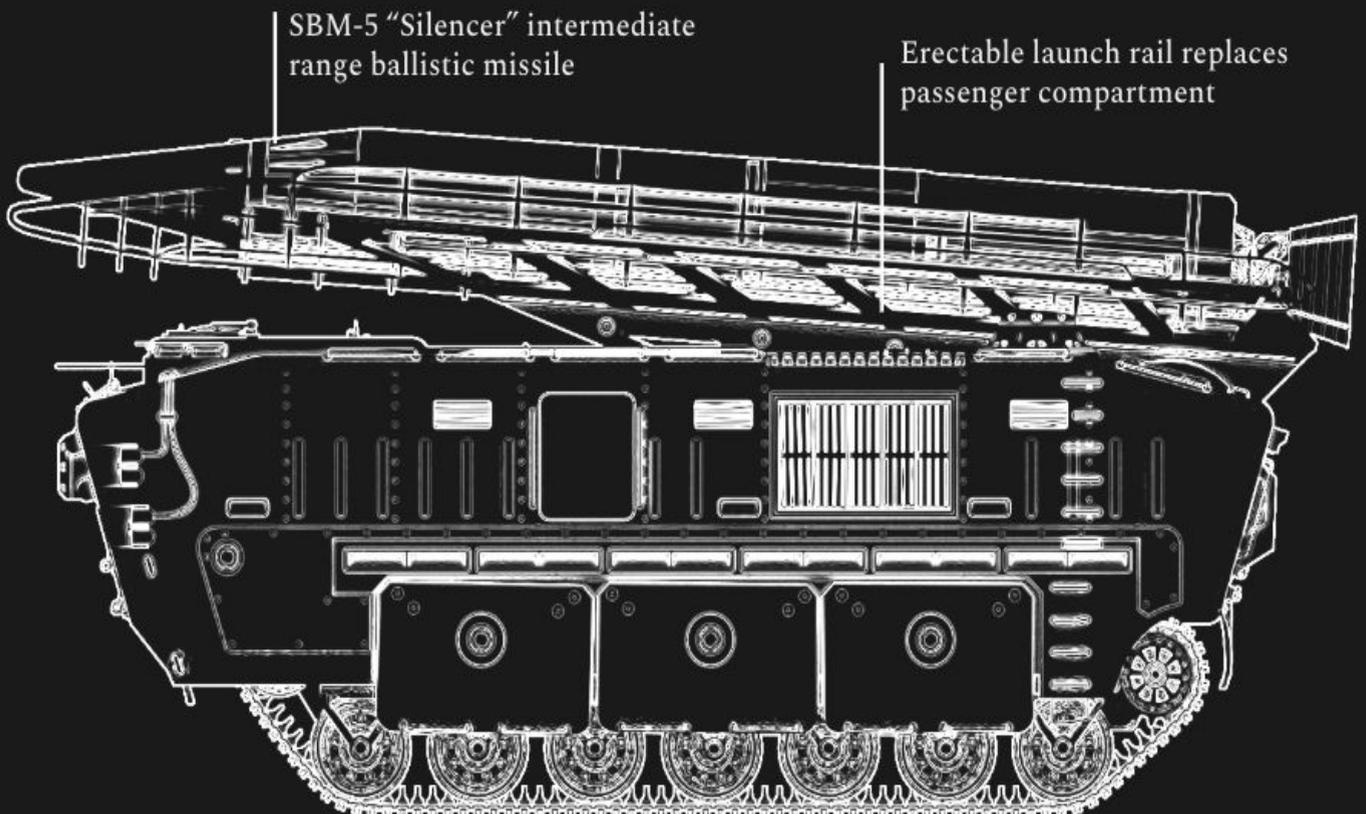
The Ledger has been long discussed and is *finally* being released THIS WEEK*. Inside, you will find a thoroughly detailed and comprehensive compendium containing all current lore regarding the disposition of the Hegemon's sanctioned military, "The Directorate", with its three branches: The Army, the Armada, and the Air Core, along with vehicle schematics and TONS of new art by Joazzz, our Lead Art Director. We've included some sneak peaks as a taster:



* Disclaimer: Week as defined by the standard 10-day / three shift Span. Consumer takes into consideration labor shortages, temporal dilation, Unionist sabotage, Exogen migrations, and quickship availability. Patron is not provided to offer explanation and is protected by the Lex article 247_58_1A.



Army artillery regiments field the ANX-200 variant of the Tohun. This missile vehicle is brought to bear when a particularly heavy level of destruction is required in the target zone. The ANX-200 can deliver a warhead thousands of kilometers from the launch site and load its missile with a conventional or Atomika-class payload. Artillery crews have many affectionate nicknames for this variant, such as “Anika”, “The Big A” and “Aunt Nuke”.



Asset Identification System, continued

ARMY

Surface forces of the Directorate have their own designation system similar to the Air Core's, utilizing letters and numbers. There are some additional nuances to this.

- Heavy armored fighting vehicles generally use the designation "BET" for "Hegemon Battle Tank", followed by a serial identifier denoting model, year and unit so on. This system was first developed all the way back in early FC 2 to separate main line, third, and third-line battle machines from the rest.
- Wheeled vehicles contain the letter combination "GT" in their name, for "Gyro-Tank". This is typically combined with the letter "D" for "Dipod", or "M" for "Motor-jugg", depending on the configuration.
- Transport vehicles start their designations with the letter "T", followed by additional identifiers for their properties. Transport variants built for offensive purposes are often denoted with an "S" as the first letter. The letter "G" is used to denote wheeled vehicles, trucks being more common in this series.

This system primarily deals with assets of significant individual logistical concerns, smaller vehicles such as recon assets typically carry designations of their model or make without additional military-bureaucratic identifiers. Additionally, certain letter designations can be attached to vehicle numbers derived from marches of another category, such as using "T" to denote a transport built from the chassis of a fighting vehicle.

The Army also uses the "S" designation for certain vehicles, denoting that they are hermatically sealed, with on-board life support, and can thus be deployed in virtually any environment.

Certain additional identifiers exist for stationary assets and specialized vehicles.

- "SA" and "MA" denote surface-to-air weapons for engaging enemy aircraft.
- "T" is a designation for engineering vehicles and construction equipment.
- "SR" is used for long-range sensor equipment such as radar vehicles and installations.
- "F", for "Indirect Fire", is reserved for artillery and mortar type weapons.
- "H" is a name designation used for hovering vehicles.
- "W" in the name denotes purpose-built Atomika ("Nuclear") class weapons capable.

Vessels of the Army Maritime Forces use a naming scheme similar to the Army's, with their own set of prefixes: "BMS" - "Hegemon Maritime Ship".

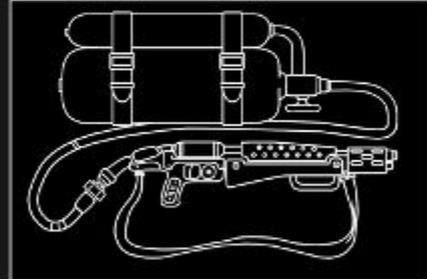


The M1088 TC-88 Mule has become a popular rough-terrain industrial cargo speed transport since its introduction in FC-8. The Directorate's forces utilize up-armored, militarized variants of the "Mule" for more-logical needs.

The Chemical and the Incendiary

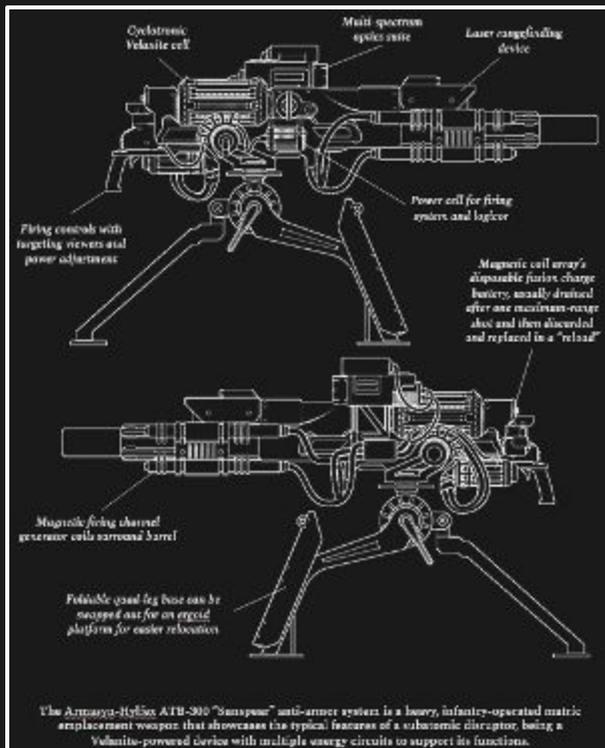
Incendiary weapons are stired by the Directorate's Army and Air Core branches for certain situations. Flame-throwers and their like can be very effective in trench warfare and the clearing of fortifications. If an opposing force is using vegetation for cover, flame weapons are useful for denying that cover by simply burning it away. They also are devastating to enemy morale. In addition to infantry flame-throwing weapons, incendiaries can be employed in rockets, bombs and other munitions, or with vehicle-mounted flamethrowers.

Flame weapons do come with certain considerations regarding the effects of their use; their potential for damage to structures and other property is considerable. This can be inconvenient in environments with lots of vulnerable infrastructure present, or if a sponsoring party wishes to limit collateral in general. Incendiary weapon use is generally unrestricted when dealing with zoogenic, mineral strongholds or sparsely populated areas.



Armored personnel CM-330 chemical projectors are a multi-use tool for incendiary fluid and defoliant deployment, typically loaded with Napalm, or with the more dangerous and destructive phosphorus or metal-hydrogen fuels. Due to the rules of standard military infantry, the fuel tank is carried low on the APC, or a large fuel system can be mounted at the end of the radio antenna arm.

Chemical weapons has similar considerations but on a larger scale, as battle chemicals affect far larger areas and are often deployed more indiscriminately from shells, rockets and such. They are generally classified as weapons of mass destruction. Additional problems arise from the need for more extensive post-action clean-up operations, to purge the affected area of any remaining residue. Even then there are frequent problems with toxins in the soil and the genetics of local lifeforms. The most mundane use for military chemical agents is in defoliation, for the same reasons as destroying vegetation with incendiary weapons.



The Army-Hybris ATB-300 "Sunspan" anti-armor system is a heavy, infantry-operated matrix emplacement weapon that showcases the typical features of a subsonic disruptor, being a Volante-powered device with multiple energy circuits to support its functions.

The General Theory of War in the Hegemonic Age



The widespread deployment of "vantic" nanoid countermeasures during the war against the Hegemon changed the Directorate's doctrines of combat, irrevocably.

As technology has advanced, the ways of waging war have changed with it, forming increasingly an inflicting damage and losses and without real or an aim to kill the enemy without them ever having the chance to kill you. From the earliest arrows aimed to the latest intercontinental missiles, the many varieties of the human species have sought to put an ever greater distance between attacker and target.

Nanoid countermeasures have altered this otherwise linear course of development drastically. First developed to scatter and thus mitigate the energy of (straggl) ranged beam weapons, their use has expanded to general electromagnetic interference in addition to their original purpose. The deployment of nanoids essentially forms clouds of sheer jamming that scrambles the targeting systems of guided weapons in addition to scattering lasers and other forms of directed energy. This has the effect of shortening engagement ranges dramatically, and essentially divides any battle into two phases.

The first phase precedes nanoid deployment, when guided long-range weapons are viable. Combatsmen generally try to use this time to inflict maximum damage on critical points in the opposing force's ranks, targeting resources and strategic assets with missiles, precision bombs and other long distance armaments utilizing electronic guidance. This competes with direct interrogations and the deployment of vantic countermeasures, which inevitably leads to the second phase.

The second phase of combat sees the fog-like vantic clouds blanket the battle zone, fired from slow-acting, sander devices and flame-deploying canisters. Depending on their density, they may obscure radar sensors, thermal cameras and even the naked or unaided eye. Long-range energy weapons become virtually useless, their beams scattered into ineffective "blows" by uncountable billions of hyper-reflective vantic structures swirling through the air. Communication is also negatively affected by vantic countermeasures and dense enough interference clouds can block radio signals entirely. Amidst the overall fog, with the crippling of machine-targeted weapons and the unreliability of communication devices, fighting can devolve into close-distance combat with engagement distances of hundreds of meters or less.

Barakan Sculpt Update

We'll just leave this here...



[Website](#)

All Notables 2

One of our longest page count stories for the Morningstar universe is being released this week; "All Notables Part 2" alongside part 1 (don't worry, there will be a divider to help split the sections).

Mr. Greebles has been working for months to get this in and we think you'll be very happy that he both beat *Winds of Winter* as well as provide all sorts of new lore angles one the Barakan, the nature of the Hexan Witches (the body horror cult of Five Hands Holistic Panceuticals MacroCorp) and the nature of what it means to come from the Patron class in the Hegemon in the form of Ethio, our title character.

Remember, with Project Morningstar, no one has 'plot armor.'

EXCERPT

...She needed to look beneath the skin of shaped nusteel and at the mysteries that had brought together the finest minds to work together. It had been their desperation and mutual greed to outcompete their contemporaries to overcome the scientific boundaries that had restrained New Mankind and connected it to something... ancient.

Osino reached out to the locking mechanisms on the Barakan's casque. There was an audible *click* and the equalization of gasses. She could detect the subtle differences escaping the helmet.

Higher oxygen levels?

The hint of unknown soporifics.

There was barely any smell, no pheromones, only a strangely chlorine smell, almost like disinfectant.

She lifted the casque and looked upon perfection.

And perfection looked into her.

Pride filled her.

Pride, for the Hexan sisterhood and the truth they sought and the answers she would now receive. Pride for the skills she had sacrificed everything to master.

Pride.

If only she had remembered what pride so often preceded...

Merch (Continuing) Sale

We're also happy to share a storewide
10% Discount for all our Fourthwall
Merch!

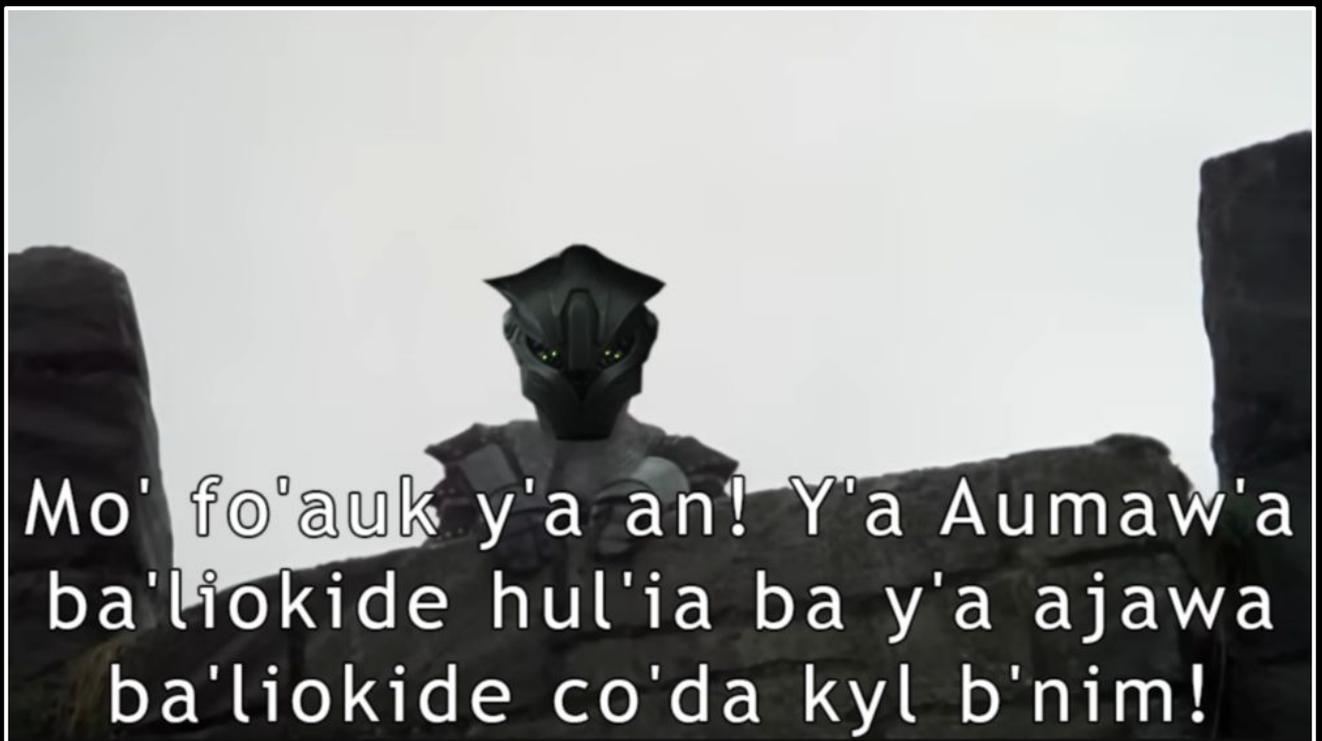
The logo for Fourthwall features the word "fourth" in a bold, lowercase, italicized sans-serif font, followed by a white smiley face icon with a blue starburst above it, and the word "wall" in a bold, lowercase, sans-serif font. The entire logo is centered on a dark grey rectangular background decorated with blue snowflakes and dots.

fourth 😊 **wall**

10%

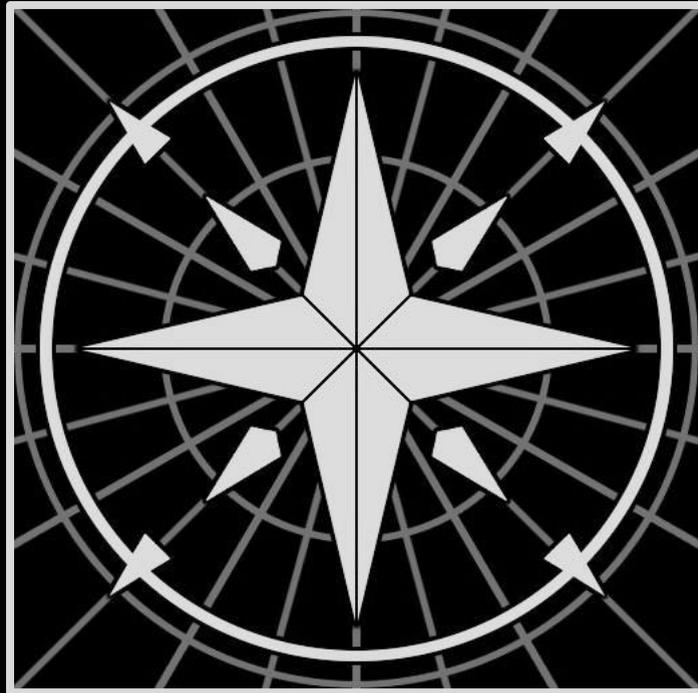
And to wrap up...

...a little something from the community members. Happy translating!



BE SURE TO ENROLL!

[LINK](#)



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