

CRAVE

5/01

PERIODICAL



EXOGEN
ODDITIES

COEGI
RAIDERS

UNIONISTS
AGAIN!

SABOTEUR
MINIATURES

MISCREANTS ACTIVE

*DECEPTION,
SABOTAGÉ*

ANIMATION
UPDATE

A QUICK LOOK
AT PART FOUR

Issue 006

Welcome to CRAVE — the Project Morningstar Newsletter

First off: **thanks for being here.**

CRAVE is our once-a-month update from the team as we continue to expand the Project Morningstar universe.

Whether you're brand new or already following, you're going to 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.

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Hello Enlistees!

Welcome to Project Morningstar's sixth newsletter.

The office furnace at Project Morningstar has been solely focused on getting the ***Unionist Dossier*** out to you all, which you can check out on our website now. As a little bit of "on-theme" lore for this month, included in this issue is a new section on Unionist "infiltrators" courtesy of both **Mr. Greebles** and **Zavule**, as well as a briefing on the Coegi, a taster as the team shifts priorities for the next big lore releases.

There's also a spread of updates from several of our team members on the general state of **Project Morningstar**, and of course, your first look at the much-anticipated second series of Unionist miniatures.

Thank you again for taking the time to read this newsletter Consumers. If you want to start getting these delivered fresh to your inbox, then 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!**

~ The Happy T



CONTENTS

The Hunt: April Update ... 5

The one you've been waiting for

Team Updates ... 6

Check out our cool stuff

Infil/traitors ... 9

All the doors are locked, but we have the keys

MINIATURES ... 12

Unionists in your ranks?

Coegi Raiders ... 16

Don't underestimate them



THE HUNT: UPDATES



Evan

This is Dooty, speaking on behalf of Evan, our animation lead. Work on Part Four is progressing smoothly, and it's on track for a release later this year. Nearly all sequences are storyboarded, or already in production. We'll have more updates for you as the year goes on, but for now, enjoy these slices of action!

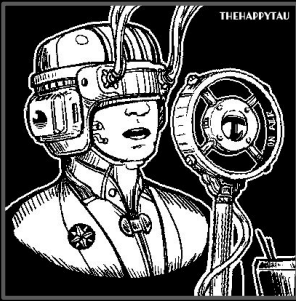


Top: Squaring off against one of the Kotak, we finally see the Shigue Longhorn in all his glory.

Bottom: A Vampyre speeds to its target as the orbital bombardment operation commences.

Bottom inset: The Producer looks on as the action unfolds on his screens.

TEAM UPDATES



TheHappyT

Good day Consumers! T here. We've got something great to show you: the first-leg winners of the **Brand Wars** writing contest! 16 participants wrote custom corporation primers, and now 4 talented writers have a chance to canonize their corporations! Here are some excerpts the first leg winners. Enjoy, And remember:

Trust in Greed.

BudgetBuddy (mB) - Eldon Raulnor

Valued customers

The target market for BudgetBuddy units encompasses the upper Con and lower Person credit ratings: those who have enough disposable income for luxuries such as this, but whose cap is restricted enough to confine them to the subscription model utilized by Sylvanus and its marketing affiliates: a simple genetic block requires that the user of a BudgetBuddy acquire digestive enzyme supplements every quat, else the unit ceases to function. It is of course no coincidence that a unit will linger for several shifts in clear discomfort before this, and that late payment fees are responsible for at least 1/5 of the product line's total profits. However, a significant portion of sales are directly to other MacroCorps who offer units as part of employee reward programs, typically equipped with discreet bionetic monitoring devices and modified to only ingest employer-provided foodstuffs. Lastly, BudgetBuddy obtained MassBrand status in 9/25, after securing a major Directorate contract to provide units to frontline Tributaries for morale-boosting purposes.

Hembost Agricultural - Colyx The Unionist

How it dominates economically:

When you need a machine for agriculture, Hembost has it in stock. When Hembost has it in stock, you can be sure of 4 things: You *can* afford it, you *will* be able to use it fairly easily, but it *will* break down eventually, thus you *will* need spare parts. This often makes it so that once you buy Hembost, you have to stick with Hembost, and a *lot* of desperate people buy Hembost. They also offer "maintenance subscriptions", where they will keep some of their licensed technicians at your disposal to expedite the process of repairing the machines they sell you, rather than having you do it yourself.

TEAM UPDATES

Formic Heavy Machinery - Ballistic (Askarin for Hire)

4: How your brand played a part in the larger Brand War event in Project Morningstar history.
During the Brand Wars Formic would have the unique position of offering their services (unofficially) to the various fronts that sprouted up, their machines being used to build up/tear down anything from military bases, air fields, staging grounds, and even entrenchments/placements. By playing both sides they would secure huge amounts of capital by the end of the hostilities, allowing them to buy out rival corporations that had tried to cut into their profits. Post-Brand Wars they would lead reconstruction efforts throughout the Hegemon and in the modern century there are reports that Formic may have sold their products to Unionists cell but these are unconfirmed.

Hyperstar Studios - Cyber Ninja Knight

How your brand gained market dominance in the Hegemon

Hyperstar Studios would achieve its dominance fairly early on, as Armasyn quickly would come to realize the obvious importance that media perception would have in selling its weaponry, so it made a bold move of partnering with the dictator of the moon of Thyphso, Kalsono Devro, after several executives would see the high-quality propaganda he had personally overseen and directed for his own regime, and thus entered into a lucrative partnership with him as the creative head of Hyperstar Studios, with Thyphso becoming its headquarters. With Kalsono's help, Hyperstar would quickly release a nonstop deluge of films, often using on-site shooting in active warzones to obtain unfiltered raw combat footage that would be edited around their scripts, allowing them to save costs immensely instead of spending money to recreate it.

**WANT TO READ THE WHOLE PRIMERS?
FIND THEM ON THE **PROJECT
MORNINGSTAR** DISCORD!**

discord.gg/cP4Z6w9DMN

TEAM UPDATES



Joazzz

On the 3D concepting side, I figured it was appropriate to tackle something in the space soldier territory that wouldn't be related to the Barakan, but rather regular infantry in big bulky plate. The Armada Special Forces were a logical choice with their "armored astronaut" style equipment seen as a sketch in the Directorate Ledger, and I of course made a ground-based Army variant too.



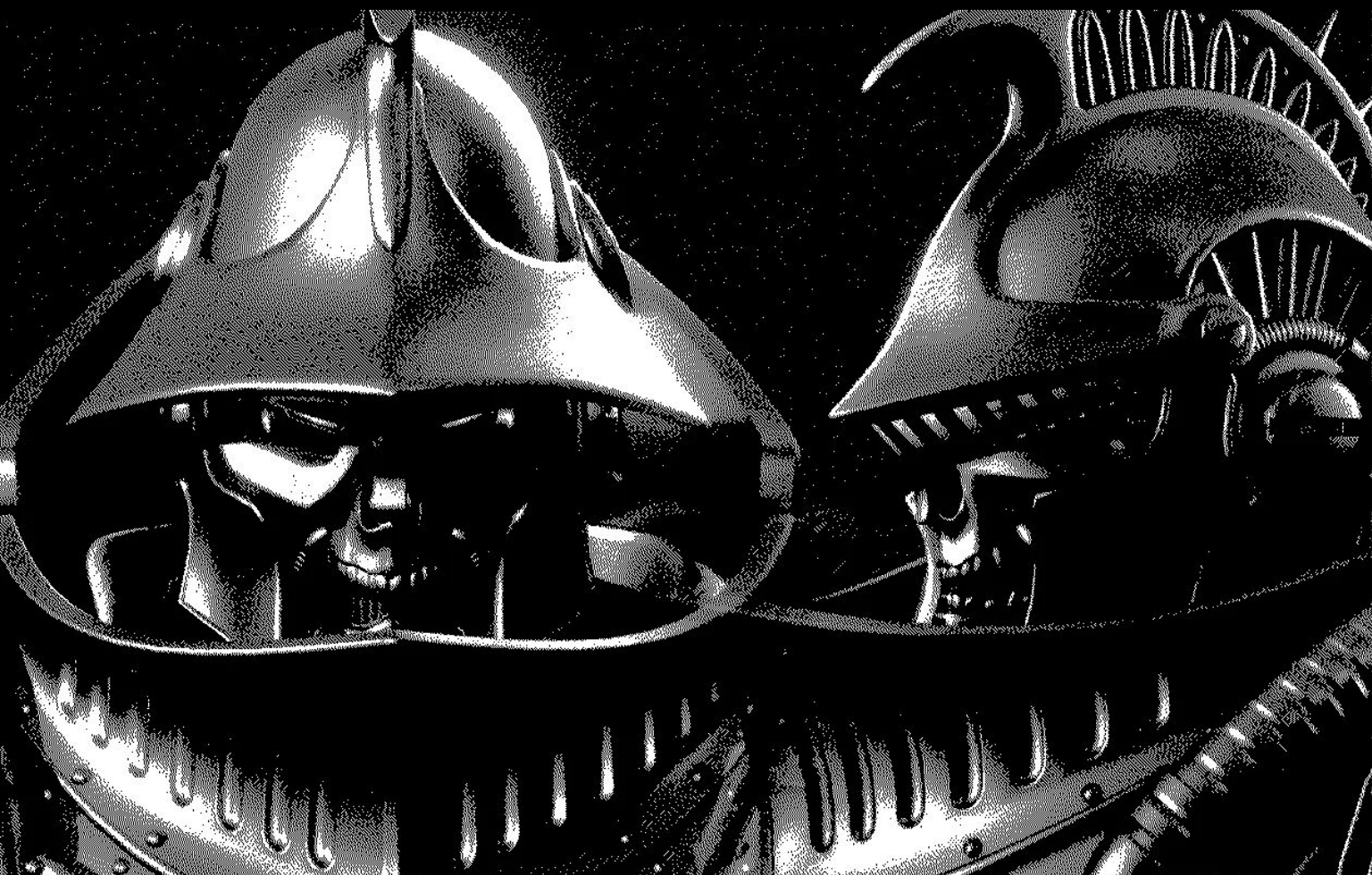
Bottom: Orion-class Autoplate

Orion autoplate, or the Ivory as it is referred to in Armada parlance, is the premier armor of choice for breaching ops by Armada Special Operations. The Specials commonly carry purpose-built compact scatterguns as their firearm of choice.

Top: Aktion-class Autoplate

The uncommon ground cousin of the Orion-class, the Aktion variant makes rare appearances as heavier alternative to the vastly more common Silovsky pocketsteel; The elites of the Ruentimes have shown a particular preference.

And then there's this, which has only existed as 2D sketches (and a comic character) so far, but which will have its debut in other illustrations soon enough...



REGENIUM EDERNUM

INFIL/TRAITORS:

All the doors are locked, but we have the keys

10

There are many names for those who take up the fight from within the machine of the Hegemon but, for the last century and the rise of such Unionist operators, the moniker of *Infiltrator* has been coined for this breed of saboteur. The origin of the title is unclear, but it became part of security consultant firm vernacular throughout the ExeCor, and spread into the Midworlds.

The word is meant to disgust, echoed a thousand times through visutel dramas and action-hero serials as the true antagonists against the CorpoSoci. It is meant to remind every Consumer to remain vigilant and that trust is a liability the Unionist will exploit. It is meant to teach them that the smiling clerk, the shift-supervisor, your personal aide, anyone and everyone might all be a secret Unionist infected with a cognito-virus, now wearing a human face.

As with most Heg terminology, the insult is more revealing than intended.

An Infiltrator is not merely a spy. Spies expect to leave when the job is done. Spies wear their disguises, keep in contact with home through hidden means, and sacrifice some of their life for the cause. Infiltrators commit everything to the cause. They are more than believers in the notions that make a person seek to halt the desire of a thousand empires, they are the embodiment of those ideas.

They are, despite what the Hegemon mentanics and mentalists attempt to diminish, an example of the strength of the Self and the power of the human mind. If Avarice is a unique evolutionary advantage of New Mankind, then the indomitability of the individual's willpower to dedicate their existence to the annihilation of such a concept is also, entirely, unique to the species.

Infiltrators do not expect a way out and can plan out lifetimes before choosing the right time to strike. They are Unionists who continue to play their part in the system, earning the trust of the very Patrons they intend to cripple. They rise in the CorpoSoci, even eliminating other Unionist threats and individuals in doing so.

This is the great terror they represent. They are not outsiders. They are not paid rebels from Karanova or a Wyrms assassin. They are employees. They are the people who stayed late or did a third shift to get the boss's quota in on time. They become indispensable to the very machine that they seek to destroy.

The most effective Infiltrators are rarely theatrical and will never don the various fetishes and articles of a Unionist movement. The Hegemon loves imagining radicals as wild-eyed fanatics spraying slogans onto the walls or planting explosives at the shopping emporiums on RevShare day. That kind does exist, certainly, and they often end up in cells or put down by miliCorps that defend the protested manufactories.

Infiltrators play the longer game. A single explosive or assassinated Baron means nothing but a momentary disruption. Instead they study their enemy within its own environment. They know which safety inspection was skipped to cut down on overhead or which off-planet accounts benefit from rounding errors so a Magnate can hide their wealth from the local government. The Infiltrator understands which Patron travels with decoys and how to tell them apart, or obtain the timeline for a warliner's descent into the Outside when it is at their weakest.

This knowledge informs the Infiltrator when best to strike. They do so with members of their own network, often groups that don't even know they're working for a Unionist ideologue, and if the time is right, act directly. Their attacks are precise, often personal, and intimate to the faults in the system they have served. As such, the fatality rate among those labeled

Infiltrators is almost total. This is not because they lack the ingenuity or imagination to survive, but because the final act usually requires complete sacrifice. Once they strike, their value as a hidden instrument is spent. Their Patron knows. Their coworkers know. Sometimes their families know for the first time just moments before the end.

There is no formal Infiltrator doctrine or even a means to 'train' such individuals. They are creatures of circumstance and



self-invention. Each one has their own story and their own methodology of resistance. They choose which Unionist cause to support and, in many instances, support multiple movements for the means to bring an end to the Hegemon. The Manual references such behavior as “horizon-parasitism,” and calls for regular internal purges to promote a kind of immunity, randomizing the playing field and flushing the system for such individuals and their networks. Meanwhile, law enforcement and the Wandermen are used to uncover and deal with the “insidious threat”, like hunting antibodies.

Of course, those following the Manual's advice may inadvertently do the infiltrator's job for them. That such purges of personnel are meant to target hidden threats within a corpos' ranks often rings hollow. So often they coincide with reductions in personnel to pad quarterly profits, and it can be hard to tell if Patrons truly believe a threat is present, or if they are simply using the manual's teachings as a convenient excuse.

An infiltrator may not even need be present for such events, and there is no faster way to radicalize a member of the Person caste, let alone Basics or Indigent, than by showing them they despite all their effort and devotio, they are still seen as replicable, even as their family sinks slowly in credit status towards the looming specter of debt slavery.



IN YOUR RANKS?

Breaking away from last month's much more visibly militant labor resistance cell kit, we now bring you Unionist infiltrators, courtesy of ThatEvilOne.

These saboteurs represent a much more subdued breed of Unionist, dressed in civilian outfits to blend among endemic populations, coupled with compact, low-profile weapons such as the Thamis "drummer" and the 001 Liberator.



Of course, they are perfectly capable of going loud should the situation calls for it, as evidenced by improvised explosive options. Whether it's Armex[®] explosive putty, weaponized velanite, or a mysterious third variety, their bombs pack quite a punch.

The new kit is fully compatible with the previous Unionist kit, so you can mix-and-match to create a more ragtag appearance while introducing some pose variety. (As you can see, second from right is doing a decent job of pretending to be a panicking civilian!)

We plan to represent infiltrators in our skirmish game, *Hostile Markets* (playtesting on our Discord), and other future wargaming endeavours with unique rules that properly capture their clandestine nature as insurgents - more on that later.



Infiltrators are fully compatible with labor resistance minis, should you want to build a mixed force.



UNIONIST INFILTRATORS

Sculpted by ThatEvilOne

Physical minis will be available for order in the coming days from all our digital storefronts.

STL files will be briefly exclusive to the Consumer tier and above on our Patreon as part of our monthly offerings, for a limited time.



[Website](#)

SHIGUE 2.0?

The discerning Consumer may have been wondering if more Project Morningstar models would be getting their due now that the Barakan 2.0 have hit the scene. Well we're here to tell those Consumers to discern no more!

It is our pleasure to announce that the å will be getting a 2.0 model pass to match their Barakan aggressors. Get ready to muster your herds, and show the Hegemon that this is one alien hunt they should have stayed out of.



[Website](#)

Coegi Raiders

One way or the other, they feed.

Wanvaeth Underwriting Classification: EXG.20-23Φ_command.index_4_hostile

Common Directorate Slang: *Scalies, Chucklers*

The Coegi were initially considered little more than a nuisance Exogen encountered in the Coegan Periphery, a clutch of new stars along the border of the Kerdosea sub-sector birthed from the Vela Nebula. Early reports described them as pack-scavengers, irritating but containable, little more than another Exogen hazard that complicated safe mineral extraction on Frontier worlds.

This assessment was not merely incorrect, but was commercially convenient with the OVES nations.

It would later be determined that Coegi populations were not native to the Coegan Periphery at all, but were instead attached to the greater Shigue Migration, encountered fiscal-cycles later as it emerged from the Veil Nebula. Their presence on multiple worlds, once assumed to indicate a broad native range, is now understood as evidence of long-term migratory dispersal. Wherever Shigue vessels, outposts, or bases had been built, the Coegi eventually appeared.

Genetic analysis confirms a home-system relationship with the Shigue. While the two species are not close cousins, both possess related deep-ancestral markers, a link similar to the one between swine or chekens to New Mankind. The Coegi also have a similar hexapedal skeletal architecture and shared atmospheric needs, found only among species originating from the Shigue ancestral biosphere. This relationship is old enough to suggest divergence before technological civilization, but recent enough to make coincidence impossible.

Physically, the Coegi have elastic hides that stretch and twist beneath growths of extremely dense scales that can vary in pattern and color. They are six-limbed predators with forward-heavy musculature, powerful shoulders, and a low-bodied, sloping spinal arrangement suited for sudden lunging movement. Their teeth, talons, and even bones share the same structure as their scales. They have two double-lidded eyes, and a tongue used as a means of drinking and feeding on their victims.

First contact occurred when prospector teams that had been licensed by the Copper Kings identified packs of the creatures skirting the edges of their security zones. At the time, the Coegi were believed to be endemic to a clutch of low-yield worlds and were scattered out of hand whenever they approached a dig site.

This illusion collapsed with the development of the Coegan world of Ilygad, where the first recorded lethal incident occurred. Several miners disappeared during an equipment rotation and were later found in a service ravine, drained of their bodily fluids and arranged in a manner originally described as desecration. Later analysis was less sentimental. The Coegi had drunk their fill and left the rest in a visible place to draw a second response team which were, in turn, attacked.

The Coegi are hunter-scavengers, opportunistic carnivores that move comfortably between predation, ambush, body snatching, and pack-harassment. They prefer prey that is isolated, wounded, distracted, or separated. However, when pressed by hunger or provocation, they will engage armed targets with coordinated aggression utilizing a myriad of pilfered technologies.

Their feeding behavior is one of the principal reasons for their continued notoriety. Coegi do not just kill. They will begin actively feeding on those they might be actively struggling against using their forelimbs pin while their middle limbs disembowel.

Wanvaeth observers and safari hunters have noted that Coegi packs appear to learn the anatomy of prey species over repeated encounters. Against humans, they quickly prioritize hamstrings, wrists, faceplates, breathing hoses, and groan seals to name a few.

They also quickly learn the psychology of their prey, as well as understanding their technology. The Coegi seem to be driven by their hunger, but it is known that they do not truly feed until after a raid. They will regurgitate the fluids they ingest and refine them into lumpy masses which they will then eat or feed to younger Coegi. The unused, or inedible fluids, are then urinated.

The threat assessment was revised when it was discovered that dozens of independent mining communities had been victimized by these Exogen for several fiscal-cycles, their pleas ignored or misfiled by the OVES. These attacks were small, typically resulting in the loss of only a few Consumers or minor gear and equipment.

The Directorate was eventually commissioned to investigate the Coegan Periphery and locate the assumed homeworld of this threat. The 55th Arkturan Regiment, supported by elements of the Demyre Supersector Armada, arrived expecting an easy payout. They instead found themselves preyed upon by hundreds of smaller rag-tag vessels cobbled together from unknown Exogen hulls, and even stolen human ships from across the eastern Fringe.

What followed was a six fiscal-cycle extermination, made all the harder by the Copper Kings' refusal to pay for a deployment of Barakan Elite. As a result, Directorate Tributaries were forced

into quagmires across three different planets, fighting an enemy that only presented itself when the soldiers were tired, separated, or looking in the wrong direction.

The Coegi never committed to large-scale engagement. Their numbers remained unknown throughout the time period. A zone might appear cleared for quats, only for a supply convoy to go missing or a patrol to fall under assault. Fatalities remained statistically low for such a venture, but costs did not.

This contradiction enraged the Office of the Director. The Coegi preferred maiming and crippling, or feeding off the wounded while they would steal whatever they could carry. The Coegi were becoming too expensive.

In frustration, the General Manager authorized the use of atomika weapons against several planetary regions believed to contain significant Coegi den concentrations. The strikes solved the immediate population problem and the extermination was considered complete, at great personal expense to the General Manager. They also appear to have intensified Coegi hostility across the wider Periphery on fiscal-cycle later.

Agents from Wanvaeth Underwriting have concluded that the Coegi possess an aggressive evolutionary response to sustained resistance by what they deem as prey. The more a species resists, the more focused the Coegi become. Witnessing their own dead does not reliably discourage them in the long term. Instead, it hyper-fixates them and might even have implications on their social structure. As such, they are consummate scavengers.

By the mid-century, Coegi attacks had become bolder. Larger Consumer populations became targeted to such a degree that the OVES finally caved and began hiring private hunters to supplement Directorate operations, and for a brief period Coegi pelts became a fashionable frontier trophy among minor Patrons who had never seen a living specimen. This fashion ended abruptly after several hunting parties were consumed in turn. The 55th Arkturan Regiment is still known for wearing these Coegi scales as trophies, strung into their weather cloaks.

It was only with the later arrival of the Shigue Migration that Coegi activity dropped back toward pre-discovery levels. This decline produced the first serious recognition that the Coegi were not an isolated Exogen problem, but part of a wider Exogen ecology that would become known as the Migration.

The precise relationship between Coegi and Shigue remains unresolved, but they are clearly not allies. Coegi have been recorded preying upon wounded Shigue, stripping the dead, and harassing groups of Yearlings. The Shigue, for their part, do not appear to communicate with the Coegi in any formal sense, but do not seem to have any interest in stopping their presence either.

This has led to several competing theories by the few that care for the behavior of the Exogen in the Hegemon. The most conservative holds that Coegi are simply commensal predators, following Shigue fleet movements like the rodents that infest human starships. A second theory argues that the Coegi serve an ecological function aboard Shigue migration routes, consuming the sick, the dead, and those that don't 'fit' within society, and thus are left alone. A third, less comfortable theory suggests that the Shigue tolerate Coegi because they are useful pressure animals that help maintain an engineered state of continued evolution. The nature of Exogen is absurd, and so nothing is too strange beyond human perfection.

Current guidance is as follows per the recommendation of Wanvath Underwriting:

The Coegi should not be approached, nor should they be the subject of entertainment safaris. They are migratory hunter-scavengers with demonstrated advanced imitation-learning and retaliatory fixation. De-escalation is recommended and a degree of personnel loss should be factored.

Where Coegi are found, Shigue presence should be expected.



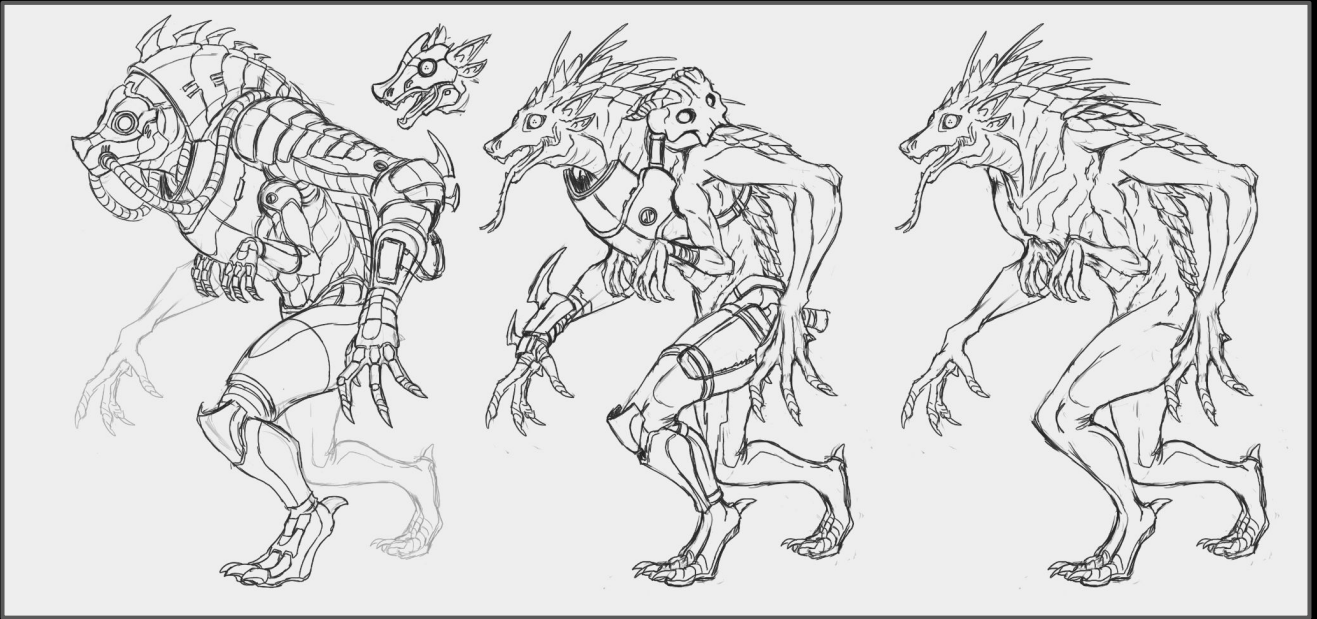
Blazbaros

Taylor here, back with more **Coegi**! Big leaps and bounds with their design have been made, their physiology has been defined along with some armour concepts. Some weapon ideas have been thrown around too, and being more primitive amongst the Shigue, tend toward crude, brutal and inelegant solutions to modern problems. They're shaping up to be lean, mean and nasty.



Coegi raider wielding a spear-gun

The Coegi are a nasty, brutish bunch, but cleverly make use of all manner of weapons in their applications of violence. Especially capable individuals festoon themselves with trophies, both biological and material in origin.



Coegi armor and clothing concepts

Although the Coegi typically spurn the use of full-body coverings within Havenholds or when on planets, they will wear enclosed suits adapted to their physiology should the situation call for it. Trophies such as the Shigue skull scene on the second view are incorporated as well.

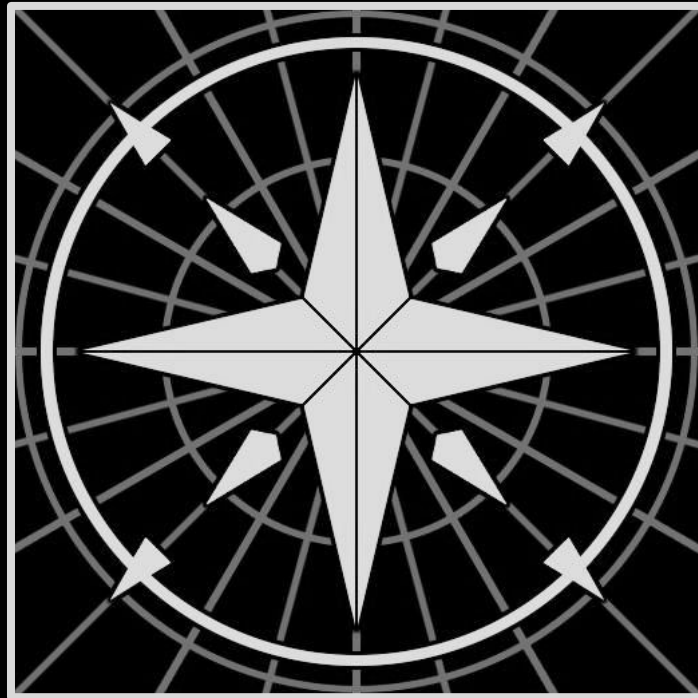


Older Coegi concept art

Keen-eyed readers will have noticed that the Coegi feature a similar body plan to the Shigue. This is no coincidence - the Coegi hail from the same homeworld. The Coegi and the Shigue species lived in slightly different biomes, and the historical predator-prey relationship has shifted over time into a stranger arrangement.

BE SURE TO ENROLL!

[LINK](#)



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