

HAULER

The Space Transport Authority

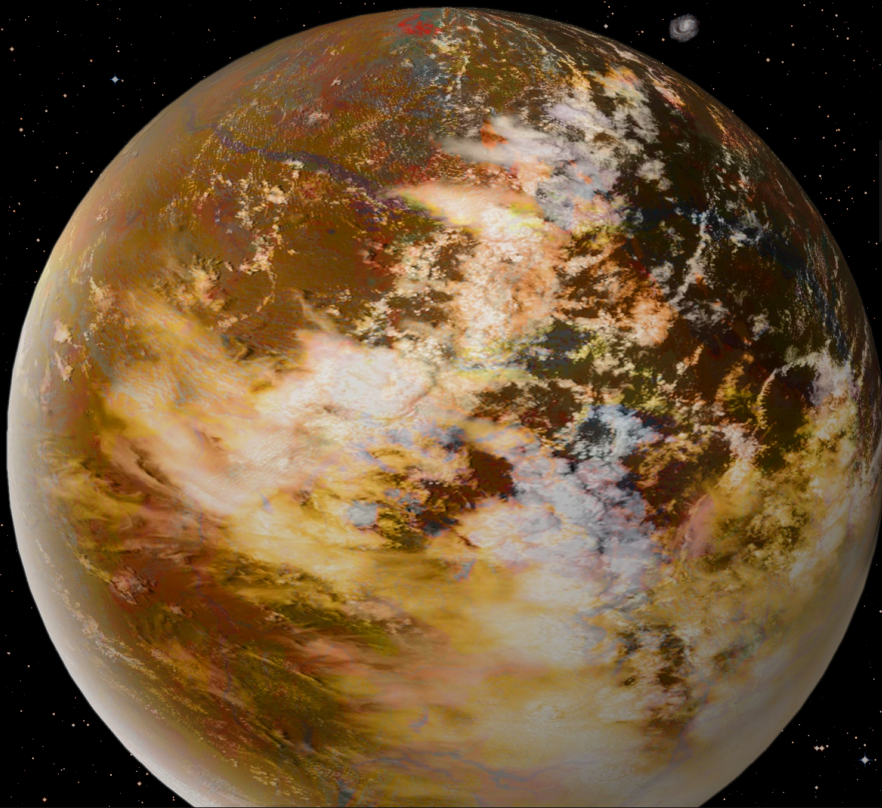


November 2944



Issue #1

SHIP PRODUCTION AT RECORD HIGH
BUT WHO IS PAYING THE COST?



BAACHUS

ONE TRADE STOP
YOU WON'T WANT
TO MISS!

SYNTHWORLD DEBATED

TRIUMPH OF HUMANITY OR BURDEN ON SOCIETY?



5 UEC 11/2944

Pure, unadulterated speed.



M50

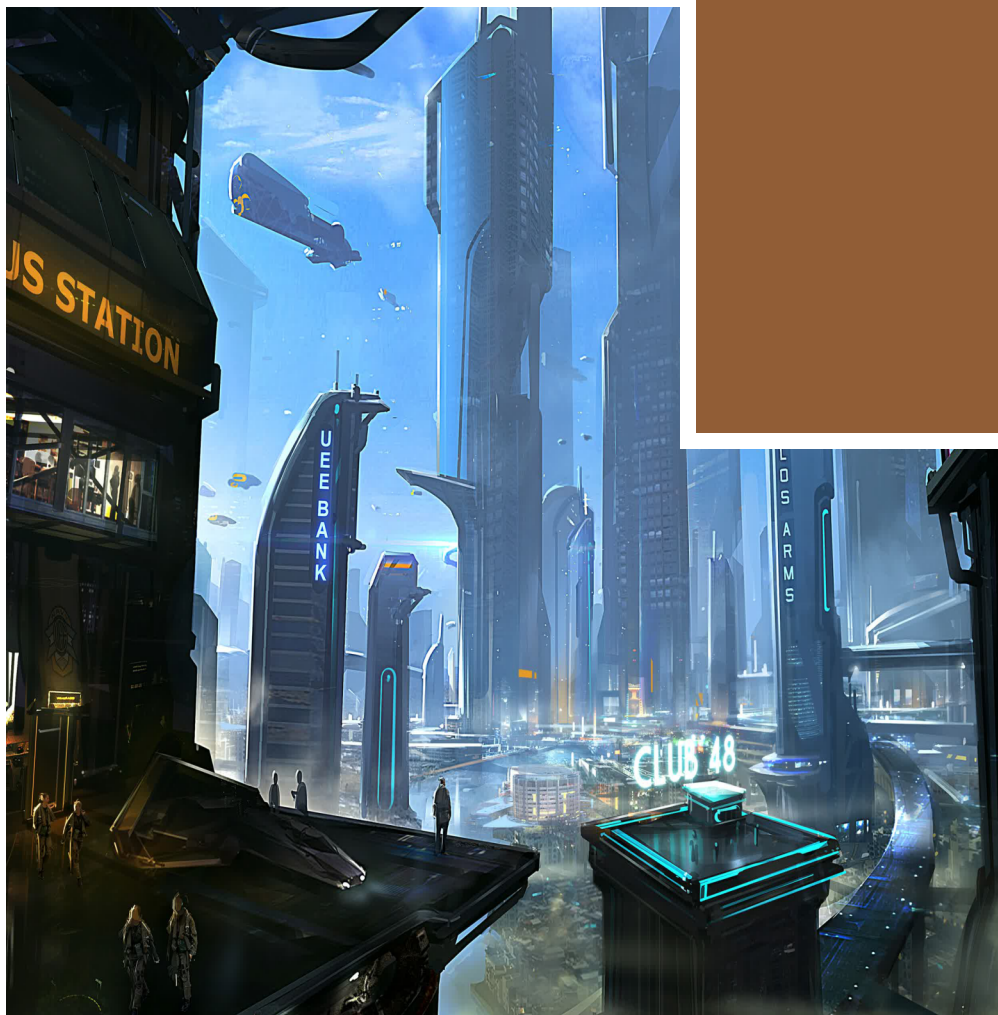
"Welcome back to the glory days of flying."
- Galactic Gear

"I dont think there's a ship on the market
that is faster - or more fun - than the M50."
- Matthew Leanus



HAULER

in this issue



02 *Editor's letter & Incoming!*

The inaugural speech from the man behind the magazine, and your mail - answered.

03 *Planetary Profile: Baachus*

All the details a trader needs on the Banu Gathering world.

05 *Pro/Con: Synth-world*

The debate rages on - lofty scientific goal or financial noose?

06 *Starship Gilded Age Costs*

Admire all the glamour, there's always a price someone has to pay.

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**LETTER FROM
THE EDITOR**

Dear Reader,

Welcome to the inaugural issue of **HAULER MAGAZINE**. Like you, we've been tired of the divide between the ultra-dry trade/market publications and the opposite end of the spectrum, the spacer rag. We wanted a magazine that spoke to us. Something that had more depth than articles like "The 10 coolest comm handles to call yourself" or "Which model poses best next to this years new ships", but didn't require you to know phrases like "principal compounded offworld import density rates diversification". A magazine that, first and foremost, focused on the interests we all share, with the passion we share for it.

So if you're in any way related to the shipping, trading or hauling industry, buckle up. You're about to get actually practical reviews and comparisons of the equipment we use (or wish we used) day-to-day. Features on different worlds, trading routes, and markets from sources who deal with them on a regular basis. Profiles on both industry leaders and regular spacers of particular interest. And much, much more. Real information of real interest, from a real perspective. That is our promise to you.

Hauler,

Good luck with the first issue! We've got a few fellas over here that have been fans of your work with *Terra Markets* and *Starship Review*, and have been waiting for this magazine to come out. We've pre-ordered some subscriptions for our lobbies, so dont let us down!

-The Titanium Corp Crew

cool/completely relevant and interesting. How do I make it happen?

for exposure, take out an ad! If you really believe you have something of interest of our readers to discuss, have a company officer contact us directly. -ed.

Incoming!
Reader transmissions from around the 'verse.
Contact us at
HaulerMag@gmail.com

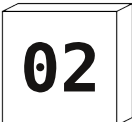
Editor,

This will never work, you'll never get past issue 10, your ideas stink, and your articles suck. I'm never buying this junk ever again.

-The haters

HAULER magazine,

I know an organization/ company/person that you guys should totally feature! They are super



note: no, this isn't an actual transmission. But we had enough similar messages to warrant a combined response

We take the time to select our articles very carefully based on reader interest. If you're looking

Dear haters, Thanks for your input! We took your input under careful consideration, and after much debate, came to this conclusion: suck it, we rock.

-sincerely, HAULER staff



Planetary PROFILE **BAACHUS**

If you've ever been to Banu space, chances are you've been to Baachus. And if you haven't, you really, really should. The famous 'Gathering' planet of a civilization full of galaxy wide traders is not a sight to miss.

Baachus isn't a place you'd likely to go on a route to fill up your entire cargo hold with bulk goods - at least, not if you're doing it legally. That's because Baachus has relatively few industrial or raw goods exports of its own. What makes it truly special is the exotic and rare goods you can find there. There's a saying "if you can't find it on Baachus, it doesn't exist". Independent traders from all over the galaxy, both UEE approved and not, choose THIS as their destination when they want to do business. This is due to a combination of trade friendly legislation, position among trade routes, and relatively low fees.

That's not to say you can't find a good deal on common items - quite often the lowest prices in the galaxy can be found here, if you're willing to look and deal a bit.

However, due to the constant influx

and outflux of ships, expect delays. During busy seasons it can take up to a quarter of a Terran day merely to get both permission to touch down on the planet AND an empty hangar to do so in.

This constant busy atmosphere and the relatively relaxed nature of Banu government means that its also relatively easy to "slip through the cracks" if you know the right wheels to grease, so it can also attract certain unsavory types. Be sure to stay alert, follow all your safety protocols, and check up on local laws right before you travel - each planet in Banu space has it's own regulations, and they can change with relatively short notice. Don't end up unintentionally being the unsavory type yourself!

In short, if you're looking for something unique, rare, and/or exotic, you've found the right planet.

Major Industry: Trade/exotic goods
Allegiance: Banu
Security: Low

03

**For The Taste That's Loved
Around The 'Verse**



**Choose
LUCKY STAR COLA
to quench your thirst!**

The history of the SynthWorld has been the history of every major advancement of the human race. Man did not reach the stars because it would turn a profit or win a war – it was a project funded by the people as a whole, with no clear benefit. But it was out there, it was an obstacle to overcome, and human nature dictates that we must always strive to achieve the impossible, no matter the cost. In the process, we advanced several fields of science by orders of magnitude more than if we were to put those funds into traditional research. Yes, there were setbacks and hard times, even lives lost, but humanity strove on, humanity yearned to be better than it was, and humanity succeeded.

The SynthWorld project has been an absolute financial disaster for the UEE. No one is denying that the undertaking was a great unifying force, and a grand vision for the future – back in 2872, when it started. Nearly 70 years later, we haven't even turned on the terraform generators yet, and the SynthWorld project is the largest item in the governmental budget. Yes, you read right, we spend more each year on attempting to finish a project over 3 generations old than we do on feeding the poor, or on education, or on public health.

It's time we realize that our vision was perhaps a bit too grand – we need to scale back to pure maintenance on the Synthworld project, and shelve it for another day. When mankind is a little more advanced, a little bit more prepared, and not falling into a state of ruin. The rich/poor divide grows every day, we're under constant attack, unemployment

CON

is rising, health is on the decline – there is no aspect of society

Now the same nay-sayers want us to quite when faced with a similar obstacle.

PRO

“It's a waste of money”, they say. “Times are tight. It's dangerous!” and a multitude of other reasons. Yet terraforming science has already advanced more in the last 100 years than in the 400 before that. Entire new methods of shipping and non-atmospheric construction have popped up, entirely driven by this effort. The SynthWorld project, like our original drive to reach the stars, is already pushing humanity to be better. We can't shut it down now. We can't be the first group in humanity to weight the cost of slightly lower taxes against achieving our destiny, our birthright, and say no,

humanity can stagnate so that I can save a few dollars.

That's a universe that no one should have to live in.

Debating the SYNTHWORLD

that isn't in dire need of the money we are throwing at a project that will, at best, provide yet another world to colonize, when we still have room on the ones we have. It wont improve the average person's life in ANY measurable way. Common sense needs to prevail, and we need to do what is best for humanity– write to your local citizens to end the synthworld project this year.

ed. – Both of these pieces are presented as the authors opinion and do not necessarily represent the views of HAULER MAGAZINE

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BY OWEN BANKSON

Through the months of July through October 2944, pilots everywhere rejoiced at the new ships being put into production. Whether it was the Aegis Reclaimer that tickled your fancy, or you simply couldn't keep your mind off the 890 JUMP; you're one of the millions that have taken an interest in these ships. In fact, manufacturers like Aegis, Drake, and RSI have been hailed by the media as the creators of the "Ship-Production Gilded Age" due to their rapid expansion in the ship-production market. However, many critics have said that, while the rise of these production giants has fed the necessities of the new age, they have also brought the downfall of small-business ship manufacturers.

Pereras complained that so much of his customer base flocked to the corporation dealerships for lower cost ships instead of his reliable hand crafted ships.

"If they want to put their trust into mass produced steel tubs then that's their choice. I'd been in business successfully for so many years due to my product's quality. I went out of business due to monopolies and their price manipulation; I have never produced products inferior to theirs".

Pereras was just one of 15,000 custom ship producers that were forced to close their doors in the past 5 years, a record high.

The Hidden Cost of the *Ship-Production Gilded Age*

We travelled to Chicago, Illinois to talk with some of the people most affected by this trend, and met with Adrian Pereras. Pereras was the owner of CI Customs, a small custom ship manufacturing business. Adrian said his shop went out of business in 2940, due to losing so many of his customers to large corporations.



"I couldn't compete with the dealership" he said. "While I paid employees to hand craft our ships, the monopolies simply ran their ships through a production line. I had to charge more for my ships due to labor cost, while the monopolies could afford not to".

06

So while brand-name ships such as the Reclaimer and 890 JUMP have caught the attention of the citizens of the new-age, buying these ships cost much more than credits. They may also be costing the livelihoods of thousands of small-business ship-producers.

MAKE YOUR NEXT SEAT BE ONE THAT MATTERS

The UEE need pilots. Take your best shot at citizenship by joining up TODAY.



Thank you for reading. HAULER
MAGAZINE is a community effort
produced by fans like you.