

CRAVE

2/26

PERIODICAL

THE HUNT
CONTINUES

PART FOUR
IN PRODUCTION

HOSTILE
MARKETS

A SKIRMISH GAME
OF OPPORTUNITY

MINIATURE
UPDATES

BARAKAN AND
UNIONISTS

THE COST OF PROFIT
UNIONISTS
RISING

Issue 004

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](#)

[Patreon](#)

[Youtube](#)

[Discord](#)

[X/Twitter](#)

[TikTok](#)

Hello again!

Welcome to our fourth newsletter. We have another round of big announcements this time, one being much anticipated news regarding the status of the animation.

Other news will be of particular interest to those interested in non-Hegemonic factions, such as the Unionists who will be receiving a detailed lore document courtesy of Zavule.

As per the usual, remember to sign up for our email drive in the "[ENLIST](#)" section on our website.

You'll be kept up to date with all things Project Morningstar, including discounts, upcoming news, and the latest announcements.

Thank you, and enjoy **CRAVE!**

~ **Admin**



CONTENTS

THE HUNT CONTINUES ... 5

Production officially underway!

BARAKAN MINI UPGRADES ... 6

Enforcing your right to choose.

HOSTILE MARKETS ... 7

A skirmish game of opportunities. (And other wargaming news)

THE SHIGUE ... 10

Opportunity or threat?

WHAT MAKES A UNIONIST? ... 11

Know your enemies.

MORE MINIATURE NEWS ... 13

An equal or opposite reaction.



THE HUNT CONTINUES

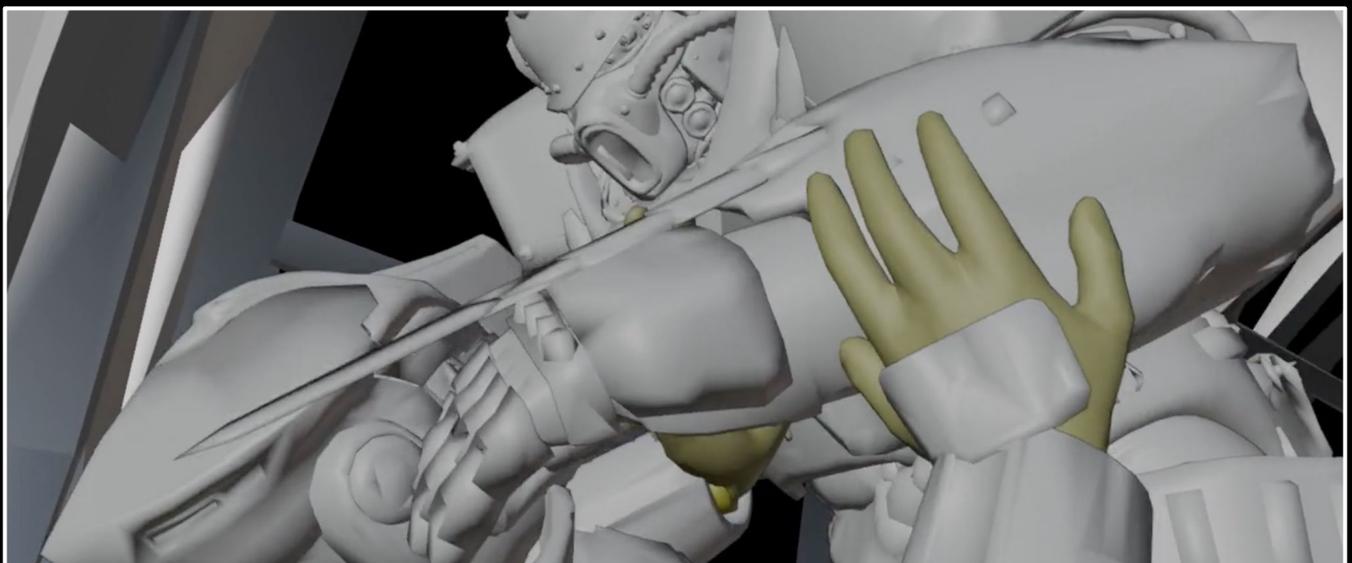
We are pleased to announce that production of *Morningstar: The Hunt - Part Four* is officially underway!

The grand conclusion to the series is slated for a release this year and with the support of our patrons it's going to be better than ever!

The remaining Barakan of Contract Squad One will face off against the Shigue and finally face their *Longhorn* leader.

Enjoy these work-in-progress preview shots, courtesy of our wonderful animation team.

As always, support us on **Patreon** to receive the most recent animation updates and exclusive insider looks.



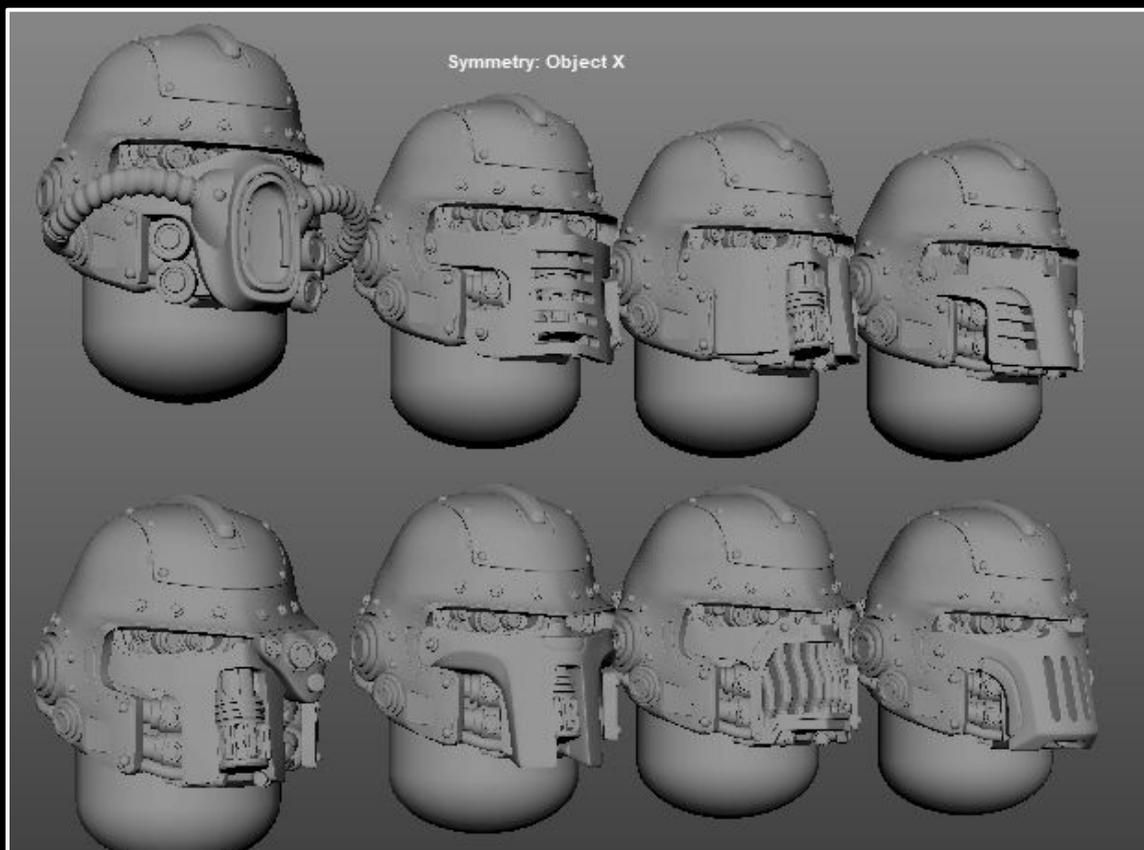
BARAKAN MINI UPGRADES

ThatEvilOne continues his work on the Barakan range.

You may recognize some familiar faces from the animation here, as well as a new one (Can you spot it?). Rest assured - this sneak peak doesn't have everything.

New and old faces aside, there'll be a few *other* option parts down the road, so stay tuned.

More news to follow.



[Website](#)

HOSTILE MARKETS

We've seen all your questions about wargaming with your Morningstar miniatures, and we finally have an answer.

Enter *Hostile Markets*, a small scale skirmish game currently in development by **Somadro** designed for a squad level group of 5-10 models which we will be supporting with new teams from all over the Morningstar universe every month as part of our partnership with ThatEvilOne.

Hostile Markets has a core ruleset centered around drawing cards from a standard deck of playing cards to perform specific actions, activate abilities, and attack/defend.

The "value" of the drawn card determines the bonuses added to the action, in lieu of dice rolls.

Hostile Markets currently has:

- A Core Ruleset
- 6 Operation scenarios
- Barakan rules
- Shigue rules

With more to come.

Well Funded - draw three cards per model

Kotar (1400 Chits) - 40mm Base

- Move: 6"
- Combat: 6
- Defense: 6
- Hit Points: 6
- Action Points: 4

Weapons

Armasyn M600 "Mauler"

- Range: 24"
- Damage: 2
- Abilities:

Syoto OIFI Dagger

- Range: Melee
- Damage: 2
- Abilities: Clean Injection - If successful attack, discard a Spade card to de

All rules for Hostile Markets are FREE, and currently available for playtesting on our Discord. Be sure to join us for the latest updates, and to offer your feedback and experiences.

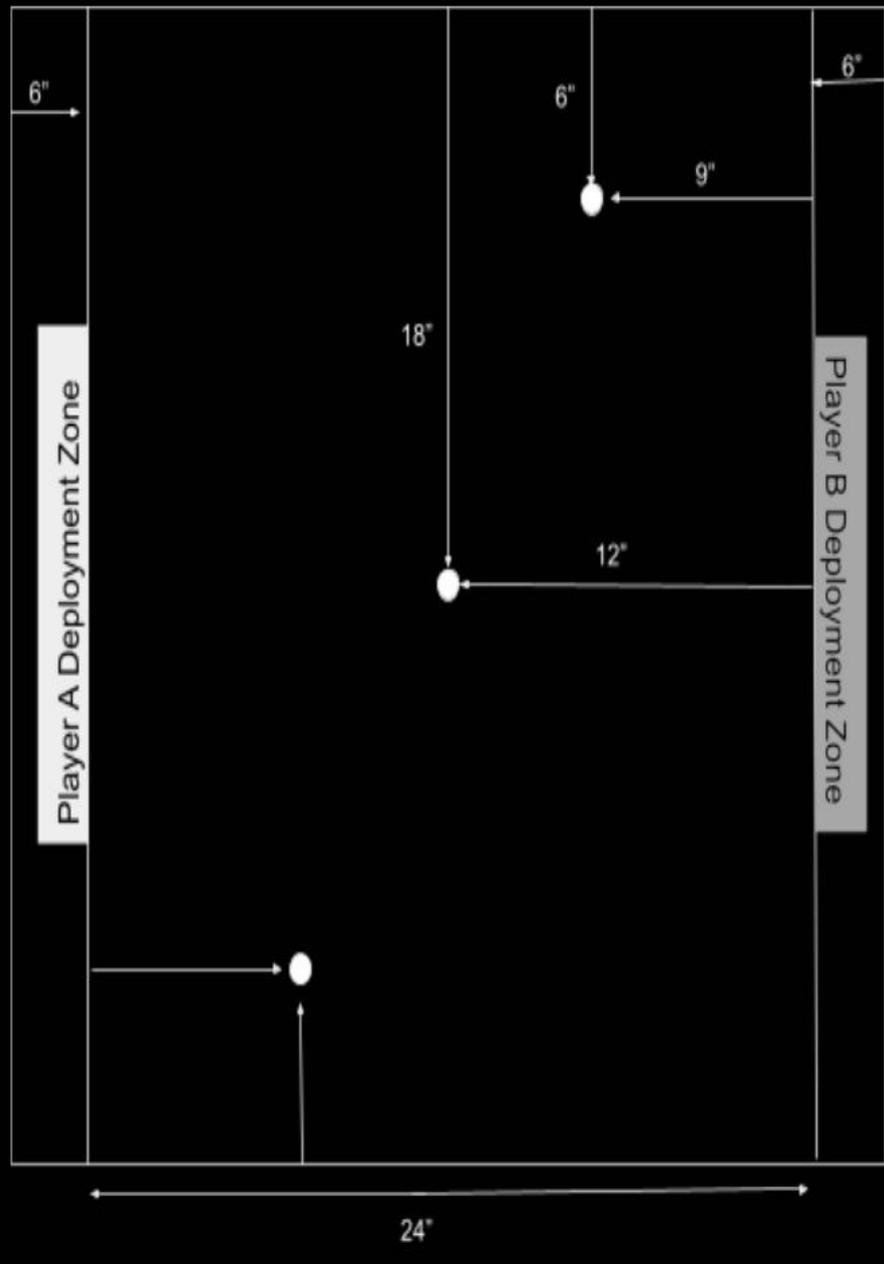
Operation 1 - Take Ground

Operation Length - 4 Rounds

Operation Rules

At the end of each round, both players will calculate their Objective Control Score (OCS) of each individual objective. For each objective they have the highest OCS on while still having one of their models within 3" of the objective, that player will control the objective and gain 1 Victory Point (VP).

If a player controls two or more objectives, they will gain an additional 1 VP.



But wait... **THERE'S MORE!**

ONE PAGE RULES NC

We have been given the go ahead by our new friends at **OPR** to develop rules for their system. With community members like BlockBadger and TheBob, we're going to be starting with the **Directorate**, **Barakan**, and **Shigue** forces and growing those armies for larger games for you to play!

For more information check their website out:

<https://onepagerules.com/>

THE SHIGUE LEDGER

In same vein as the Directorate Ledger, the Shigue will be getting their due with a full-size lore document in the near future as well.

Although the Lifefleets would prefer the civilizations they encounter to work together and prepare for what they call the Maelstrom rather than fight, their long and storied journey across the stars has seen its fair share of combat and bloodshed.

As expected of Exogen, the Shigue diaspora makes use of strange and unique technologies, evident through their seeming preference for walkers and gravitational technology.

You've already seen the artillery platforms in *The Hunt*, but nothing smaller aside from the skimmer in part one.

That changes... now.



What makes a Unionist?

Hey folks. I'm Zavule, a writer for Project Morningstar, and Greebles has asked me to contribute a little something to this newsletter. As such I have been dragged out of the small, dimly lit hole I usually hide in. So let's get this going before I die, baked in the cruel and unrelenting light of the winter sun.

Today I want to talk to you all about unreliable narrators. I've been lurking around and seen a few comments on social media confused by contradictions in the lore. To that, I must ask a simple question. Have you ever considered that you're being lied to? After all, much of the Index and other lore documents are written from the perspective of the Hegemon. You've probably already seen some of this already. The Hegemon refuses to believe that Exogen or even deviations from standard humanity are capable of sophonce. The third part of "The Hunt" shows just how far this opinion goes when we see a cooked Shigue. The disconnect is obvious. The Shigue have their own society and highly advanced technology, but to the Hegemon? They're animals useful for nothing but entertainment or sustenance.

Now let's take a look at a less obvious example. I've seen some folks claiming that the Hegemon allows slavery. From an out of universe perspective, you are correct. If we are being intellectually honest, I can think of no other way to explain Indentured labor in our setting. But the Hegemon doesn't care about intellectual honesty; it cares about profit. And very little ruins morale or stirs up discontent like the possibility of being sold into

slavery. And so the game of semantics begins. First, we strip the name off of the thing. We have indentured workers, not slaves. Next we distance ourselves from what is objectionable about the problem. We no longer own people; we own time debt. We do this to deny reality. Can the Hegemon truly be so bad when all they ask is that you take responsibility for your debts? People aren't cattle! Nevermind that the time bought is someone's life. Or that the debt which is bought and sold means the person attached to it is effectively bought and sold, and ownership of that debt can be part of an inheritance. Or that debt can be passed on to one's children.

If we look directly at the issue, people can be driven into insolvency through no fault of their own. Even those who have made poor decisions don't deserve to be graded

and sold to the highest bidder. But here we are. The Hegemon's most vulnerable can be bought, sold, and inherited as can their children. And of course, because it is all framed around personal responsibility, these destitute Indentured are expected to pay for food, water, medicine, and shelter which will be added to their already crushing debt. A few might escape, but fees and interest makes that all but impossible for the vast majority.

That is not the story the Hegemon wants to tell. So semantically speaking, we have no slaves, only Indentured who are not financially responsible enough to remain Consumers. They're not owned, only their time is. The "right to choose" has been respected; the decisions they made led to their failure, and debts must be paid, even if it means your family shoulders the burden after your death.



IDENTIFY THE DEVIANT

UNIONIST MILITANTS AND HOW TO SPOT THEM

Insurgents seeking to undermine stellarization are as varied in their appearance as they are unified in their degenerate nature. They have a few common markers, however, that will stand out to the alert eye of a vigilant citizen.

CHEAP WEAPONS:

With no access to stable supply lines and other logistical benefits offered by free enterprise, unionist rabble flock towards firearms with simple mechanisms and plenty of ammunition available through the grey markets. Typically these are low-cost automats with large magazines, as these barely-trained criminals care more for volume of fire than skilled marksmanship.

UNKEMPT APPEARANCE:

This individual's unrightfully acquired protective suit is torn in several places, completely nullifying its defense against the elements and chemicals. Unionists focus solely on their foolish cause and neglect themselves - presumably they hide their faces partly to conceal their dirty features and shoddy self-care. Beware these signs!

STOLEN EQUIPMENT:

Terrorists seek a false sense of safety by pilfering the equipment of their local security forces. After cruelly murdering the lawful wearers of body armor and other gear, they defile the plating's corporate iconography. Any pieces of such armor found on persons other than local or corporate officials should be reported immediately.

BLUE FABRICS:

Though unionists and their trappings can come in a wide variety of colors, this is the symbol that they all share, worn as armbands, scarves and other cloth devices. The coloring follows an absurd and vague tradition linked to the unionist uprising near the Karanova Republic, where the instigating terrorists chose blue to represent their selfish dreams of unlicensed "drinking water" and the economically unfeasible notion of "unpolluted skies".

NO STANDARDIZATION:

An honest mercenary or an insane insurgent? The mad crusaders of the unionist ideology, driven by that doctrinal cogito-virus, have no uniform discipline and tend to improvise additional protection to shield their bodies. This is in stark contrast to the frank professionals of private security, who invest in pre-made kits from the finest suppliers.

DOES YOUR FELLOW CONSUMER SYMPATHIZE WITH TERRORISTS?

Recognize insurgent vocabulary:

"Workers' rights"
"Class struggle"
"Surplus value"
"Praxis"
"Exploitation"

IT MAY NOT BE JUST TALK!

APPROVED FOR WIDE RELEASE BY THE COMMISSION FOR THE RESERVE CORPORATION - SERIAL ID NO. 358176151658881

But I already hear you asking, "What the \$%^z, man? I came here for news, and all you did was go on a tirade about why we probably shouldn't trust most of what the Hegemon tells us." Well, if you've put up with me this far, I can explain. In very short order, you're going to get an in depth look at the galaxy from the perspective of humans actively resisting the Hegemon. I can only hope my little tangent gives you a bit of insight into who you might want to believe. And now that we have that out of the way, let me give you a little preview of the **Unionist Dossier**:

What Makes a Unionist?

There are a lot of answers to that question. The answer probably varies from star system to star

system. Probably even from continent to continent. Some might not even view themselves as Unionists at all, just Cons trying to force their employer's hand with a few high risk, high reward negotiation tactics. But at the end of the day, it usually boils down to inequality. The Hegemon might claim there is opportunity for all, but if you're born into some piss poor Orbiter family mining comets for Source Unlimited, you probably know deep down that you're not going to make it as a Magnate. The same holds true even in the Execor. Plenty of people there buy the constant propaganda, but someone still has to shovel the #\$\$^ out of the Baron's stable full of show equids, and it's certainly not going to be the Baron.

War, hunger, disease, and poverty are at the core of every Unionist revolt in some form or another. And even that can be reduced further. The Hegemon would call it jealousy or envy. Strange how that sounds so close to Avarice isn't it? Or maybe they'd call it spite. Simple petty refusal to accept that you're not good enough to do what the Magnates could. But be honest for a moment. What chance does your child have to compete with a Magnate's heir if you've spent your life cleaning Growth tanks?

Patrons can afford to observe conflicts unfold from the decks of warliners, but even Persons can watch their lives crumble to nothing over a trade dispute turned violent. No Magnate will ever know hunger unless they decide to in some perverse moment of boredom; they certainly won't watch their friends die off, bellies bloated and wracked with pain when crops are shipped to a higher bidder by Bersarang. And if they ever grow sick or old? The finest treatments Five Hands can offer are open to them. Small comfort to know that the medicine is there, but you're just not grinding hard enough to afford it as cancer metastasizes in your spouse. Even if everything goes right, and you find yourself dragging yourself slowly from Indigent to Basic, you might still discover a small spark of resentment. Humans are social animals, and there's a name for that feeling, something built into us by our very nature: inequality aversion. And in the Hegemon, very little is fair or equal.

So what makes a Unionist? Probably The Hegemon itself.



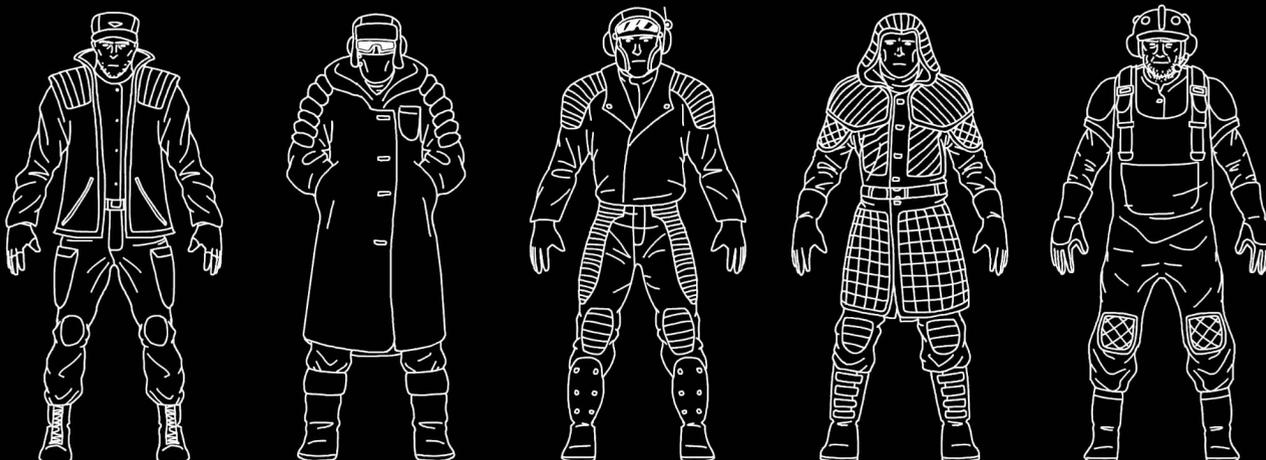
MORE MINIATURE NEWS

As part of our continued collaboration with ThatEvilOne, Patrons at the **Consumer** or above tier will be receiving five new STLs of unique units / squads from Known Space each month. Other Patrons may also purchase them (so we can keep making more!).



Coming up are **Unionists**, or more specifically, a slice of the so-called “*Popular Front*” type (as classified in the Unionist Dossier). These represent more organized, hierarchical anti-Hegemon movements with clearly defined goals, and the means to achieve them.

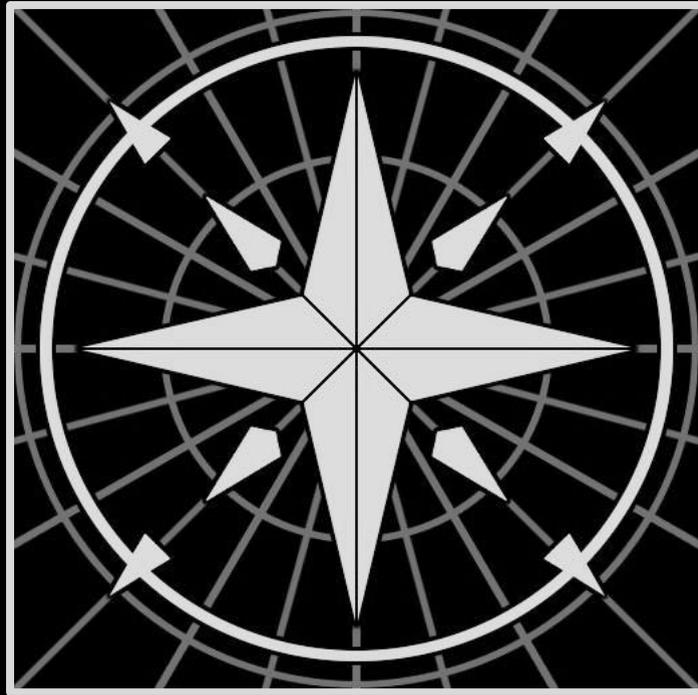
Armed and armored with black market weapons and an equal mix of heavy construction equipment and surplus Tributary gear, they represent a formidable threat to any local government despite their grassroots origins.



Examples of common civilian wear in the Hegemon.

BE SURE TO ENROLL!

[LINK](#)



Project Morningstar© All Rights Reserved, 2026, by Morningstar Enterprises Corporation

This article or parts thereof may not be reproduced in any form, stored in any retrieval system, or transmitted in any form by any means, electronic, mechanical, photocopy, recording, or otherwise, without prior written permission of the publisher, except as provided by Canadian and United States of America copyright law.