

PRIVATEER PLAYTESTERS' GUIDE



- GALAXY Class
- Tactics
- Evasive Man
- Recommen
- Docking Pr

PRIVATEER PLAYTESTERS' GUIDE

..... by Beth Loubet,
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HOW TO USE THIS BOOK.....

The *Privateer Playtesters' Guide* begins with annotated **Quadrant Maps** (pp. 4-7), showing which systems have Merchants' Guild offices, Mercenaries' Guild offices, ship dealers and each type of base — agricultural, mining, pirate, pleasure and refinery. The next four pages (pp. 8-11) list all the bases of Gemini Sector in two ways — first by quadrant, then by base type. So, for example, if you're looking for the nearest pirate base, you can find it in several ways: by checking the map of your current quadrant, by scanning the list of systems in your quadrant or by checking the list of all pirate bases.

The next section maps all 68 of Gemini Sector's systems. They are listed alphabetically, numbers before letters. Below each map are the stats for each nav point in the system, including what random encounters might take place there. Use this listing to seek out or avoid specific encounters.

Friend or Foe? (pp. 54-57) describes each of the factions operating in Gemini Sector, along with notes on what ships they fly and how to get along with them. **Outfitting Your Ship, Recommended Loadouts and Combat Tips** (pp. 58-69) suggest the best equipment and loadouts for each ship you can fly, along with plenty of tips on how to best use each ship. **Earning Money** (pp. 68-78) details each trade route, including how much profit can be made carrying each commodity between each type of system, which commodities on which routes are most profitable, and a few tips on Getting Rich Quick.

The Plot (pp. 79-91) describes each of the 23 missions you must fulfill to win the plotted portion of the game. For each mission, the guide lists a *Summary, Payment, Requirements, Opponents* and any additional notes from our playtesters. On pages 92-93 is a **Checklist** of everything you need to do to win this part of the game.

Of course, you don't ever have to get into the plotted missions to enjoy *Privateer* or use this guide. And once you finish the plot, the *Playtesters' Guide* can still help you as you continue your life as a privateer in Gemini Sector!

CREDITS.....

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*To Denis, for confidence; to Mom, Dad, and Grandma, for support;
to Rob, for determination and the dream; to all of them, for love.
Anthony and Kirsten: high five!*

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Anything I do is for my wife, Diana.

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TABLE OF CONTENTS

QUADRANT MAPS

Fariss (NW)	4
Clarke (NE)	5
Humboldt (SW)	6
Potter (SE)	7
Systems and Bases (by Quadrant)	8-9
Base Locations (by Type)	10-11

SYSTEMS

Introduction	12
17-AR, 41-GS	13
44-P-1M, 119CE, Aldebran	14-15
Auriga, Beta, Blockade Points	
Alpha, Charlie	16-17
Blockade Point Tango, Capella,	
Castor, CMF-A	18-19
CM-N1054, Crab-12, Death,	
Delta	20-21
Delta Prime, DN-N1912, Famine,	
Freyja	22-23
Gamma, Hind's Variable North,	
Hyades, J900	24-25
Junction, KM-252, Lisacc	26-27
Mah'Rahn, Manchester, Metsor,	
Midgard	28-29
ND-57, New Caledonia, Newcastle ..	30-31
New Constantinople, New Detroit ..	32-33
Nexus, Nitir	34-35
Oxford, Padre, Palan	36-37
Pender's Star, Pentonville, Perry ..	38-39
Pestilence, Pollux, Prasepe, Pyrenees ..	40-41
Ragnarok, Raxis, Regallis	42-43
Rikel, Rygannon, Saxtogue	44-45
Shangri La, Sherwood, Sumn-Kp'ta ..	46-47
Surtur, Telar, Tingerhoff	48-49
Troy, Tr'Pakh, Valhalla	50-51
Varnus, War, XXN-1927, Xytani	52-53

GEMINI'S INHABITANTS -

FRIEND OR FOE?	54
Alignment	54
Morale and Experience	54
Bounty Hunters, Confederation	55
Kilrathi, Merchants, Militia	56
Pirates, Retros	57

OUTFITTING YOUR SHIP	58
Armor	58
Engines and Shields	58
Weapons and Guns	60
Weapon Hints and Tips	62
Other Ship Modification Tips	62
Recommended Loadouts	64
Tarsus	64
Orion	65
Galaxy	66
Centurion	67
Combat Tips and Tactics	67

EARNING MONEY	69
Commodities	69
Commodities Table	70-71
Profitable Runs Table	72-73
Guaranteed Commodities	74
Missions	75
Mission Sources	75
Mission Types	75
Mission Hints and Tips	76
Getting Rich Quick	78

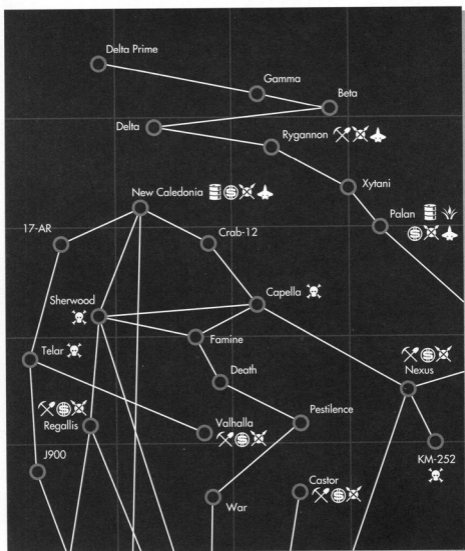
THE PLOT	79
Getting to the Plot	79
Recommended Loadout	79
Ernesto Sandoval	79
Tayla	80-81
Secret Compartment	81
Roman Lynch	82-83
E. Masterson	84-85
Using the Library	85
Lynn Murphy	86
Monkhouse	87
The Artifact	87
Taryn Cross	88-89
Sandra Goodin	90
Admiral Terrell	90-91
So You've Won the Game	91

PLOT CHECKLIST	92-93
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PLAYTESTERS	94-95
--------------------------	-------

INDEX	96
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QUADRANTS



cont. page 6

FARISS (NW)

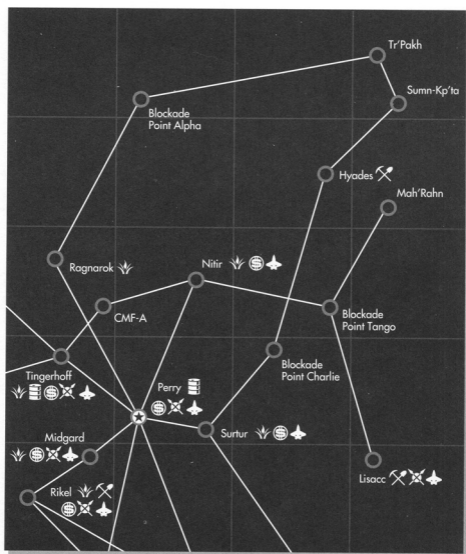
LEGEND

BASE ICONS

- AGRICULTURAL
- MINING
- PLEASURE
- PIRATE
- REFINERY
- SPECIAL

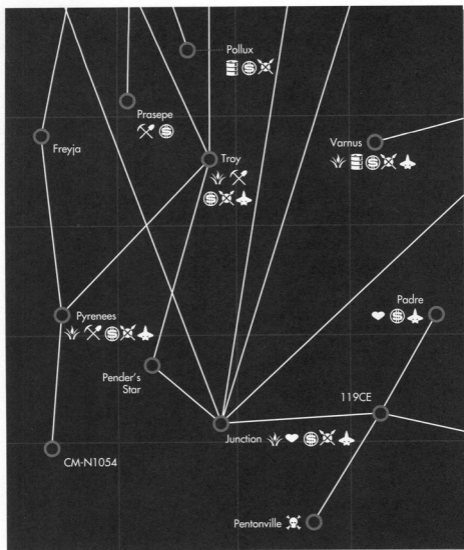
SERVICE ICONS

- MERCENARIES' GUILD
- MERCHANTS' GUILD
- SHIP DEALER



CLARKE (NE)

cont. page 7



HUMBOLDT (SW)

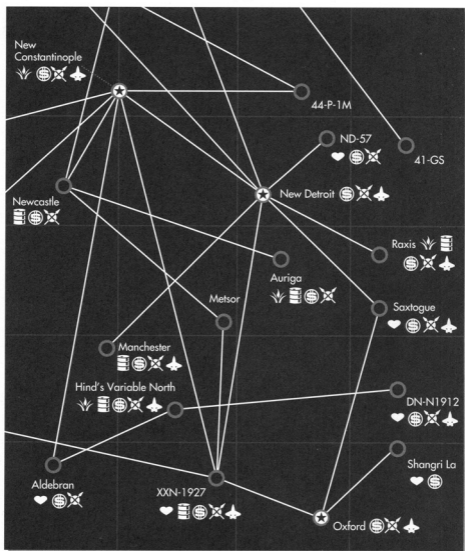
LEGEND

BASE ICONS

- AGRICULTURAL
- MINING
- PLEASURE
- PIRATE
- REFINERY
- SPECIAL

SERVICE ICONS

- MERCENARIES' GUILD
- MERCHANTS' GUILD
- SHIP DEALER



POTTER (SE)

SYSTEMS AND BASES (by Quadrant)....

FARISS (NW)

SYSTEM

BASE

17-AR

Beta

Capella

Drake

Castor

Romulus

Crab-12

Death

Delta

Delta Prime

Famine

Gamma

J900

KM-252

Smallville

New Caledonia

Edinburgh

Glasgow

Nexus

Macabee

Palan

Basra

Palan

Pestilence

Regallis

Kronecker

Rygannon

Rygannon

Sherwood

Tuck's

Telar

Megiddo

Valhalla

Valkyrie

War

Xytani



CLARKE (NE)

SYSTEM

BASE

B. P. Alpha

B. P. Charlie

B. P. Tango

CMF-A

Hyades

Lisacc

Mah'Rahn

Midgard

Nitir

Perry

Ragnarok

Rikel

Sumn-Kp'ta

Surtur

Tingerhoff

Tr'Pakh

Charon

Lisacc

Heimdel

Nitir

Anapolis

Perry Naval Base

Mjolnar

Siva

Vishnu

Surtur

Bodensee

Munchen



LEGEND

BASE ICONS



AGRICULTURAL



MINING



PLEASURE



PIRATE



REFINERY



SPECIAL

HUMBOLDT (SW)

SYSTEM	BASE	
119CE		
CM-N1054		
Freyja		
Junction	Burton	✿
	Speke	♥
	Victoria	✿
	Magdaline	♥
Padre		
Pender's Star		
Pentonville	Oakham	☠
Pollux	Remus	☰
Prasepe	Saratov	✂
Pyrenees	Basque	✂
	New Iberia	✿
Troy	Achilles	✂
	Hector	✂
	Helen	✿
Varnus	Rilke	☰
	Rodin	✿

POTTER (SE)

SYSTEM	BASE	
41-GS		
44-P-IM		
Aldebran	Matahari	♥
Auriga	Beaconsfield	☰
	Elysia	✿
DN-N1912	N1912-1	♥
Hind's Variable		
North	Meadow	☰
	Oresville	✿
Manchester	Thisbury	☰
	Wickerton	☰
Metsor		
ND-57	New Reno	♥
Newcastle	Liverpool	☰
N. Constantinople	Edom	✿
	N. Constantinople	★
New Detroit	New Detroit	★
Oxford	Oxford	★
Raxis	Gracchus	☰
	Trinsic	✿
Saxtogue	Olympus	♥
Shangri La	Erewhon	♥
XXN-1927	Jolson	♥
	Joplin	☰

BASE LOCATIONS (BY TYPE)

There are 5 major base types. Each base type can be recognized by its distinctive concourse, the main area from which you can access the many amenities of any base.

AGRICULTURE ✎

(see fig. 1, below)

Potter (SE)

Auriga	<i>Elysia</i>
Hind's Variable North	<i>Oresville</i>
New Constantinople	<i>Edom</i>
Raxis	<i>Trinsic</i>

Humboldt (SW)

Junction	<i>Burton, Victoria</i>
Pyrenees	<i>New Iberia</i>
Troy	<i>Helen</i>
Varnus	<i>Rodin</i>

Fariss (NW)

Palan	<i>Palan</i>
-------	--------------

Clarke (NE)

Midgard	<i>Heimdel</i>
Nitir	<i>Nitir</i>
Ragnarok	<i>Mjolnar</i>
Rikel	<i>Siva</i>
Surtur	<i>Surtur</i>
Tingerhoff	<i>Bodensee</i>

MINING ✏

(see fig. 2, below)

Potter (SE)

(none)

Humboldt (SW)

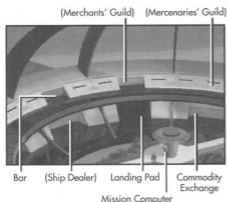
Prasepe	<i>Saratov</i>
Pyrenees	<i>Basque</i>
Troy	<i>Achilles, Hector</i>

Fariss (NW)

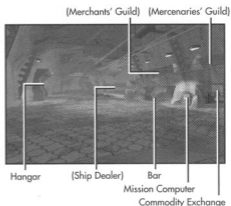
Castor	<i>Romulus</i>
Nexus	<i>Macabee</i>
Regallis	<i>Kronecker</i>
Rygannon	<i>Rygannon</i>
Valhalla	<i>Valkyrie</i>

Clarke (NE)

Hyades	<i>Charon</i>
Lisacc	<i>Lisacc</i>
Rikel	<i>Vishnu</i>



Agricultural & Refinery Main Concourse
(Fig. 1)



Mining Main Concourse
(Fig. 2)

PIRATE ☠

(refer to fig. 3, below)

Potter (SE)

(none)

Humboldt (SW)

Pentonville

Oakham

Fariss (NW)

Capella

KM-252

Sherwood

Telar

Drake

Smallville

Tuck's

Megiddo

Clarke (NE)

(none)

PLEASURE ♥

(refer to fig. 4, below)

Potter (SE)

Aldebran

DN-N1912

ND-57

Saxtogue

Shangri La

XXN-1927

Matahari

N1912-1

New Reno

Olympus

Erewhon

Jolson

Humboldt (SW)

Junction

Padre

Speke

Magdaline

Farris and Clarke

(none)

REFINERY 🏭

(refer to fig. 1, previous page)

Potter (SE)

Auriga

Hind's Variable North

Manchester

Newcastle

Raxis

XXN-1927

Beaconsfield

Meadow

Thisbury, Wickerton

Liverpool

Gracchus

Joplin

Humboldt (SW)

Pollux

Varnus

Remus

Rilke

Fariss (NW)

New Caledonia

Glasgow

Edinburgh

Basra

Palan

Clarke (NE)

Perry

Tingerhoff

Anapolis

Munchen

SPECIAL ★

A few bases fit in none of the regular categories. Their systems each have the same name as the special base itself. Their base concourses are each one of a kind, and so are printed with the system description or wherever else appropriate. These concourse illustrations include:

New Constantinople (p. 32)

New Detroit (p. 33)

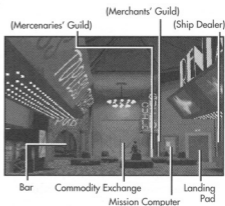
Oxford (p. 36)

Perry Naval Base (p. 39)



Landing Pad
Commodity Exchange
Mission Computer
Bar

Pirate Main Concourse
(Fig. 3)



Bar
Commodity Exchange
Mission Computer
Landing Pad

Pleasure Main Concourse
(Fig. 4)

SYSTEMS

Here you'll find everything you ever wanted to know about each of the systems in Gemini. The systems are listed alphabetically, with each system's quadrant listed right under its name.

Next, you'll find the ratios for enemy types from random missions accepted for this sector. For instance, in system 17-AR, when you accept a random mission into this system, you have a 2/3 chance that you will meet a pirate on the mission (usually as an adversary), and a 1/3 chance that you'll meet a retro.

Under that, you'll find a list of all the nav points in the system. This list tells you if the nav point is a jump point or a base. (If the description section is blank, the point is merely a reference point and holds no jump or base.) If it's a base, it tells you what kind. The list will also state which of the variable amenities the base has. (These include a Merchants' Guild, Mercenaries' Guild and ship dealer. Every base has a hangar, Commodities Exchange, mission computer and bar.)

For each nav point, there is a list of other possible encounters. These are the ships you'll meet at the nav point if you're not on a specific mission to that point. The percentages give the percentage chance for each ship, or set of ships, to appear. Encounter abbreviations are listed at the top of the next column.

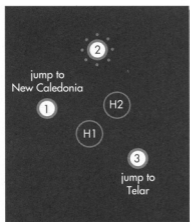
The moral and experience of the pilots you might encounter are described with two sets of words: *timid/confident/fanatic* and *novice/pro/ace*. See **Moral and Experience** (p. 54) for a definition of those terms.

Encounter Abbreviations

BH	Bounty Hunter
CN	Confederation
KL	Kilrathi
ML	Militia
MR	Merchant
PR	Pirate
RT	Retro

Legend

	NAV POINT
	HIDDEN ACTION SPHERE
	BASE
	ASTEROID FIELD
	AGRICULTURAL PLANET
	MINING BASE
	PLEASURE PLANET
	PIRATE BASE
	REFINERY
	SPECIAL



17-AR

Fariss Quadrant (NW)

Random mission opponents 2/3 PR, 1/3 RT

Nav 1 JUMP TO NEW CALEDONIA

- 30% 3 PR Talons (fanatical pros)
- 20% 2 RT Talons (fanatical novices)
- 20% 3 ML Gladii (confident aces)
- 20% 1 MR Drayman (timid novice),
- 3 PR Talons (fanatical aces)
- 10% 4 PR Talons (confident pros)

Nav 2

- 25% 2 BH Demons (fanatical aces),
- 2 PR Talons (confident novices)
- 25% 1 MR Galaxy (confident pro),
- 2 RT Talons (fanatical pros)
- 25% 2 CN Stiletos (confident aces),
- 1 MR Drayman (timid novice)
- 25% 3 PR Talons (confident aces)

Nav 3 JUMP TO TELAR

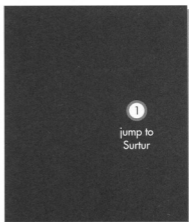
- 50% 3 PR Talons (fanatical pros)
- 50% 3 RT Talons (fanatical aces)

Hidden 1

- 50% 2 PR Talons (fanatical pros)
- 50% 2 BH Demons (fanatical pros)

Hidden 2

- 50% 2 CN Stiletos (confident aces)
- 50% 2 RT Talons (fanatical pros)



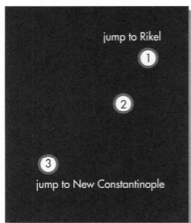
41-GS

Potter Quadrant (SE)

Random mission opponents 2/3 CN, 1/3 BH

Nav 1 JUMP TO SURTUR

- 40% 2 CN Stiletos (confident aces),
- 1 CN Paradigm (timid novice)
- 40% 3 CN Broadwords (confident pros),
- 1 CN Paradigm (timid novice)
- 20% 2 BH Demons (fanatical pros)



44-P-1M

Potter Quadrant (SE)

Random mission opponents 2/3 CN, 1/3 MR

Nav 1 JUMP TO RIKEL

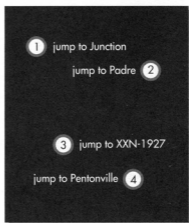
- 25% 3 CN *Stiletos* (confident aces),
1 MR *Drayman* (timid novice)
- 25% 4 CN *Broadswords* (confident pros)
- 25% 3 CN *Stiletos* (confident aces),
1 CN *Paradigm* (timid novice)
- 25% 2 MR *Galaxies* (confident pros),
1 MR *Tarsus* (timid pro)

Nav 2

- 30% 3 CN *Broadswords* (confident pros),
1 CN *Paradigm* (timid novice)
- 30% 3 CN *Broadswords* (confident pros),
1 MR *Drayman* (timid novice)
- 30% 4 CN *Stiletos* (confident aces)
- 10% 2 RT *Talons* (fanatical aces)

Nav 3 JUMP TO NEW CONSTANTINOPLE

- 40% 2 CN *Stiletos* (confident aces),
2 CN *Broadswords* (confident pros)
- 30% 4 CN *Stiletos* (confident aces)
- 30% 2 BH *Demons* (fanatical pro)



119CE

Humboldt Quadrant (SW)

Random mission opponents 2/3 CN, 1/3 PR

Nav 1 JUMP TO JUNCTION

- 25% 3 ML *Gladii* (confident pros)
- 25% 3 CN *Stiletos* (confident aces),
1 CN *Paradigm* (timid novice)
- 20% 1 MR *Galaxy* (confident pro),
3 ML *Gladii* (confident pros)
- 30% 2 MR *Galaxies* (confident pros),
2 PR *Talons* (confident pros)

Nav 2 JUMP TO PADRE

- 30% 3 PR *Talons* (fanatical pros)
- 30% 1 MR *Drayman* (timid novice),
3 PR *Talons* (confident pros)
- 40% 3 CN *Stiletos* (confident aces),
1 CN *Paradigm* (timid novices)

Nav 3 JUMP TO XXN-1927

- 30% 3 CN *Broadswords* (confident pros),
1 CN *Paradigm* (timid novice)
- 20% 3 ML *Talons* (confident pros)
- 20% 1 ML *Gladius* (confident novice),
1 ML *Gladius* (confident pro),
2 BH *Demons* (fanatical pros)
- 20% 3 PR *Talons* (fanatical aces)
- 10% 3 RT *Talons* (fanatical pros)

jump to New Constantinople

1

H

MATAHARI ♥ 2

3

jump to Hind's Variable North

ALDEBRAN

Potter Quadrant (SE)

Random mission opponents 2/3 ML, 1/3 RT

119CE (CONT.)

Nav 4 JUMP TO PENTONVILLE

- 25% 3 RT Talons (fanatical pros)
- 25% 1 ML Talon (confident novices),
2 ML Talons (confident aces),
1 MR Galaxy (confident pro)
- 25% 2 BH Demons (fanatical pros),
2 ML Talons (confident novices)
- 20% 3 CN Broadwords (confident pros),
1 CN Paradigm (timid novice)
- 5% 4 RT Talons (fanatical aces)

Nav 1 JUMP TO NEW CONSTANTINOPLE

- 30% 4 CN Stiletos (confident aces)
- 20% 2 BH Demons (fanatical pros),
2 MR Galaxies (timid aces)
- 20% 1 MR Drayman (timid novice),
3 ML Gladii (confident aces)
- 20% 2 MR Galaxies (timid aces)
- 10% 3 RT Talons (fanatical aces)

Nav 2 MATAHARI (PLEASURE)

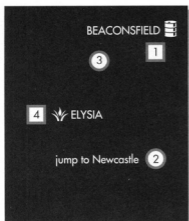
- Both guilds
- 30% 2 MR Galaxies (confident pros),
2 ML Gladii (confident pros)
- 30% 2 MR Tarsi (timid pros),
2 BH Demons (fanatical aces)
- 30% 4 ML Gladii (confident aces)
- 10% 3 RT Talons (fanatical aces)

Nav 3 JUMP TO HIND'S VARIABLE NORTH

- 50% 3 ML Gladii (confident pros)
- 40% 1 ML Gladius (confident pro),
3 ML Gladii (confident aces)
- 10% 3 RT Talons (fanatical aces)

Hidden

- 50% 3 PR Talons (confident aces)
- 50% 3 RT Talons (fanatical pros)



AURIGA

Potter Quadrant (SE)

Random mission opponents 2/3 MR, 1/3 ML

Nav 1 BEACONSFIELD (REFINERY)

Merchants' Guild

- 30% 2 BH Orions (fanatical novices),
2 MR Draymans (timid novices)
- 30% 1 BH Orion (fanatical novice),
3 MR Draymans (timid novices)
- 20% 3 ML Talons (confident aces),
1 BH Demon (fanatical ace)
- 20% 3 ML Talons (confident pros),
1 MR Galaxy (confident pro)

Nav 2 JUMP TO NEWCASTLE

- 40% 2 ML Talons (confident aces),
1 ML Talon (confident pro),
1 MR Galaxy (timid ace)
- 30% 3 ML Talons (confident aces),
1 BH Orion (fanatical novice)
- 30% 1 MR Drayman (timid novice),
3 CN Broadwords (confident pros)

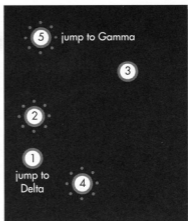
Nav 3

- 30% 3 ML Talons (confident novices)
- 30% 1 ML Talon (confident pro),
3 ML Talons (confident aces)
- 20% 2 ML Talons (confident pros),
2 RT Talons (fanatical aces)
- 20% 2 MR Galaxies (timid aces)

Nav 4 ELYSIA (AGRICULTURE)

Both guilds

- 25% 1 BH Demon (fanatical ace)
- 25% 3 CN Stilettos (confident aces)
- 25% 1 BH Orion (fanatical novice),
2 ML Talons (confident pros)
- 25% 1 MR Galaxy (timid ace),
3 CN Broadwords (confident pros)



BETA

Fariss Quadrant (NW)

Random mission opponents ALL PR

Nav 1 JUMP TO DELTA

- 30% 4 PR Talons (fanatical pros)
- 40% 2 PR Talons (fanatical aces),
2 PR Talons (confident pros)
- 30% 3 PR Talons (confident novices)

Nav 2

(nothing)

Nav 3

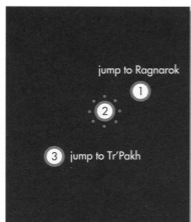
(nothing)

Nav 4

- 30% 4 PR Talons (confident novices)
- 70% 4 PR Talons (confident aces)

Nav 5 JUMP TO GAMMA

- 30% 4 PR Talons (confident aces)
- 40% 2 PR Talons (fanatical pros),
2 PR Talons (fanatical aces)
- 30% 4 PR Talons (confident pros)



BLOCKADE POINT ALPHA

Clarke Quadrant (NE)

Random mission opponents 2/3 CN, 1/3 KL

Nav 1 JUMP TO RAGNAROK

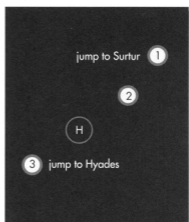
- 25% 3 CN Broadwords (confident pros)
- 25% 3 KL Gothri (fanatical aces),
1 KL Kamekh (confident novice)
- 25% 1 CN Stiletto (confident ace),
3 KL Gothri (confident pros)
- 25% 4 CN Stiletto (confident aces)

Nav 2

- 30% 3 CN Stiletto (confident aces),
1 CN Paradigm (timid novice)
- 30% 4 KL Gothri (fanatical aces)
- 30% 4 KL Dralhti (fanatical novices)
- 10% 3 RT Talons (fanatical aces)

Nav 3 JUMP TO TR'PAKH

- 30% 3 CN Stiletto (confident aces)
- 30% 4 KL Dralhti (confident novices)
- 30% 4 KL Gothri (confident pros)
- 10% 2 CN Stiletto (confident aces),
2 KL Dralhti (fanatical novices)



BLOCKADE POINT CHARLIE

Clarke Quadrant (NE)

Random mission opponents 2/3 KL, 1/3 CN

Nav 1 JUMP TO SURTUR

- 25% 3 KL Gothri (fanatical aces)
- 25% 3 KL Gothri (confident pros),
1 KL Kamekh (confident novice)
- 25% 2 CN Stiletto (confident aces),
2 KL Gothri (fanatical aces)
- 25% 4 KL Dralhti (fanatical novices)

Nav 2

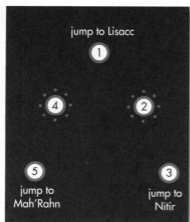
- 30% 3 CN Stiletto (confident aces),
1 CN Paradigm (timid novice)
- 30% 4 KL Gothri (confident pros)
- 30% 3 CN Broadwords (confident pros)
- 10% 4 RT Talons (fanatical aces)

Nav 3 JUMP TO HYADES

- 30% 3 CN Stiletto (confident aces)
- 30% 2 CN Broadwords (confident pros),
2 KL Gothri (fanatical aces)
- 30% 5 KL Gothri (confident pros)
- 10% 4 KL Dralhti (confident novices)

Hidden

- 40% 4 PR Talons (fanatical pros)
- 30% 3 PR Talons (fanatical aces)
- 30% 3 RT Talons (fanatical pros)



BLOCKADE POINT TANGO

Clarke Quadrant (NE)

Random mission opponents 2/3 KL, 1/3 CN

Nav 1 JUMP TO LISACC

- 25% 3 KL *Gothri* (fanatical aces)
- 25% 3 KL *Gothri* (confident pros),
1 KL *Kamekh* (confident novice)
- 25% 1 CN *Stiletto* (confident ace),
3 KL *Gothri* (fanatical aces)
- 25% 4 KL *Dralthi* (fanatical novices)

Nav 2

- 30% 3 CN *Stilettos* (confident aces),
1 CN *Paradigm* (timid novice)
- 30% 4 KL *Gothri* (confident pros)
- 30% 4 CN *Stilettos* (confident aces)
- 10% 3 RT *Talons* (fanatical novices)

Nav 3 JUMP TO NITIR

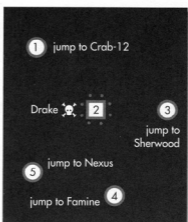
- 30% 3 CN *Stilettos* (confident aces)
- 30% 2 CN *Broadswords* (confident pros)
- 30% 4 KL *Gothri* (fanatical aces)
- 10% 4 RT *Talons* (fanatical pros)

Nav 4

- 40% 4 KL *Gothri* (confident pros)
- 30% 2 KL *Dralthi* (confident novices)
- 30% 4 CN *Broadswords* (confident pros)

Nav 5 JUMP TO MAH'RAHN

- 40% 3 CN *Stilettos* (confident aces),
1 CN *Paradigm* (timid novice)
- 40% 4 KL *Gothri* (fanatical aces)
- 20% 3 KL *Gothri* (confident pros),
1 KL *Kamekh* (confident novice)



CAPELLA

Fariss Quadrant (NW)

Random mission opponents 2/3 PR, 1/3 ML

Nav 1 JUMP TO CRAB-12

- 40% 4 PR *Talons* (fanatical pros)
- 40% 3 PR *Talons* (fanatical aces)
- 20% 2 RT *Talons* (fanatical aces)

Nav 2 DRAKE (PIRATE)

- 90% 4 PR *Talons* (fanatical aces)
- 10% 4 PR *Talons* (confident pros)

Nav 3 JUMP TO SHERWOOD

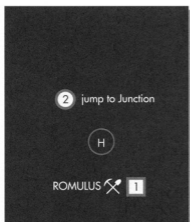
- 80% 3 PR *Talons* (confident novices)
- 20% 3 PR *Talons* (confident aces)

Nav 4 JUMP TO FAMINE

- 50% 4 PR *Talons* (fanatical pros)
- 40% 3 PR *Talons* (confident aces)
- 10% 3 RT *Talons* (fanatical pros)

Nav 5 JUMP TO NEXUS

- 50% 4 PR *Talons* (fanatical aces)
- 30% 3 PR *Talons* (fanatical pros)
- 20% 1 MR *Galaxy* (confident pro),
3 PR *Talons* (confident pros)



CASTOR

Fariss Quadrant (NW)

Random mission opponents 2/3 MR, 1/3 RT

Nav 1 ROMULUS (MINING)

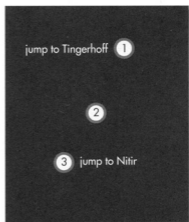
- Both guilds
- 40% 2 ML Talons (confident aces)
- 30% 2 ML Gladii (confident pros)
- 20% 3 RT Talons (fanatical aces)
- 10% 2 BH Demons (fanatical aces)

Nav 2 JUMP TO JUNCTION

- 30% 1 BH Orion (fanatical novice),
2 MR Galaxies (confident pros)
- 30% 2 MR Draymans (timid novices),
2 CN Stiletos (confident aces)
- 30% 4 ML Gladii (confident novices)
- 10% 3 RT Talons (fanatical pros)

Hidden

- 60% 4 PR Talons (fanatical pros)
- 40% 4 RT Talons (fanatical pros)



CMF-A

Clarke Quadrant (NE)

Random mission opponents 2/3 CN, 1/3 MR

Nav 1 JUMP TO TINGERHOFF

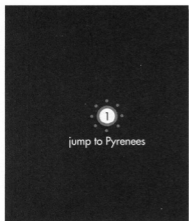
- 30% 2 BH Demons (fanatical aces)
- 30% 3 KL Gothri (fanatical aces)
- 30% 3 CN Stiletos (confident aces),
1 CN Paradigm (timid novice)
- 10% 2 RT Talons (fanatical novices)

Nav 2

- 40% 4 KL Dralhti (fanatical novices)
- 60% 4 CN Stiletos (confident aces)

Nav 3 JUMP TO NITIR

- 40% 2 MR Tarsi (timid pros)
- 30% 1 MR Galaxy (confident pro),
3 PR Talons (fanatical pros)
- 30% 1 BH Orion (fanatical novice),
3 CN Stiletos (confident aces)



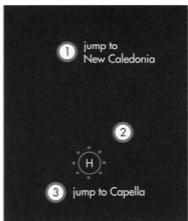
CM-N1054

Humboldt Quadrant (SW)

Random mission opponents 2/3 PR, 1/3 RT

Nav 1 JUMP TO PYRENEES

- 30% 4 PR *Talons* (fanatical pros)
- 25% 3 ML *Gladii* (confident novices)
- 25% 2 BH *Demons* (fanatical pros),
2 CN *Stiletos* (confident aces)
- 20% 4 RT *Talons* (fanatical novices)



CRAB-12

Fariss Quadrant (NW)

Random mission opponents 2/3 PR, 1/3 RT

Nav 1 JUMP TO NEW CALEDONIA

- 40% 4 ML *Gladii* (confident aces)
- 30% 4 PR *Talons* (fanatical pros)
- 30% 3 RT *Talons* (fanatical aces)

Nav 2

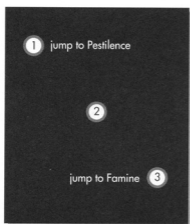
- 50% 4 PR *Talons* (fanatical aces)
- 40% 3 ML *Gladii* (confident novices),
1 RT *Talon* (fanatical pro)
- 10% 4 RT *Talons* (fanatical novices)

Nav 3 JUMP TO CAPELLA

- 40% 4 PR *Talons* (confident pros)
- 30% 1 MR *Drayman* (timid novice),
2 CN *Stiletos* (confident aces)
- 30% 3 ML *Gladii* (confident novices)

Hidden

- 50% 2 RT *Talons* (fanatical aces)
- 50% 2 PR *Talons* (confident novices)



DEATH

Fariss Quadrant (NW)

Random mission opponents 2/3 PR, 1/3 RT

Nav 1 JUMP TO PESTILENCE

40% 3 ML *Talons* (confident aces)

40% 4 ML *Gladii* (confident pros)

20% 4 RT *Talons* (fanatical aces)

Nav 2

75% 3 ML *Gladii* (confident novices)

25% 2 PR *Talons* (fanatical pros),

2 RT *Talons* (fanatical pros)

Nav 3 JUMP TO FAMINE

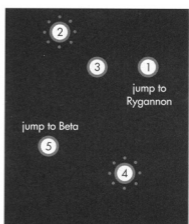
50% 2 MR *Draymans* (timid novices),

2 PR *Talons* (fanatical aces)

30% 1 MR *Galaxy* (confident pro),

2 RT *Talons* (fanatical novices)

20% 3 ML *Gladii* (confident aces)



DELTA

Fariss Quadrant (NW)

Random mission opponents 2/3 PR, 1/3 KL

Nav 1 JUMP TO RYGANNON

30% 2 KL *Gothri* (fanatical aces)

30% 3 KL *Dralthi* (fanatical novices)

40% 2 KL *Gothri* (confident pros),

2 KL *Gothri* (fanatical aces)

Nav 2

(nothing)

Nav 3

(nothing)

Nav 4

(nothing)

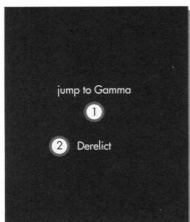
Nav 5 JUMP TO BETA

30% 4 PR *Talons* (fanatical pros)

40% 2 PR *Talons* (fanatical aces),

2 PR *Talons* (confident pros)

30% 4 PR *Talons* (confident novices)



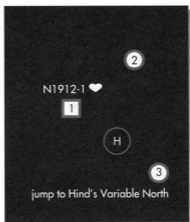
DELTA PRIME

Fariss Quadrant (NW)

Random mission opponents **ALL KL**

Nav 1 *JUMP TO GAMMA*
(nothing)

Nav 2 *STELTEK DERELECT*
(nothing)



DN-N1912

Potter Quadrant (SE)

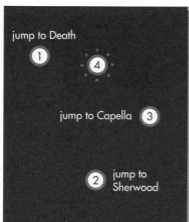
Random mission opponents **2/3 ML, 1/3 CN**

Nav 1 *N1912-1 (PLEASURE)*
Both guilds, ship dealer
30% 2 MR Draymans (timid novices),
2 CN Stilettoes (confident aces)
30% 1 BH Orion (fanatical novice),
1 MR Galaxy (confident pros)
30% 3 ML Gladii (confident aces)
10% 4 RT Talons (fanatical pros)

Nav 2
30% 3 ML Gladii (confident pros)
30% 2 ML Gladii (confident novices),
2 PR Talons (fanatical pros)
20% 2 MR Draymans (timid novices)
20% 2 RT Talons (fanatical pros)

Nav 3 *JUMP TO HIND'S VARIABLE NORTH*
40% 3 ML Gladii (confident pros)
30% 2 ML Gladii (confident aces)
30% 2 ML Gladii (confident novices),
2 CN Stilettoes (confident aces)

Hidden
50% 3 PR Talons (fanatical aces)
50% 3 RT Talons (fanatical pros)



FAMINE

Fariss Quadrant (NW)

Random mission opponents 2/3 ML, 1/3 PR

Nav 1 JUMP TO DEATH

- 40% 4 ML *Talons* (confident aces)
- 30% 4 PR *Talons* (fanatical pros)
- 20% 2 ML *Talons* (confident pros),
2 ML *Gladii* (confident aces)
- 10% 4 RT *Talons* (fanatical aces)

Nav 2 JUMP TO SHERWOOD

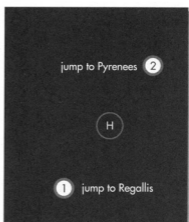
- 30% 3 ML *Talons* (confident novices)
- 30% 1 MR *Drayman* (timid novice),
2 CN *Stiletos* (confident aces)
- 30% 2 MR *Galaxies* (confident pros),
2 CN *Stiletos* (confident aces)
- 10% 3 RT *Talons* (fanatical pros)

Nav 3 JUMP TO CAPELLA

- 25% 4 ML *Gladii* (confident aces)
- 25% 3 KL *Gothri* (fanatical aces)
- 25% 3 KL *Gothri* (confident pros)
- 25% 2 MR *Draymans* (timid novices)

Nav 4

- 50% 4 ML *Gladii* (confident aces)
- 50% 4 PR *Talons* (fanatical aces)



FREYJA

Humboldt Quadrant (SW)

Random mission opponents 2/3 MR, 1/3 RT

Nav 1 JUMP TO REGALLIS

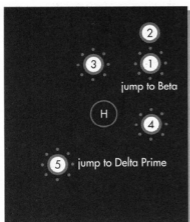
- 30% 1 BH *Orion* (fanatical novice),
2 MR *Galaxies* (confident pros)
- 30% 4 CN *Stiletos* (confident aces)
- 20% 3 ML *Talons* (confident novices)
- 20% 4 ML *Gladii* (confident novices)

Nav 2 JUMP TO PYRENEES

- 40% 4 ML *Gladii* (confident novices)
- 40% 3 PR *Talons* (fanatical pros)
- 20% 3 RT *Talons* (fanatical novices)

Hidden

- 30% 4 PR *Talons* (confident pros)
- 70% 3 RT *Talons* (fanatical pros)



GAMMA

Fariss Quadrant (NW)

Random mission opponents **ALL KL**

Nav 1 JUMP TO BETA

- 40% 3 KL *Gothri* (fanatical aces)
- 40% 3 KL *Dralthi* (fanatical novices)
- 20% 2 KL *Gothri* (confident pros),
- 2 KL *Dralthi* (confident novices)

Nav 2 (nothing)

Nav 3 (nothing)

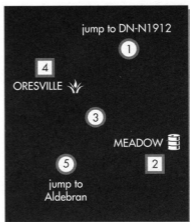
Nav 4 (nothing)

Nav 5 JUMP TO DELTA PRIME

- 30% 3 KL *Gothri* (fanatical aces)
- 30% 3 KL *Dralthi* (fanatical novices)
- 40% 2 KL *Gothri* (confident pros),
- 2 KL *Gothri* (fanatical aces)

Hidden

- 50% 3 KL *Dralthi* (fanatical novices)
- 50% 3 KL *Gothri* (confident pros)



HIND'S VARIABLE NORTH

Potter Quadrant (SE)

Random mission opponents **2/3 CN, 1/3 RT**

Nav 1 JUMP TO DN-N1912

- 30% 3 CN *Stiletos* (confident aces)
- 20% 2 BH *Centurions* (confident pros)
- 20% 3 CN *Broadwords* (confident pros)
- 20% 1 MR *Galaxy* (timid ace),
- 1 BH *Centurion* (confident ace)
- 10% 2 RT *Talons* (fanatical pros)

Nav 2 MEADOW (REFINERY)

- Merchants' Guild, ship dealer
- 40% 2 MR *Draymans* (timid novices)
- 30% 1 BH *Orion* (fanatical novice),
- 2 MR *Galaxies* (timid aces)
- 20% 1 BH *Centurion* (confident pro),
- 2 RT *Talons* (fanatical novices)
- 10% 4 ML *Talons* (confident pros)

Nav 3

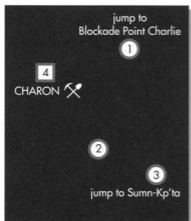
- 50% 4 CN *Stiletos* (confident aces)
- 30% 2 ML *Talons* (confident pros)
- 20% 3 PR *Talons* (fanatical pros)

Nav 4 ORESVILLE (AGRICULTURE)

- Both guilds
- 40% 1 MR *Drayman* (timid novice),
- 3 CN *Stiletos* (confident aces)
- 40% 4 ML *Talons* (confident pros)
- 20% 3 PR *Talons* (confident pros)

Nav 5 JUMP TO ALDEBRAN

- 40% 3 ML *Talons* (confident pros)
- 40% 3 PR *Talons* (confident pros)
- 20% 4 RT *Talons* (fanatical aces)



HYADES

Clarke Quadrant (NE)

Random mission opponents 2/3 CN, 1/3 KL

Nav 1 JUMP TO BLOCKADE POINT CHARLIE

- 40% 3 KL *Gothri* (fanatical aces),
1 KL *Kamekh* (confident novice)
- 30% 4 KL *Dralthi* (fanatical novices)
- 20% 2 CN *Stiletos* (confident aces),
2 KL *Gothri* (confident pros)
- 10% 3 RT *Talons* (fanatical novices)

Nav 2

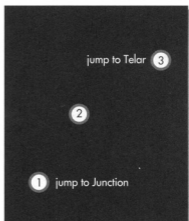
- 30% 4 KL *Dralthi* (confident novices)
- 30% 1 MR *Drayman* (timid novice),
3 ML *Gladii* (confident pros)
- 20% 4 KL *Gothri* (fanatical aces)
- 20% 3 KL *Gothri* (confident pros)

Nav 3 JUMP TO SUMN-KP'TA

- 50% 2 ML *Gladii* (confident aces),
2 CN *Broadswords* (confident pros)
- 40% 3 CN *Stiletos* (confident aces),
1 CN *Paradigm* (timid novice)
- 10% 4 RT *Talons* (fanatical pros)

Nav 4 CHARON (MINING)

- 30% 1 BH *Orion* (fanatical novice),
3 CN *Stiletos* (confident aces)
- 20% 1 MR *Drayman* (timid novice),
1 BH *Orion* (fanatical novice)
- 20% 1 MR *Drayman* (timid novice),
3 ML *Gladii* (confident novices)
- 20% 2 BH *Demons* (fanatical aces)
- 10% 4 RT *Talons* (fanatical aces)



J900

Fariss Quadrant (NW)

Random mission opponents 2/3 ML, 1/3 PR

Nav 1 JUMP TO JUNCTION

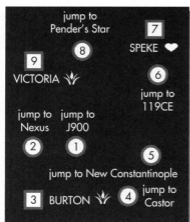
- 40% 3 PR *Talons* (fanatical pros)
- 40% 3 ML *Talons* (confident aces)
- 10% 2 ML *Talons* (confident pros),
2 RT *Talons* (fanatical aces)
- 10% 1 MR *Drayman* (timid novice),
2 CN *Stiletos* (confident aces)

Nav 2

- 50% 4 PR *Talons* (fanatical aces)
- 30% 1 BH *Orion* (fanatical novice),
2 CN *Stiletos* (confident aces)
- 20% 1 MR *Drayman* (timid novice),
3 ML *Talons* (confident novices)

Nav 3 JUMP TO TELAR

- 30% 1 ML *Talon* (confident ace),
3 PR *Talons* (confident pros)
- 30% 3 PR *Talons* (confident novices),
1 ML *Talon* (confident pro)
- 30% 2 ML *Talons* (confident novices),
1 MR *Drayman* (timid novice)
- 10% 4 RT *Talons* (fanatical pros)



JUNCTION

Humboldt Quadrant (SW)

Random mission opponents 2/3 PR, 1/3 MR

Nav 1 JUMP TO J900

- 30% 2 BH Demons (fanatical pros)
- 30% 1 MR Drayman (timid novice)
- 30% 3 ML Talons (confident pros)
- 10% 2 PR Talons (fanatical pros)

Nav 2 JUMP TO NEXUS

- 35% 1 MR Galaxy (timid ace)
- 35% 2 MR Galaxies (confident pros),
- 2 CN Stiletos (confident aces)
- 30% 1 ML Talon (confident ace),
- 3 ML Talons (confident pros)

Nav 3 BURTON (AGRICULTURE)

- Merchants' Guild, ship dealer
- 40% 2 PR Talons (fanatical pros)
- 30% 1 MR Drayman (timid novice)
- 30% 3 ML Talons (confident pros)

Nav 4 JUMP TO CASTOR

- 40% 1 ML Talon (confident ace),
- 2 ML Talons (confident pros),
- 1 MR Drayman (timid novice)
- 40% 3 PR Talons (confident novices)
- 20% 2 RT Talons (fanatical novices)

Nav 5 JUMP TO NEW CONSTANTINOPLE

- 50% 1 MR Galaxy (confident pro)
- 25% 2 ML Talons (confident pros)
- 25% 1 MR Drayman (timid novice),
- 2 PR Talons (fanatical pros)

Nav 6 JUMP TO 119CE

- 40% 1 ML Talon (confident novice),
- 2 ML Talons (confident pros),
- 1 MR Drayman (timid novice)
- 30% 2 ML Talons (confident pros)
- 30% 3 PR Talons (confident novices)

Nav 7 SPEKE (PLEASURE)

- Both guilds
- 40% 1 MR Drayman (timid novice)
- 30% 1 ML Talon (confident novice),
- 3 ML Talons (confident pros)
- 30% 2 PR Talons (fanatical pros)

Nav 8 JUMP TO PENDER'S STAR

- 60% 2 MR Draymans (timid novices)
- 30% 3 PR Talons (fanatical pros)
- 10% 3 RT Talons (fanatical novices)

Nav 9 VICTORIA (AGRICULTURE)

- Both guilds
- 25% 1 BH Orion (fanatical novice)
- 40% 2 BH Demons (fanatical pros)
- 35% 3 RT Talons (fanatical novices)

SMALLVILLE  1

2 jump to Nexus

jump to Blockade
Point Tango 2

H

1 LISACC 

KM-252

Fariss Quadrant (NW)

Random mission opponents 2/3 ML, 1/3 RT

Nav 1 SMALLVILLE (PIRATE)

- 30% 4 PR Talons (fanatical pros)
- 30% 4 PR Talons (fanatical aces)
- 30% 4 PR Talons (confident pros)
- 10% 2 PR Talons (confident novices),
2 RT Talons (fanatical aces)

Nav 2 JUMP TO NEXUS

- 30% 4 PR Talons (confident aces)
- 30% 4 PR Talons (fanatical pros)
- 30% 2 PR Talons (fanatical aces),
2 RT Talons (fanatical pros)
- 10% 4 RT Talons (fanatical novices)

LISACC

Clarke Quadrant (NE)

Random mission opponents 2/3 KL, 1/3 RT

Nav 1 LISACC (MINING)

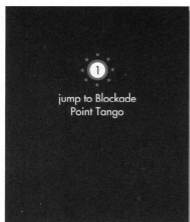
- Mercenaries' Guild, ship dealer
- 30% 1 BH Orion (fanatical novice),
2 ML Talons (confident pros)
- 30% 1 MR Drayman (timid novice),
3 ML Talons (confident aces)
- 30% 1 MR Galaxy (confident pro),
2 CN Stiletos (confident aces)
- 10% 3 RT Talons (fanatical novices),
1 MR Galaxy (timid ace)

Nav 2 JUMP TO BLOCKADE POINT TANGO

- 25% 4 KL Gothri (fanatical aces)
- 25% 3 KL Gothri (confident pros),
1 MR Galaxy (confident pro)
- 25% 2 KL Gothri (fanatical aces),
2 CN Stiletos (confident aces)
- 25% 2 KL Dralthi (fanatical novices)

Hidden

- 50% 3 MR Galaxies (timid aces)
- 50% 4 KL Gothri (confident pros)

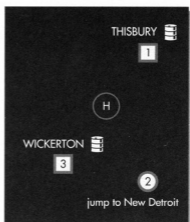


MAH'RAHN

Clarke Quadrant (NE)

Random mission opponents **ALL KL**

- Nav 1** JUMP TO BLOCKADE POINT TANGO
- 25% 3 KL *Gothri* (fanatical aces),
1 KL *Kamekh* (confident novice)
 - 25% 4 KL *Dralthi* (fanatical novices)
 - 25% 2 KL *Gothri* (confident pros),
2 KL *Dralthi* (confident novices)
 - 25% 4 KL *Gothri* (fanatical aces)



MANCHESTER

Potter Quadrant (SE)

Random mission opponents **2/3 PR, 1/3 RT**

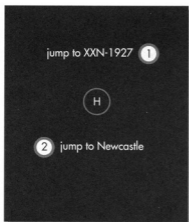
- Nav 1** THISBURY (REFINERY)
Merchants' Guild, ship dealer
- 30% 2 BH *Orions* (fanatical novices),
2 ML *Talons* (confident pros)
 - 30% 2 BH *Demons* (fanatical pros),
2 MR *Draymans* (timid novices)
 - 20% 3 ML *Talons* (confident pros),
1 MR *Drayman* (timid novice)
 - 20% 3 RT *Talons* (fanatical aces)

- Nav 2** JUMP TO NEW DETROIT
- 20% 1 ML *Talon* (confident pro),
3 ML *Talons* (confident aces)
 - 20% 1 MR *Galaxy* (confident pro),
2 PR *Talons* (confident aces)
 - 30% 2 ML *Talons* (confident aces),
2 RT *Talons* (fanatical aces)
 - 30% 4 PR *Talons* (fanatical pros)

- Nav 3** WICKERTON (REFINERY)
Both guilds
- 30% 2 MR *Draymans* (timid novices),
2 ML *Talons* (confident pros)
 - 30% 1 MR *Drayman* (timid novice),
3 PR *Talons* (fanatical aces)
 - 30% 1 BH *Orion* (fanatical novice),
1 MR *Drayman* (timid novice)
 - 10% 1 BH *Orion* (fanatical novice),
3 RT *Talons* (fanatical pros)

Hidden

- 50% 4 PR *Talons* (confident pros)
- 50% 3 RT *Talons* (fanatical aces)



METSOR

Potter Quadrant (SE)

Random mission opponents 2/3 CN, 1/3 PR

Nav 1 JUMP TO XXN-1927

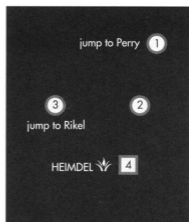
- 30% 4 CN *Stiletos* (confident aces)
- 25% 2 CN *Stiletos* (confident aces),
2 PR *Talons* (fanatical aces)
- 25% 3 PR *Talons* (confident pros)
- 20% 2 BH *Demons* (fanatical aces),
1 BH *Orion* (fanatical novice)

Nav 2 JUMP TO NEWCASTLE

- 30% 4 CN *Broadswords* (confident pros)
- 30% 1 MR *Drayman* (timid novice)
- 30% 1 BH *Centurion* (confident ace),
3 PR *Talons* (confident aces)
- 10% 4 RT *Talons* (fanatical aces)

Hidden

- 50% 3 PR *Talons* (confident pros)
- 50% 3 RT *Talons* (fanatical pros)



MIDGARD

Clarke Quadrant (NE)

Random mission opponents 2/3 ML, 1/3 CN

Nav 1 JUMP TO PERRY

- 30% 3 CN *Stiletos* (confident aces),
1 CN *Paradigm* (timid novice)
- 30% 3 ML *Talons* (confident pros)
- 30% 1 BH *Demon* (fanatical ace),
2 ML *Talons* (confident aces)
- 10% 3 RT *Talons* (fanatical novices),
1 MR *Galaxy* (confident pro)

Nav 2

- 30% 3 ML *Talons* (confident novices)
- 30% 1 CN *Paradigm* (timid novice),
3 ML *Talons* (confident pros)
- 30% 2 PR *Talons* (fanatical pros)
- 10% 2 ML *Talons* (confident aces),
2 RT *Talons* (fanatical pros)

Nav 3 JUMP TO RIKEL

- 25% 1 MR *Galaxy* (timid ace),
2 BH *Centurions* (confident ace),
2 ML *Talons* (confident novices),
2 PR *Talons* (fanatical aces)
- 25% 1 MR *Drayman* (timid novice),
3 ML *Talons* (confident pros)
- 25% 4 CN *Stiletos* (confident aces)

Nav 4 HEIMDEL (AGRICULTURE)

- Both guilds, ship dealer
- 30% 2 BH *Orions* (fanatical novices),
1 MR *Drayman* (timid novice)
- 30% 2 ML *Talons* (confident aces),
2 PR *Talons* (confident pros)
- 30% 1 BH *Demon* (fanatical pro),
3 CN *Stiletos* (confident aces)
- 10% 4 RT *Talons* (fanatical aces)



ND-57

Potter Quadrant (SE)

Random mission opponents 2/3 ML, 1/3 BH

Nav 1 JUMP TO NEW DETROIT

- 25% 3 CN *Stiletto*s (confident aces),
1 CN *Paradigm* (timid novice)
- 25% 4 ML *Gladii* (confident aces)
- 25% 4 ML *Gladii* (confident pros)
- 20% 1 MR *Drayman* (timid novice),
3 PR *Talons* (fanatical aces)
- 5% 4 RT *Talons* (fanatical aces)

Nav 2

- 30% 4 ML *Gladii* (confident pros)
- 30% 1 ML *Gladus* (confident ace),
3 PR *Talons* (fanatical pros)
- 30% 1 MR *Galaxy* (timid ace),
1 BH *Demon* (fanatical ace)
- 10% 3 RT *Talons* (fanatical pros),
1 BH *Orion* (fanatical novice)

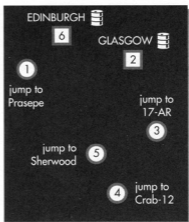
Nav 3 NEW RENO (PLEASURE)

Both guilds

- 20% 1 BH *Orion* (fanatical novice),
1 MR *Drayman* (timid novice)
- 20% 4 ML *Gladii* (confident aces)
- 20% 2 BH *Demons* (fanatical aces),
2 PR *Talons* (confident pros)
- 20% 1 ML *Gladus* (confident pro),
3 ML *Gladii* (confident aces)
- 20% 1 ML *Gladus* (confident pro),
3 RT *Talons* (fanatical aces)

Hidden

- 50% 3 PR *Talons* (confident aces)
- 50% 3 RT *Talons* (fanatical pros)



NEW CALEDONIA

Fariss Quadrant (NW)

Random mission opponents 2/3 PR, 1/3 RT

Nav 1 JUMP TO PRASEPE

- 30% 4 ML *Gladii* (confident aces)
- 30% 4 PR *Talons* (fanatical pros)
- 20% 1 BH *Demon* (fanatical ace),
3 PR *Talons* (fanatical aces)
- 20% 2 RT *Talons* (fanatical aces)

Nav 2 GLASGOW (REFINERY)

Both guilds

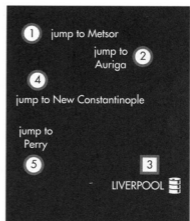
- 30% 1 MR *Drayman* (timid novice),
3 ML *Talons* (confident aces)
- 30% 1 BH *Orion* (fanatical novice),
3 ML *Gladii* (confident novices)
- 30% 2 MR *Galaxies* (timid novices)
- 10% 4 RT *Talons* (fanatical novices)

Nav 3 JUMP TO 17-AR

- 30% 4 ML *Talons* (confident pros)
- 30% 2 BH *Demons* (fanatical pros),
2 PR *Talons* (confident pros)
- 20% 4 ML *Talons* (confident novices)
- 20% 2 ML *Gladii* (confident novices),
2 RT *Talons* (fanatical aces)

Nav 4 JUMP TO CRAB-12

- 30% 2 PR *Talons* (confident novices)
- 30% 2 BH *Demons* (fanatical aces),
2 PR *Talons* (confident aces)
- 20% 1 MR *Galaxy* (timid ace),
3 BH *Demons* (fanatical pros)
- 20% 2 RT *Talons* (fanatical pros)



NEW CALEDONIA (CONT.)

- Nav 5** JUMP TO SHERWOOD
 30% 4 PR Talons (fanatical aces)
 30% 4 ML Talons (confident aces)
 30% 4 PR Talons (confident pros)
 10% 4 RT Talons (fanatical novices)

- Nav 6** EDINBURGH (REFINERY)
 Merchants' Guild, ship dealer
 30% 1 BH Orion (fanatical novice),
 3 ML Talons (confident pros)
 30% 1 MR Galaxy (confident pro)
 20% 1 MR Drayman (timid novice),
 3 RT Talons (fanatical aces)
 20% 4 ML Gladii (confident aces)

NEWCASTLE

- Nav 1** JUMP TO METSOR
 30% 4 CN Stiletos (confident aces)
 30% 3 ML Gladii (confident pros)
 30% 2 BH Demons (fanatical aces)
 10% 3 RT Talons (fanatical pros)

- Nav 2** JUMP TO AURIGA
 30% 1 ML Gladius (confident pro),
 3 ML Gladii (confident aces)
 30% 3 CN Stiletos (confident aces),
 1 CN Paradigm (timid novice)
 30% 2 BH Demons (fanatical pros),
 1 MR Galaxy (timid ace)
 10% 2 RT Talons (fanatical pros)

NEWCASTLE

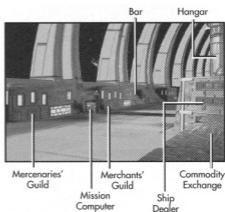
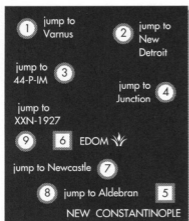
Potter Quadrant (SE)
 Random mission opponents 2/3 ML, 1/3 RT

NEWCASTLE (CONT.)

- Nav 3** LIVERPOOL (REFINERY)
 Both guilds
 30% 1 BH Orion (fanatical novice),
 1 ML Gladius (confident pro),
 2 ML Gladii (confident aces)
 30% 1 MR Drayman (timid novice),
 3 ML Gladii (confident pros)
 30% 4 ML Gladii (confident aces)
 10% 3 RT Talons (fanatical aces)

- Nav 4** JUMP TO NEW CONSTANTINOPLE
 30% 2 ML Gladii (confident aces),
 2 PR Talons (fanatical aces)
 30% 1 ML Gladius (confident novice),
 2 ML Gladii (confident pros),
 1 MR Drayman (timid novice)
 30% 1 BH Demon (fanatical ace),
 3 PR Talons (confident aces)
 10% 2 ML Gladii (confident pros),
 2 PR Talons (confident aces)

- Nav 5** JUMP TO PERRY
 30% 4 ML Gladii (confident pros)
 30% 2 ML Gladii (confident aces),
 2 PR Talons (fanatical pros)
 20% 2 PR Talons (confident pros)
 20% 2 MR Draymans (timid novices),
 2 RT Talons (fanatical aces)



NEW CONSTANTINOPE

Potter Quadrant (SE)

Random mission opponents 2/3 ML, 1/3 BH

Nav 1 JUMP TO VARNUS

- 70% 1 MR Drayman (timid novice),
2 CN *Stiletto*s (confident aces)
30% 3 ML *Talons* (confident pros)

Nav 2 JUMP TO NEW DETROIT

- 50% 2 BH *Demons* (fanatical pros)
50% 3 ML *Talons* (confident aces)

Nav 3 JUMP TO 44-P-1M

- 40% 2 MR *Galaxies* (timid aces)
40% 1 MR Drayman (timid ace),
3 ML *Talons* (confident pros)
20% 3 PR *Talons* (fanatical pros)

Nav 4 JUMP TO JUNCTION

- 40% 2 ML *Talons* (confident aces)
40% 1 BH *Demon* (fanatical novice),
3 ML *Talons* (confident aces)
20% 4 ML *Talons* (confident novices)

Nav 5 NEW CONSTANTINOPE (SPECIAL)

- Both guilds, ship dealer
25% 3 CN *Stiletto*s (confident aces),
1 CN *Paradigm* (timid novice)
25% 3 ML *Talons* (confident aces)
20% 2 MR Draymans (timid novices)
30% 2 MR *Galaxies* (timid aces)

Nav 6 EDOM (AGRICULTURE)

- Merchants' Guild
40% 1 BH *Orion* (fanatical novice)
30% 1 MR Drayman (timid novice),
3 ML *Talons* (confident aces)
30% 3 PR *Talons* (fanatical aces)

Nav 7 JUMP TO NEWCASTLE

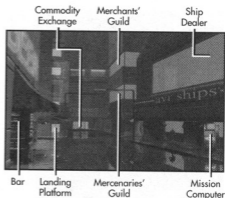
- 25% 3 ML *Talons* (confident pros)
25% 3 ML *Talons* (confident novices)
25% 2 BH *Demons* (fanatical aces)
25% 4 ML *Talons* (confident pros)

Nav 8 JUMP TO ALDEBRAN

- 50% 2 ML *Talons* (confident aces)
50% 2 PR *Talons* (fanatical pros)

Nav 9 JUMP TO XXN-1927

- 40% 1 MR Drayman (timid novice)
30% 3 ML *Talons* (confident aces)
20% 2 ML *Talons* (confident novices)
10% 1 MR *Galaxy* (confident pro)



NEW DETROIT

Potter Quadrant (SE)

Random mission opponents 2/3 ML, 1/3 BH

Nav 1 JUMP TO SAXTOGUE

- 40% 4 MR Draymans (timid novices)
- 40% 3 ML Talons (confident pros)
- 20% 3 ML Talons (confident aces),
1 MR Galaxy (timid ace)

Nav 2 JUMP TO RAXIS

- 50% 2 BH Demons (fanatical pros)
- 50% 1 ML Talon (confident pro),
3 ML Talons (confident aces)

Nav 3 JUMP TO XXN-1927

- 40% 1 MR Drayman (timid novice),
3 ML Talons (confident novices)
- 60% 3 MR Galaxies (confident pros),
1 MR Drayman (timid novice)

Nav 4 JUMP TO MANCHESTER

- 40% 4 ML Talons (confident pros)
- 40% 2 BH Demons (fanatical aces),
2 ML Talons (confident aces)
- 20% 3 BH Demons (fanatical pros)

Nav 5 NEW DETROIT

(SPECIAL)

Both guilds, ship dealer

- 30% 3 CN Stilettos (confident aces),
1 CN Paradigm (timid novice)
- 40% 2 BH Centurions (confident aces),
2 ML Talons (confident pros)
- 30% 2 MR Galaxies (timid aces)

Nav 6 JUMP TO RIKEL

- 30% 1 BH Orion (fanatical novice)
- 20% 1 MR Drayman (timid novice),
1 ML Talon (confident pro),
2 ML Talons (confident aces)
- 20% 2 BH Demons (fanatical aces)
- 30% 3 PR Talons (confident aces)

Nav 7 JUMP TO ND-57

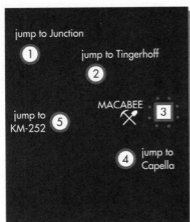
- 50% 3 ML Talons (confident pros)
- 50% 2 BH Demons (fanatical aces)

Nav 8 JUMP TO PERRY

- 40% 3 CN Broadswords (confident pros)
- 30% 2 MR Draymans (timid novices)
- 30% 1 ML Talon (confident novice),
3 ML Talons (confident pros)

Nav 9 JUMP TO NEW CONSTANTINOPLE

- 40% 4 ML Talons (confident pros)
- 30% 1 MR Drayman (timid novice)
- 30% 3 PR Talons (fanatical pros),
1 MR Galaxy (confident pro)



NEXUS

Fariss Quadrant (NW)

Random mission opponents 2/3 PR, 1/3 ML

Nav 1 JUMP TO JUNCTION

- 25% 4 PR Talons (fanatical pros)
- 25% 2 ML Gladii (confident aces),
2 ML Talons (confident aces)
- 25% 1 BH Demon (fanatical ace),
2 PR Talons (fanatical aces)
- 25% 3 PR Talons (confident pros),
1 MR Galaxy (confident pro)

Nav 2 JUMP TO TINGERHOFF

- 30% 4 PR Talons (confident novices)
- 30% 3 ML Gladii (confident pros),
1 MR Drayman (timid novice)
- 30% 3 PR Talons (confident aces),
1 BH Demon (fanatical pro)
- 10% 3 RT Talons (fanatical aces)

Nav 3 MACABEE (MINING)

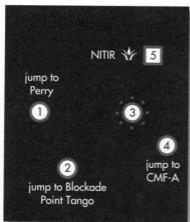
- Both guilds
- 30% 2 BH Orions (fanatical novices),
2 ML Talons (confident pros)
- 30% 1 MR Drayman (timid novice),
1 MR Galaxy (timid ace)
- 30% 1 MR Drayman (timid novice),
3 PR Talons (fanatical pros)
- 10% 4 RT Talons (fanatical pros)

Nav 4 JUMP TO CAPELLA

- 25% 3 PR Talons (fanatical aces)
- 25% 4 ML Talons (confident novices)
- 25% 1 ML Talon (confident ace),
3 ML Gladii (confident novices)
- 25% 4 PR Talons (confident pros)

Nav 5 JUMP TO KM-252

- 30% 4 ML Talons (confident pros)
- 20% 3 ML Talons (confident aces),
1 MR Drayman (timid novice)
- 20% 1 BH Demon (fanatical ace),
3 PR Talons (confident novices)
- 20% 2 PR Talons (confident aces),
2 RT Talons (fanatical novices)
- 10% 4 RT Talons (fanatical aces)



NITIR

Clarke Quadrant (NE)

Random mission opponents 2/3 KL, 1/3 ML

Nav 1 JUMP TO PERRY

- 25% 4 KL *Gothri* (fanatical aces)
- 25% 3 KL *Gothri* (confident pros),
1 ML *Talons* (confident pro)
- 25% 1 BH *Demon* (fanatical ace),
2 PR *Talons* (fanatical pros)
- 25% 3 ML *Talons* (confident aces),
1 MR *Galaxy* (confident pro)

Nav 2 JUMP TO BLOCKADE POINT TANGO

- 30% 4 ML *Talons* (confident aces)
- 30% 2 KL *Gothri* (fanatical aces),
1 MR *Drayman* (timid novice)
- 30% 3 PR *Talons* (fanatical aces),
1 BH *Demon* (fanatical pro)
- 10% 3 RT *Talons* (fanatical novices)

Nav 3

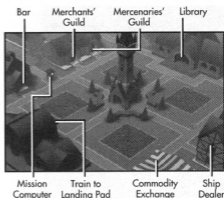
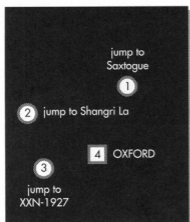
- 30% 2 KL *Gothri* (confident pros),
2 ML *Talons* (confident novices)
- 30% 1 MR *Drayman* (timid novice),
2 KL *Dralthi* (fanatical novices)
- 30% 1 MR *Drayman* (timid novice),
3 KL *Gothri* (fanatical aces)
- 10% 4 RT *Talons* (fanatical pros)

Nav 4 JUMP TO CMF-A

- 30% 4 ML *Talons* (confident pros)
- 40% 2 ML *Talons* (confident aces),
2 KL *Dralthi* (confident novices)
- 30% 2 KL *Dralthi* (fanatical novices)

Nav 5 NITIR (AGRICULTURE)

- 30% Merchants' Guild, ship dealer
1 BH *Orion* (fanatical novice),
2 MR *Draymans* (timid novices)
- 20% 3 ML *Talons* (confident novices),
1 MR *Drayman* (timid novice)
- 20% 2 ML *Talons* (confident pros),
2 KL *Gothri* (confident pros)
- 20% 2 ML *Talons* (confident aces),
2 KL *Gothri* (fanatical aces)
- 10% 4 RT *Talons* (fanatical aces)



OXFORD

Potter Quadrant (SE)

Random mission opponents 2/3 ML, 1/3 CN

Nav 1 JUMP TO SAXTOGUE

- 30% 1 MR *Galaxy* (timid ace),
3 ML *Gladii* (confident pros)
- 30% 3 ML *Gladii* (confident aces)
- 30% 3 CN *Stiletos* (confident aces),
1 CN *Paradigm* (timid novice)
- 10% 2 RT *Talons* (fanatical pros)

Nav 2 JUMP TO SHANGRI LA

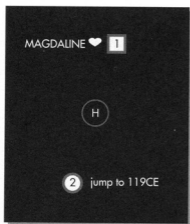
- 30% 1 ML *Gladus* (confident novice),
3 ML *Gladii* (confident pros)
- 30% 2 ML *Gladii* (confident pros),
2 PR *Talons* (fanatical aces)
- 30% 2 MR *Draymans* (timid novices),
2 CN *Stiletos* (confident aces)
- 10% 2 RT *Talons* (fanatical pros)

Nav 3 JUMP TO XXN-1927

- 25% 2 BH *Centurions* (confident aces)
- 25% 3 PR *Talons* (confident pros)
- 25% 1 ML *Gladus* (confident novice),
3 ML *Gladii* (confident aces)
- 25% 2 BH *Demons* (fanatical pros),
2 ML *Gladii* (confident aces)

Nav 4 OXFORD (SPECIAL)

- Both guilds, ship dealer
- 25% 4 ML *Gladii* (confident pros)
- 25% 4 ML *Gladii* (confident novices)
- 25% 2 ML *Gladii* (confident aces),
2 PR *Talons* (confident pros)
- 25% 1 MR *Drayman* (timid novice),
3 ML *Gladii* (confident aces)



PADRE

Humboldt Quadrant (SW)

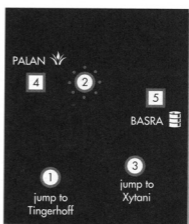
Random mission opponents 2/3 ML, 1/3 PR

- Nav 1** MAGDALINE (PLEASURE)
 Merchants' Guild, ship dealer
 25% 3 ML *Gladii* (confident novices)
 25% 2 ML *Gladii* (confident pros),
 2 PR *Talons* (confident novices)
 25% 2 ML *Talons* (confident pros),
 2 ML *Gladii* (confident aces)
 25% 3 ML *Talons* (confident pros)

- Nav 2** JUMP TO 119CE
 25% 3 ML *Gladii* (confident aces),
 1 MR *Drayman* (timid novice)
 25% 2 ML *Gladii* (confident pros),
 1 BH *Orion* (fanatical novice)
 25% 3 ML *Talons* (confident aces),
 1 MR *Drayman* (timid novice)
 25% 3 RT *Talons* (fanatical pros)

Hidden

- 50% 1 BH *Orion* (fanatical novice)
 50% 2 PR *Talons* (fanatical aces)



PALAN

Fariss Quadrant (NW)

Random mission opponents 2/3 BH, 1/3 PR

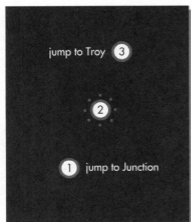
- Nav 1** JUMP TO TINGERHOFF
 30% 4 ML *Talons* (confident aces)
 20% 3 PR *Talons* (fanatical pros)
 25% 1 MR *Drayman* (timid novice)
 15% 3 KL *Gothri* (fanatical aces)
 10% 1 MR *Galaxy* (confident pro),
 3 RT *Talons* (fanatical aces)

- Nav 2**
 30% 4 PR *Talons* (confident pros)
 30% 3 PR *Talons* (confident novices)
 30% 2 ML *Talons* (confident pros)
 10% 4 RT *Talons* (fanatical pros)

- Nav 3** JUMP TO XYTANI
 25% 4 PR *Talons* (confident aces)
 25% 3 PR *Talons* (fanatical pros),
 1 MR *Galaxy* (timid ace)
 25% 3 ML *Talons* (confident novices),
 1 MR *Drayman* (timid novice)
 25% 2 BH *Demons* (fanatical aces)

- Nav 4** PALAN (AGRICULTURE)
 Merchants' Guild, ship dealer
 100% 3 BH *Demons* (fanatical aces),
 3 BH *Demons* (fanatical pros)

- Nav 5** BASRA (REFINERY)
 Mercenaries' Guild, ship dealer
 30% 3 ML *Talons* (confident aces),
 1 MR *Galaxy* (timid novice)
 30% 3 CN *Broadswords* (confident pros)
 30% 3 PR *Talons* (fanatical aces)
 10% 4 KL *Gothri* (fanatical aces)



PENDER'S STAR

Humboldt Quadrant (SW)

Random mission opponents 2/3 PR, 1/3 RT

Nav 1 JUMP TO JUNCTION

- 40% 2 ML Talons (confident novices),
2 PR Talons (confident novices)
- 35% 3 PR Talons (fanatical pros),
1 MR Drayman (timid novice)
- 25% 2 ML Talons (confident novices),
2 RT Talons (fanatical novices)

Nav 2

- 30% 3 PR Talons (confident novices)
- 20% 2 PR Talons (confident novices),
1 ML Talon (confident novice)
- 20% 3 ML Talons (confident novices),
1 MR Tarsus (timid pro)
- 20% 2 PR Talons (confident novices)
- 10% 2 RT Talons (fanatical novices)

Nav 3 JUMP TO TROY

- 30% 2 ML Talons (confident novices)
- 30% 2 BH Demons (fanatical pros)
- 30% 1 MR Tarsus (timid pro),
2 PR Talons (confident novices)
- 10% 3 RT Talons (fanatical novices)



PENTONVILLE

Humboldt Quadrant (SW)

Random mission opponents 2/3 PR, 1/3 ML

Nav 1 OAKHAM (PIRATE)

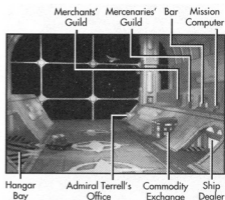
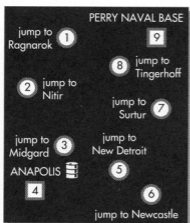
- 30% 3 PR Talons (fanatical pros)
- 30% 3 PR Talons (confident novices)
- 30% 2 PR Talons (confident pros),
2 MR Draymans (timid novices)
- 10% 3 PR Talons (fanatical pros),
1 MR Galaxy (confident pro)

Nav 2 JUMP TO 119CE

- 30% 4 PR Talons (confident pros)
- 30% 3 PR Talons (fanatical aces)
- 30% 2 PR Talons (fanatical pros)
- 10% 3 PR Talons (confident novices),
1 MR Drayman (timid novice)

Hidden

- 50% 2 MR Galaxies (confident pros)
- 50% 2 PR Talons (fanatical pros)



PERRY

Clarke Quadrant (NE)

Random mission opponents **all CN**

Nav 1 JUMP TO RAGNAROK

- 50% 4 CN *Stiletto*s (confident aces)
- 50% 3 CN *Broadsword*s (confident pros)

Nav 2 JUMP TO NITIR

- 40% 4 CN *Stiletto*s (confident aces)
- 30% 2 BH *Centurions* (confident aces)
- 30% 3 CN *Broadsword*s (confident pros)

Nav 3 JUMP TO MIDGARD

- 45% 1 MR *Drayman* (timid novice),
- 3 CN *Stiletto*s (confident aces)
- 35% 1 MR *Galaxy* (confident pro)
- 20% 1 CN *Paradigm* (timid novice),
- 3 CN *Stiletto*s (confident aces)

Nav 4 ANAPOLIS (REFINERY)

- Mercenaries' Guild, ship dealer
- 50% 3 CN *Broadsword*s (confident pros),
- 1 MR *Drayman* (timid novice)
- 50% 4 CN *Stiletto*s (confident aces)

Nav 5 JUMP TO NEW DETROIT

- 40% 3 CN *Stiletto*s (confident aces),
- 1 CN *Paradigm* (timid novice)
- 30% 3 BH *Demons* (fanatical pros)
- 30% 2 MR *Draymans* (timid novices)

Nav 6 JUMP TO NEWCASTLE

- 45% 1 BH *Orion* (fanatical novice),
- 3 CN *Stiletto*s (confident aces)
- 55% 4 CN *Stiletto*s (confident aces)

Nav 7 JUMP TO SURTUR

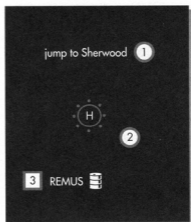
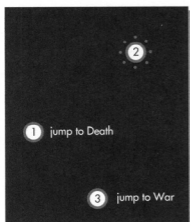
- 35% 2 CN *Stiletto*s (confident aces)
- 35% 3 CN *Broadsword*s (confident pros)
- 30% 2 BH *Demons* (fanatical aces)

Nav 8 JUMP TO TINGERHOFF

- 40% 4 CN *Stiletto*s (confident aces)
- 40% 4 CN *Broadsword*s (confident pros)
- 20% 3 CN *Stiletto*s (confident aces),
- 1 MR *Galaxy* (confident pro)

Nav 9 PERRY NAVAL BASE (SPECIAL)

- Both guilds, ship dealer,
- Admiral's office
- 50% 3 CN *Stiletto*s (confident aces),
- 1 CN *Paradigm* (timid novice)
- 50% 3 CN *Broadsword*s (confident pros)



PESTILENCE

Fariss Quadrant (NW)

Random mission opponents 2/3 RT, 1/3 BH

Nav 1 JUMP TO DEATH

- 25% 2 ML *Gladii* (confident aces),
2 ML *Talons* (confident aces)
- 25% 2 PR *Talons* (fanatical pros),
2 ML *Gladii* (confident pros)
- 25% 3 BH *Demons* (fanatical aces),
1 MR *Galaxy* (confident pro)
- 25% 4 RT *Talons* (fanatical aces)

Nav 2

- 30% 1 BH *Orion* (fanatical novice),
3 PR *Talons* (fanatical aces)
- 20% 2 ML *Gladii* (confident novices),
2 ML *Talons* (confident pros)
- 20% 1 MR *Drayman* (timid novice)
- 20% 2 MR *Draymans* (timid novices),
2 ML *Gladii* (confident novices)
- 10% 4 RT *Talons* (fanatical pros)

Nav 3 JUMP TO WAR

- 30% 2 BH *Demons* (fanatical pros),
2 ML *Talons* (confident novices)
- 30% 3 ML *Gladii* (confident pros)
- 30% 3 PR *Talons* (confident pros)
- 10% 4 RT *Talons* (fanatical novices)

POLLUX

Humboldt Quadrant (SW)

Random mission opponents 2/3 PR, 1/3 ML

Nav 1 JUMP TO SHERWOOD

- 30% 3 PR *Talons* (fanatical pros)
- 20% 4 ML *Talons* (confident pros)
- 20% 1 BH *Orion* (fanatical novice),
2 MR *Galaxies* (timid aces)
- 20% 2 ML *Talons* (confident aces),
2 ML *Gladii* (confident pros)
- 10% 4 RT *Talons* (fanatical aces)

Nav 2

- 30% 1 MR *Drayman* (timid novice)
- 30% 2 BH *Demons* (fanatical aces),
1 MR *Galaxy* (confident pro)
- 30% 3 ML *Talons* (confident pros)
- 10% 4 RT *Talons* (fanatical aces)

Nav 3 REMUS (REFINERY)

- Both guilds
- 25% 1 MR *Drayman* (timid novice),
2 ML *Talons* (confident pros)
- 25% 2 MR *Draymans* (timid novices),
2 ML *Gladii* (confident aces)
- 25% 2 PR *Talons* (fanatical aces)
- 25% 2 PR *Talons* (confident pros),
2 RT *Talons* (fanatical aces)

Hidden

- 50% 2 PR *Talons* (confident aces)
- 50% 1 BH *Demon* (fanatical ace)



PRASEPE

Humboldt Quadrant (SW)

Random mission opponents 2/3 ML, 1/3 RT

Nav 1 JUMP TO NEW CALEDONIA

- 25% 3 PR Talons (fanatical aces)
- 25% 3 ML Gladii (confident pros)
- 25% 2 ML Talons (confident aces),
2 ML Gladii (confident pros)
- 25% 3 RT Talons (fanatical aces)

Nav 2

- 30% 2 ML Talons (confident pros)
- 30% 2 ML Gladii (confident aces)
- 30% 3 PR Talons (confident aces)
- 10% 3 RT Talons (fanatical aces)

Nav 3 SARATOV (MINING)

Merchants' Guild

- 25% 2 BH Orions (fanatical novices)
- 25% 1 BH Orion (fanatical novice),
1 MR Drayman (timid novice)
- 20% 2 BH Demons (fanatical aces),
2 ML Talons (confident aces)
- 20% 1 MR Drayman (timid novice),
3 ML Talons (confident pros)
- 10% 2 RT Talons (fanatical pros),
2 ML Gladii (confident pros)

PYRENEES (CONT.)

Nav 6 BASQUE (MINING)

Both guilds, ship dealer

- 30% 2 MR Draymans (timid novices)
- 30% 1 MR Drayman (timid novice),
3 ML Talons (confident novices)
- 20% 2 ML Gladii (confident pros),
2 PR Talons (fanatical pros)
- 20% 1 ML Gladius (confident pro),
2 RT Talons (fanatical novices)



PYRENEES

Humboldt Quadrant (SW)

Random mission opponents 2/3 PR, 1/3 RT

Nav 1 JUMP TO FREYJA

- 25% 4 ML Talons (confident pros)
- 25% 3 PR Talons (fanatical pros)
- 20% 3 ML Gladii (confident novices)
- 20% 1 MR Drayman (timid novice),
3 ML Gladii (confident novices)
- 10% 4 RT Talons (fanatical novices)

Nav 2 JUMP TO TROY

- 30% 3 PR Talons (fanatical pros)
- 30% 2 ML Gladii (confident novices)
- 20% 4 ML Gladii (confident pros)
- 20% 2 ML Gladii (confident novices),
2 RT Talons (fanatical novices)

Nav 3 NEW IBERIA (AGRICULTURE)

Merchants' Guild

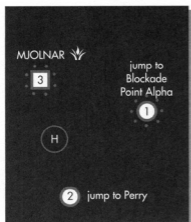
- 30% 1 MR Drayman (timid novice),
2 ML Talons (confident pros)
- 30% 1 MR Galaxy (confident pro),
2 MR Draymans (timid novices)
- 20% 3 ML Talons (confident pros)
- 20% 2 ML Gladii (confident novices),
2 RT Talons (fanatical pros)

Nav 4 JUMP TO CM-N1054

- 30% 3 ML Talons (confident pros)
- 30% 4 ML Talons (confident novices)
- 20% 4 ML Gladii (confident novices)
- 20% 4 PR Talons (confident novices)

Nav 5

- 30% 4 PR Talons (confident novices)
- 30% 3 PR Talons (confident pros),
1 MR Drayman (timid novice)
- 20% 3 ML Gladii (confident novices),
1 MR Drayman (timid novice)
- 20% 3 RT Talons (fanatical aces)



RAGNAROK

Clarke Quadrant (NE)

Random mission opponents 2/3 CN, 1/3 KL

Nav 1 JUMP TO BLOCKADE POINT ALPHA

- 30% 3 CN *Stiletto*s (confident aces),
1 CN *Paradigm* (timid novice)
- 30% 3 CN *Broadwords* (confident pros)
- 20% 2 KL *Gothri* (fanatical aces)
- 20% 3 KL *Gothri* (confident pros),
1 KL *Kamekh* (confident novice)

Nav 2 JUMP TO PERRY

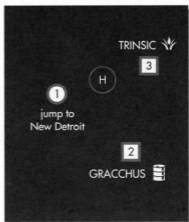
- 30% 4 ML *Talons* (confident pros)
- 30% 2 ML *Talons* (confident aces),
2 KL *Gothri* (fanatical aces)
- 20% 3 CN *Stiletto*s (confident aces),
1 CN *Paradigm* (timid novice)
- 20% 1 CN *Paradigm* (timid novice),
3 KL *Gothri* (confident pros)

Nav 3 MJOLNAR (AGRICULTURE)

- 20% 1 BH *Orion* (fanatical novice),
1 MR *Drayman* (timid novice)
- 20% 1 MR *Drayman* (timid novice),
3 ML *Talons* (confident novices)
- 20% 1 MR *Drayman* (timid novice),
3 KL *Gothri* (fanatical aces)
- 20% 3 CN *Stiletto*s (confident aces),
1 CN *Paradigm* (timid novice)
- 20% 2 CN *Stiletto*s (confident aces),
2 KL *Dralthi* (fanatical novices)

Hidden

- 50% 1 BH *Orion* (fanatical novice)
- 50% 1 MR *Drayman* (timid novice)



RAXIS

Potter Quadrant (SE)

Random mission opponents 2/3 CN, 1/3 ML

Nav 1 JUMP TO NEW DETROIT

- 30% 4 ML *Talons* (confident pros)
- 30% 3 CN *Stiletto*s (confident aces),
1 CN *Paradigm* (timid novice)
- 30% 2 BH *Demons* (fanatical aces)
- 10% 2 RT *Talons* (fanatical pros)

Nav 2 GRACCHUS (REFINERY)

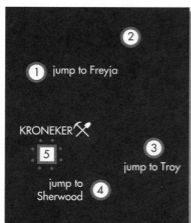
- Merchants' Guild, ship dealer
- 25% 1 MR *Drayman* (timid novice),
2 ML *Talons* (confident aces)
- 25% 1 BH *Demon* (fanatical pro),
3 ML *Talons* (confident pros)
- 25% 1 MR *Galaxy* (timid ace)
- 25% 3 ML *Talons* (confident aces)

Nav 3 TRINSIC (AGRICULTURE)

- Both guilds
- 25% 2 BH *Orions* (fanatical novices)
- 25% 1 MR *Galaxy* (timid ace),
1 MR *Drayman* (timid novice)
- 25% 2 MR *Draymans* (timid novices),
2 ML *Talons* (confident pros)
- 25% 3 CN *Stiletto*s (confident aces),
1 CN *Paradigm* (timid novice)

Hidden

- 50% 3 PR *Talons* (confident aces)
- 50% 3 RT *Talons* (fanatical aces)



REGALLIS

Fariss Quadrant (NW)

Random mission opponents 2/3 RT, 1/3 ML

Nav 1 JUMP TO FREYJA

- 30% 2 PR Talons (fanatical pros)
- 30% 4 PR Talons (fanatical aces)
- 30% 4 PR Talons (confident pros)
- 10% 4 RT Talons (fanatical aces)

Nav 2

- 30% 4 ML Gladii (confident aces)
- 30% 2 ML Gladii (confident pros),
2 ML Talons (confident aces)
- 30% 4 ML Talons (confident pros)
- 10% 4 RT Talons (fanatical pros)

Nav 3 JUMP TO TROY

- 30% 3 ML Gladii (confident novices)
- 30% 2 ML Gladii (confident novices),
2 ML Talons (confident novices)
- 30% 1 MR Drayman (timid novice),
3 RT Talons (fanatical novices)
- 10% 4 RT Talons (fanatical aces)

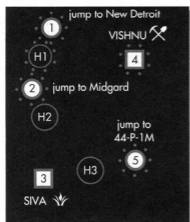
Nav 4 JUMP TO SHERWOOD

- 30% 3 ML Gladii (confident pros)
- 30% 2 BH Demons (fanatical aces),
2 ML Talons (confident aces)
- 30% 1 MR Galaxy (confident pro),
3 RT Talons (fanatical pros)
- 10% 4 RT Talons (fanatical novices)

Nav 5 KRONECKER (MINING)

Both guilds

- 30% 1 MR Drayman (timid novice),
2 ML Talons (confident pros)
- 30% 2 MR Draymans (timid novices),
2 PR Talons (confident pros)
- 20% 1 MR Galaxy (timid ace),
1 MR Drayman (timid novice)
- 20% 3 RT Talons (fanatical aces),
1 MR Drayman (timid novice)



RIKEL

Clarke Quadrant (NE)

Random mission opponents 2/3 CN, 1/3 ML

Nav 1 JUMP TO NEW DETROIT

- 30% 4 CN *Stiletto*s (confident aces)
- 20% 3 CN *Broadsword*s (confident pros),
1 BH *Demon* (fanatical ace)
- 20% 3 CN *Stiletto*s (confident aces),
1 CN *Paradigm* (timid novice)
- 20% 1 MR *Galaxy* (confident pro),
2 BH *Centurion*s (confident pros)
- 10% 3 RT *Talons* (fanatical novices)

Nav 2 JUMP TO MIDGARD

- 40% 2 MR *Drayman*s (timid novices)
- 30% 1 BH *Orion* (fanatical novice),
2 MR *Galaxies* (timid aces)
- 20% 1 BH *Centurion* (confident ace),
2 RT *Talons* (fanatical pros)
- 10% 4 ML *Gladii* (confident pros)

Nav 3 SIVA (AGRICULTURE)

Merchants' Guild

- 50% 3 CN *Stiletto*s (confident aces),
1 CN *Paradigm* (timid novice)
- 50% 3 PR *Talons* (fanatical pros)

Nav 4 VISHNU (MINING)

Mercenaries' Guild, ship dealer

- 40% 1 MR *Drayman* (timid novice),
3 CN *Stiletto*s (confident aces)
- 40% 4 ML *Gladii* (confident aces)
- 20% 3 PR *Talons* (fanatical aces)

Nav 5 JUMP TO 44-P-1M

- 40% 4 ML *Gladii* (confident novices)
- 40% 4 CN *Stiletto*s (confident aces)
- 20% 4 RT *Talons* (fanatical aces)

Hidden 1

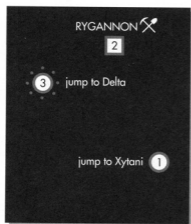
- 50% 4 ML *Gladii* (confident pros)
- 50% 3 BH *Demons* (fanatical aces)

Hidden 2

- 60% 2 PR *Talons* (confident pros)
- 40% 3 BH *Demons* (fanatical pros)

Hidden 3

- 60% 2 ML *Gladii* (confident pros)
- 40% 2 BH *Orions* (fanatical novices)



RYGANNON

Fariss Quadrant (NW)

Random mission opponents 2/3 RT, 1/3 PR

Nav 1 JUMP TO XYTANI

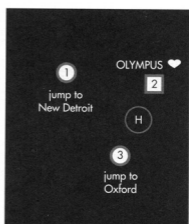
- 30% 3 BH Centurions (confident pros)
- 30% 2 MR Draymans (timid novices),
2 RT Talons (fanatical aces)
- 20% 4 KL Gothri (fanatical aces)
- 20% 4 RT Talons (fanatical pros)

Nav 2 RYGANNON (MINING)

- Mercenaries' Guild, ship dealer
- 25% 1 MR Drayman (timid novice),
2 ML Talons (confident aces)
- 25% 3 PR Talons (fanatical pros)
- 25% 2 RT Talons (fanatical novices),
2 ML Talons (confident pros)
- 25% 3 PR Talons (fanatical aces),
1 MR Drayman (timid novice)

Nav 3 JUMP TO DELTA

(nothing)



SAXTOGUE

Potter Quadrant (SE)

Random mission opponents 2/3 ML, 1/3 CN

Nav 1 JUMP TO NEW DETROIT

- 30% 3 ML Talons (confident pros)
- 30% 2 ML Talons (confident aces),
1 MR Drayman (timid novice)
- 20% 1 ML Talon (confident novice),
1 ML Talon (confident ace),
2 PR Talons (fanatical pros)
- 20% 1 MR Drayman (timid novice),
3 RT Talons (fanatical aces)

Nav 2 OLYMPUS (PLEASURE)

- Both guilds, ship dealer
- 20% 2 BH Demons (fanatical aces),
2 ML Talons (confident aces)
- 20% 1 MR Drayman (timid novice),
3 ML Talons (confident aces)
- 20% 1 ML Talon (confident pro),
2 ML Talons (confident aces),
1 MR Galaxy (timid ace)
- 20% 3 CN Stiletos (confident aces),
1 CN Paradigm (timid novice)
- 10% 3 PR Talons (fanatical aces)
- 10% 3 RT Talons (fanatical aces)

Nav 3 JUMP TO OXFORD

- 30% 4 ML Talons (confident aces)
- 30% 4 CN Stiletos (confident aces)
- 30% 1 MR Drayman (timid novice),
3 ML Talons (confident aces)
- 10% 2 RT Talons (fanatical aces)

Hidden

- 50% 3 PR Talons (confident aces)
- 50% 3 RT Talons (fanatical aces)



SHANGRI LA

Potter Quadrant (SE)

Random mission opponents 2/3 ML, 1/3 MR

Nav 1 JUMP TO OXFORD

- 30% 3 ML Talons (confident pros)
- 30% 3 CN Stilettos (confident aces),
1 CN Paradigm (timid novice)
- 30% 2 BH Demons (fanatical aces)
- 10% 2 MR Draymans (timid novices),
2 PR Talons (fanatical pros)

Nav 2 EREWON (PLEASURE)

Merchants' Guild

- 25% 1 MR Drayman (timid novice),
3 ML Talons (confident pros)
- 25% 1 MR Galaxy (timid ace),
2 MR Draymans (timid novices)
- 25% 1 MR Tarsus (timid pro),
2 ML Talons (confident novices)
- 25% 3 PR Talons (fanatical pros),
1 ML Talon (confident pro)

Hidden

- 50% 3 PR Talons (confident pros)
- 50% 3 RT Talons (fanatical pros)



SHERWOOD

Fariss Quadrant (NW)

Random mission opponents 2/3 PR, 1/3 RT

Nav 1 JUMP TO NEW CALEDONIA

- 50% 4 PR Talons (fanatical aces)
- 30% 2 PR Talons (fanatical pros)
- 20% 3 RT Talons (fanatical aces)

Nav 2 JUMP TO REGALLIS

- 40% 2 PR Talons (confident pros),
2 PR Talons (confident aces)
- 30% 2 PR Talons (confident pros)
- 30% 3 RT Talons (fanatical pros)

Nav 3 TUCK'S (PIRATE)

- 60% 4 PR Talons (confident novices)
- 30% 4 PR Talons (confident aces)
- 10% 4 PR Talons (fanatical pros)

Nav 4

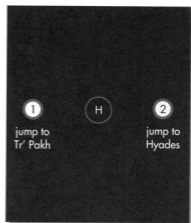
- 40% 2 PR Talons (confident aces),
2 PR Talons (confident pros)
- 35% 1 BH Demon (fanatical ace),
3 PR Talons (fanatical pros)
- 25% 4 PR Talons (confident novices)

Nav 5

- 50% 4 PR Talons (fanatical aces)
- 40% 4 PR Talons (confident aces)
- 10% 3 RT Talons (fanatical novices)

Nav 6 JUMP TO POLLUX

- 30% 2 PR Talons (confident pros)
- 30% 4 PR Talons (fanatical aces)
- 30% 2 PR Talons (fanatical pros)
- 10% 4 RT Talons (fanatical aces)



SHERWOOD (CONT.)

Nav 7 JUMP TO FAMINE

- 30% 1 BH Demon (fanatical pro),
2 PR Talons (confident novices)
- 30% 2 PR Talons (confident novices),
2 PR Talons (confident pros)
- 40% 4 RT Talons (fanatical pros)

Nav 8 JUMP TO CAPELLA

- 60% 2 PR Talons (fanatical pros)
- 20% 3 PR Talons (fanatical aces),
1 BH Demon (fanatical pro)
- 20% 4 RT Talons (fanatical novices)

SUMN-KP'TA

Clarke Quadrant (NE)

Random mission opponents **ALL KL**

Nav 1 JUMP TO TR'PAKH

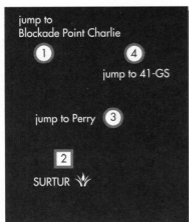
- 25% 3 KL Gothri (fanatical aces),
1 KL Kamekh (confident novice)
- 25% 4 KL Dralthi (fanatical novices)
- 25% 2 KL Gothri (confident pros),
2 KL Dralthi (confident novices)
- 25% 4 KL Gothri (fanatical aces)

Nav 2 JUMP TO HYADES

- 25% 3 KL Gothri (confident pros),
1 KL Kamekh (confident novice)
- 25% 4 KL Dralthi (fanatical novices)
- 25% 2 KL Gothri (fanatical aces),
2 KL Dralthi (confident novices)
- 25% 4 KL Gothri (confident pros)

Hidden

- 70% 4 PR Talons (fanatical aces)
- 30% 4 RT Talons (fanatical novices)



SURTUR

Clarke Quadrant (NE)

Random mission opponents 2/3 CN, 1/3 KL

Nav 1 JUMP TO BLOCKADE POINT CHARLIE

- 30% 3 ML Talons (confident pros)
- 30% 1 BH Demon (fanatical ace),
2 MR Draymans (timid novices)
- 30% 3 CN Stilettos (confident aces)
- 10% 3 KL Gothri (fanatical aces)

Nav 2 SURTUR (AGRICULTURE)

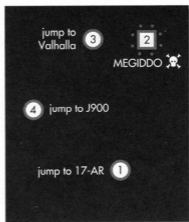
- Merchants' Guild, ship dealer
- 30% 1 BH Orion (fanatical novice),
2 CN Stilettos (confident aces)
- 30% 1 MR Drayman (timid novice),
3 ML Talons (confident aces)
- 20% 3 ML Talons (confident novices)
- 20% 3 RT Talons (fanatical novices)

Nav 3 JUMP TO PERRY

- 30% 3 CN Stilettos (confident aces)
- 30% 1 BH Demon (fanatical pro),
2 ML Talons (confident pros)
- 30% 2 BH Orions (fanatical novices)
- 10% 2 KL Gothri (confident pros)

Nav 4 JUMP TO 41-GS

- 30% 4 ML Talons (confident aces)
- 30% 4 KL Dralthi (fanatical novices)
- 30% 3 CN Stilettos (confident aces),
1 CN Paradigm (timid novice)
- 10% 3 KL Gothri (fanatical aces)



TELAR

Fariss Quadrant (NW)

Random mission opponents ALL PR

Nav 1 JUMP TO 17-AR

- 60% 4 PR Talons (fanatical pros)
- 30% 3 PR Talons (fanatical aces),
1 MR Drayman (timid novice)
- 10% 4 RT Talons (fanatical aces)

Nav 2 MEGIDDO (PIRATE)

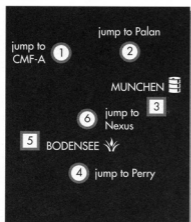
- 30% 4 PR Talons (fanatical aces)
- 60% 4 PR Talons (confident pros)
- 10% 2 PR Talons (fanatical pros),
2 PR Talons (confident novices)

Nav 3 JUMP TO VALHALLA

- 30% 4 PR Talons (confident novices)
- 30% 4 PR Talons (confident aces)
- 30% 3 PR Talons (confident aces),
1 PR Talon (fanatical pro)
- 10% 4 RT Talons (fanatical pros)

Nav 4 JUMP TO J900

- 30% 4 PR Talons (fanatical aces)
- 30% 3 PR Talons (fanatical pros)
- 30% 2 PR Talons (confident pros),
2 PR Talons (fanatical aces)
- 10% 4 RT Talons (fanatical novices)



TINGERHOFF

Clarke Quadrant (NE)

Random mission opponents 2/3 CN, 1/3 MR

Nav 1 JUMP TO CMF-A

- 30% 3 ML Talons (confident pros)
- 30% 3 BH Demons (fanatical aces),
1 MR Drayman (timid novice)
- 30% 3 CN Stiletos (confident aces)
- 10% 3 KL Gothri (fanatical aces)

Nav 2 JUMP TO PALAN

- 30% 2 BH Orions (fanatical novices),
2 CN Stiletos (confident aces)
- 30% 2 MR Draymans (timid novices),
2 ML Talons (confident aces)
- 20% 3 ML Talons (confident novices)
- 20% 4 RT Talons (fanatical novices)

Nav 3 MUNCHEN (REFINERY)

- Both guilds
- 30% 4 CN Stiletos (confident aces)
- 30% 2 BH Demons (fanatical pros),
2 ML Talons (confident pros)
- 30% 2 BH Orions (fanatical novices)
- 10% 4 KL Gothri (confident pros)

Nav 4 JUMP TO PERRY

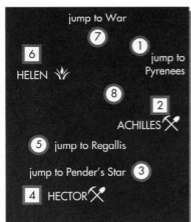
- 30% 4 ML Talons (confident aces)
- 30% 4 CN Broadwords (confident pros)
- 30% 3 CN Stiletos (confident aces),
1 CN Paradigm (timid novice)
- 10% 4 KL Gothri (fanatical aces)

Nav 5 BODENSEE (AGRICULTURE)

- Merchants' Guild, ship dealer
- 30% 2 BH Orions (fanatical novices),
2 MR Draymans (timid novices)
- 30% 3 KL Gothri (confident pros)
- 30% 3 CN Stiletos (confident aces),
1 CN Paradigm (timid novice)
- 10% 4 RT Talons (fanatical pros)

Nav 6 JUMP TO NEXUS

- 30% 2 BH Orions (fanatical novices),
2 MR Draymans (timid novices)
- 30% 4 KL Gothri (fanatical aces)
- 30% 3 CN Stiletos (confident aces),
1 CN Paradigm (timid novice)
- 10% 3 RT Talons (fanatical aces)



TROY

Humboldt Quadrant (SW)

Random mission opponents 2/3 PR, 1/3 RT

Nav 1 JUMP TO PYRENEES

- 60% 2 PR Talons (confident novices)
- 30% 2 ML Talons (confident novices)
- 10% 2 RT Talons (fanatical novices)

Nav 2 ACHILLES (MINING)

- Both guilds, ship dealer
- 40% 2 MR Draymans (timid novices),
1 ML Talon (confident novice)
- 50% 1 MR Drayman (timid novice),
2 ML Talons (confident novices)
- 5% 1 MR Drayman (timid novice),
2 PR Talons (confident novices)
- 5% 1 MR Galaxy (confident pro),
2 PR Talons (confident novices)

Nav 3 JUMP TO PENDER'S STAR

- 30% 2 MR Tarsi (timid pros)
- 30% 2 BH Demons (fanatical pros)
- 30% 2 PR Talons (confident novices),
1 MR Galaxy (confident pro)
- 10% 2 RT Talons (fanatical novices)

Nav 4 HECTOR (MINING)

- Both guilds, ship dealer
- 20% 2 MR Draymans (timid novices)
- 60% 3 ML Talons (confident novices)
- 10% 1 MR Drayman (timid novice),
2 PR Talons (confident novices)
- 10% 4 RT Talons (fanatical novices)

Nav 5 JUMP TO REGALLIS

- 40% 2 ML Talons (confident novices)
- 40% 2 PR Talons (confident novices),
1 MR Drayman (timid novice)
- 20% 2 RT Talons (fanatical novices)

Nav 6 HELEN (AGRICULTURE)

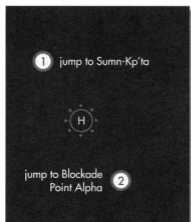
- Merchants' Guild, ship dealer
- 30% 1 MR Drayman (timid novice)
- 35% 2 BH Orions (fanatical novices)
- 10% 2 PR Talons (confident novices)
- 15% 2 MR Draymans (timid novices)
- 10% 2 RT Talons (fanatical novices)

Nav 7 JUMP TO WAR

- 30% 3 ML Talons (confident novices)
- 30% 2 PR Talons (confident novices),
2 ML Talons (confident novices)
- 30% 2 PR Talons (confident novices)
- 10% 2 RT Talons (fanatical novices)

Nav 8

- 60% 2 ML Talons (confident novices)
- 20% 2 PR Talons (confident novices)
- 20% 2 RT Talons (fanatical novices)



TR'PAKH

Clarke Quadrant (NE)

Random mission opponents **ALL KL**

Nav 1 JUMP TO SUMN-KP'TA

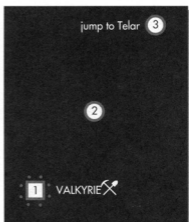
- 25% 3 KL *Gothri* (fanatical aces),
1 KL *Kamekh* (confident novice)
- 25% 4 KL *Dralthi* (fanatical novices)
- 25% 2 KL *Gothri* (confident pros),
2 KL *Dralthi* (confident novices)
- 25% 4 KL *Gothri* (fanatical aces)

Nav 2 JUMP TO BLOCKADE POINT ALPHA

- 25% 3 KL *Gothri* (confident pros),
1 KL *Kamekh* (confident novice)
- 25% 4 KL *Dralthi* (fanatical novices)
- 25% 2 KL *Gothri* (fanatical aces),
2 KL *Dralthi* (confident novices)
- 25% 4 KL *Gothri* (confident pros)

Hidden

- 50% 2 KL *Gothri* (fanatical aces)
- 50% 2 KL *Dralthi* (fanatical novices)



VALHALLA

Fariss Quadrant (NW)

Random mission opponents **2/3 ML, 1/3 RT**

Nav 1 VALKYRIE (MINING)

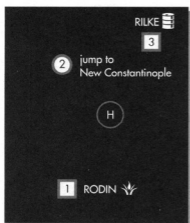
- Both guilds
- 30% 2 BH *Orions* (fanatical novices)
- 30% 2 MR *Draymans* (timid novices),
2 PR *Talons* (fanatical pros)
- 30% 3 PR *Talons* (fanatical aces)
- 10% 4 RT *Talons* (fanatical aces)

Nav 2

- 30% 4 ML *Gladii* (confident aces)
- 30% 3 PR *Talons* (confident pros)
- 30% 1 ML *Gladius* (confident pro),
3 PR *Talons* (confident novices)
- 10% 2 RT *Talons* (fanatical pros)

Nav 3 JUMP TO TELAR

- 30% 4 ML *Gladii* (confident novices)
- 30% 2 ML *Gladii* (confident aces),
2 PR *Talons* (confident aces)
- 30% 2 ML *Talons* (confident aces),
2 ML *Gladii* (confident aces)
- 10% 4 RT *Talons* (fanatical novices)



VARNUS

Humboldt Quadrant (SW)

Random mission opponents 2/3 ML, 1/3 RT

Nav 1 RODIN (AGRICULTURE)

Both guilds, ship dealer

- 30% 3 CN Stiletos (confident aces),
1 CN Paradigm (timid novice)
- 30% 2 MR Draymans (timid novices),
1 ML Gladius (confident pro)
- 30% 3 ML Talons (confident pros)
- 10% 2 RT Talons (fanatical pros)

Nav 2 JUMP TO NEW CONSTANTINOPLE

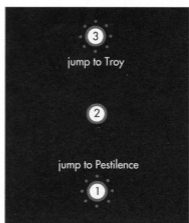
- 30% 3 ML Gladii (confident aces)
- 30% 3 ML Talons (confident pros)
- 30% 3 ML Talons (confident pros),
1 ML Gladius (confident ace)
- 10% 2 RT Talons (fanatical pros),
2 ML Gladii (confident pros)

Nav 3 RILKE (REFINERY)

- 30% 1 MR Drayman (timid novice),
2 ML Gladii (confident pros)
- 30% 2 BH Orions (fanatical novices),
2 PR Talons (confident pros)
- 30% 2 ML Gladii (confident pros),
2 PR Talons (fanatical aces)
- 10% 3 RT Talons (fanatical pros),
1 ML Gladius (confident ace)

Hidden

- 50% 2 RT Talons (fanatical aces)
- 50% 2 RT Talons (fanatical pros)



WAR

Fariss Quadrant (NW)

Random mission opponents 2/3 PR, 1/3 RT

Nav 1 JUMP TO PESTILENCE

- 30% 1 ML Gladius (confident ace)
- 30% 1 PR Talon (fanatical pro)
- 30% 2 ML Gladii (confident pros),
3 PR Talons (fanatical aces)
- 10% 4 RT Talons (fanatical aces)

Nav 2

- 30% 3 ML Gladii (confident novices)
- 30% 4 PR Talons (confident pros)
- 30% 3 PR Talons (confident novices),
1 ML Gladius (confident ace)
- 10% 4 RT Talons (fanatical pros)

Nav 3 JUMP TO TROY

- 30% 2 ML Gladii (confident pros),
2 PR Talons (confident aces)
- 30% 1 MR Drayman (timid novice),
2 PR Talons (fanatical pros)
- 30% 1 MR Drayman (timid novice),
3 ML Gladii (confident novices)
- 10% 4 RT Talons (fanatical novices)

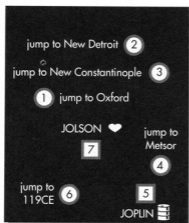
XXN-1927

Nav 1 JUMP TO OXFORD

- 30% 4 ML Gladii (confident pros)
- 30% 1 MR Drayman (timid novice),
3 CN Stiletos (confident aces)
- 30% 2 MR Galaxies (timid aces)
- 10% 2 PR Talons (fanatical pros)

Nav 2 JUMP TO NEW DETROIT

- 40% 3 ML Gladii (confident aces)
- 30% 2 BH Demons (fanatical aces)
- 30% 3 MR Galaxies (timid aces)



XXN-1927

Potter Quadrant (SE)

Random mission opponents 2/3 MR, 1/3 ML

Nav 3 JUMP TO NEW CONSTANTINOPLE

- 50% 1 MR Drayman (timid novice),
1 ML Gladius (confident pro),
2 ML Gladii (confident aces)
- 30% 1 MR Galaxy (timid ace)
- 20% 2 PR Talons (fanatical aces)

Nav 4 JUMP TO METSOR

- 30% 3 CN Stiletos (confident aces)
- 30% 4 ML Gladii (confident aces)
- 40% 2 BH Demons (fanatical aces),
2 ML Gladii (confident pros)

Nav 5 JOPUN (REFINERY)

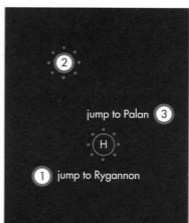
- Merchants' Guild
- 30% 3 CN Stiletos (confident aces),
1 CN Paradigm (timid novice)
- 30% 1 MR Drayman (timid novice),
1 ML Gladius (confident pro),
2 ML Gladii (confident aces)
- 40% 2 ML Gladii (confident pros),
2 MR Draymans (timid novices)

Nav 6 JUMP TO 119CE

- 30% 1 BH Orion (fanatical novice),
1 MR Galaxy (timid ace)
- 20% 4 ML Gladii (confident aces)
- 20% 3 PR Talons (confident aces)
- 30% 1 MR Drayman (timid novice),
3 BH Demons (fanatical aces)

Nav 7 JOLSON (PLEASURE)

- Both guilds, ship dealer
- 25% 2 MR Draymans (timid novices),
1 ML Gladius (confident ace)
- 25% 1 BH Orion (fanatical novice)
- 25% 2 BH Demons (fanatical aces)
- 25% 1 ML Gladius (confident ace),
3 ML Gladii (confident pros)



XYTANI

Fariss Quadrant (NW)

Random mission opponents 2/3 RT, 1/3 PR

Nav 1 JUMP TO RYGANNON

- 20% 3 PR Talons (fanatical pros)
- 20% 2 ML Gladii (confident aces),
2 RT Talons (fanatical aces)
- 20% 3 RT Talons (fanatical pros)
- 20% 3 RT Talons (fanatical novices),
1 MR Drayman (timid novice)
- 20% 4 RT Talons (fanatical aces)

Nav 2

- 20% 4 PR Talons (fanatical aces)
- 20% 4 RT Talons (fanatical pros)
- 20% 4 ML Gladii (confident aces)
- 20% 3 PR Talons (confident pros),
1 MR Drayman (timid novice)
- 20% 3 RT Talons (fanatical novices)

Nav 3 JUMP TO PALAN

- 25% 4 RT Talons (fanatical aces)
- 25% 4 PR Talons (confident novices)
- 20% 3 RT Talons (fanatical pros)
- 20% 4 KL Gathri (fanatical aces)
- 10% 4 RT Talons (fanatical novices)

Hidden

- 30% 2 PR Talons (fanatical aces)
- 30% 3 RT Talons (fanatical aces)
- 40% 2 RT Talons (fanatical pros)

GEMINI'S INHABITANTS – FRIEND OR FOE?.....

Privateer is set in Gemini Sector, a vast expanse of space on the borders of the Kilrathi empire. Within the *Privateer* universe, you will encounter a wide variety of different opponents and allies carving out a living for themselves in one of the four quadrants of Gemini. Surviving as a privateer requires a thorough familiarity with each faction. Quite frequently, allying with a certain group in Gemini may be advantageous to your trading enterprises. Appeasing an enemy may save your life when you are hopelessly outnumbered.

ALIGNMENT

Privateer allows you to ally with several different groups in the game through your actions. You can switch alignments during the game. However, you should evaluate your decisions carefully. Once you have chosen the pirates or the Kilrathi as your friends, it will be extremely difficult to switch back to the Confederation camp.

Your alignment is determined by your actions, especially by whom you kill. Merely attacking a ship without destroying it will not affect your alignment. *Privateer* tallies up all the ships you actually kill. This determines your alignment. Smuggling contraband will also affect your standing. For every Confederation ship you kill, you must down five pirates or Kilrathi to appease the Confederation. Killing one Kilrathi capital ship has the same effect as downing ten or fifteen pirate ships.

MORALE AND EXPERIENCE

All other pilots in *Privateer* are rated in terms of their morale and experience. Morale refers to their conviction in a fight, indicating how readily they flee from combat or how willing they are to risk everything for a shot at your fuselage.

There are three levels of morale: *timid*, *confident* and *fanatic*. Merchants are generally timid, while Retros are always fanatical. Experience indicates how accurately a pilot targets the enemy. A *novice* is just aiming in the vicinity of the ship, a *pro* is aiming right for the ship, and an *ace* is aiming to hit right at the heart of the enemy's ship.

Different combinations of morale and experience produce different results. For example, a timid pro merchant will probably flee when damaged, but has the experience to perform a fairly sophisticated maneuver and aim well before high-tailing out of harm's way.

BOUNTY HUNTERS

These lone hunters are paid to track down pirates, Kilrathi and retros for a bounty. You will encounter them in all quadrants. You can join their ranks by accepting bounty hunting missions through the mission computer, the Mercenaries' Guild, or the Merchants' Guild. If you engage in too much pirating activity, you may become the target of several bounty hunters yourself. Their formidable ships will pose quite a challenge if there is a price on your head.

Expected Ships. *Orion, Centurion, Demon.*

Expected Morale and Experience. Confident pilots of all experience levels.

CONFEDERATION

Confederation pilots are one of the most frequently encountered forces in *Privateer*. The Confederation initiated the exploration and mapping of Gemini Sector. Their numerous outposts are designed to deter the encroaching Kilrathi foes from advancing any further. Most centers of civilization in Gemini are Confederation planets. At the outset of *Privateer*, Confederation fighters will act neutral towards you. They are hostile towards all pirate, Kilrathi, and Church of Man (Retro) forces. If you have been shooting down sufficient numbers of Confederation ships to make your alignment hostile, they will attack you on sight.

Confederation fighters frequent all quadrants, but they are concentrated in Clarke (along the Kilrathi border) and in Potter, the center of Gemini civilization. You can also count on occasionally running into them in Humboldt and Fariss.

Expected Ships. *Stiletto, Broadsword, Paradigm, Gladius.*

Expected Morale and Experience. Confident pros and aces, better trained and equipped than any other group besides the Kilrathi.

Allying with the Confederation

- Don't kill Confederation ships.
- Don't attack militia ships, bounty hunters or merchants.
- Don't get caught smuggling. (If you're caught, Confederation and militia patrols in the system attack you, and you will probably be forced to kill them to escape.)
- Kill pirate, retro and Kilrathi ships.

This is definitely your safest option. Even when pirates are hostile to you, they can usually be appeased through communications.

- *It is generally a good idea to stay friendly with Confederation fighters. You run into their ships a lot in Gemini. If you are their enemy, you will have to fight them constantly. Their ships are very well equipped and versatile. The Stiletto is extremely fast and maneuverable. The Broadsword and the Paradigm have formidable weapons loadouts and impressive shields. Once you have made them hostile, it is very difficult to make it up to them. If you decide to smuggle contraband, you should make sure that you kill sufficient numbers of pirates, Kilrathi and retros to make up for your indiscretion. — "Cowtipper"*

KILRATHI

These fighters are fierce enemies of the Confederation forces and their allies. Like Retros, they are nearly always hostile towards your ship. They are also very experienced, determined fighters and can pose a serious threat to all but the most experienced pilots. The *Kamekh* capital ship is almost invincible, but downing it will increase your alignment points with the Confederation. You will generally only encounter Kilrathi in the Clarke Quadrant.

Expected Ships. *Dralthi, Gothri, Kamekh.*

Expected Morale and Experience. Confident or fanatical pros and aces. The *Gothri* is the ship of choice for a Kilrathi ace.

- *Shooting down Kilrathi fighters will quickly earn you the sympathy of all Confederation pilots. Destroying a Kamekh is equivalent to downing ten or fifteen pirate or retro vessels. – “Cowtipper”*

Allying with the Kilrathi

- Kill numerous Confederation ships.
- *You should probably refrain from allying with the Kilrathi, for the same reasons that befriending pirates is dangerous. Surviving Confederation attacks is extremely difficult, especially if you are following the plot. – “Eagle”*

MERCHANTS

Merchants deal in legal goods, primarily in Potter and Humboldt. Initially, they are neutral. If you shoot down several merchants, they turn hostile. This shouldn't be too big a threat, since their ships are not designed for intense combat.

Expected Ships. *Drayman, Galaxy, Tarsus.*

Expected Morale and Experience. Almost always timid, and never an ace.

- *Blowing up merchants and retrieving their cargo can be extremely lucrative. Avoid doing this too often, though, or you will have bounty hunters, militia, Confederation and merchants firing at you. – “Dragon”*

MILITIA

Militia forces are local mercenaries hired by individual planets for security purposes. They are friendly towards Confederation forces and are initially indifferent to your presence. However, they will attack you if you are allied with pirates or if you are caught smuggling contraband goods. You are apt to encounter militia pilots in the vicinity of any inhabited planets other than pirate bases. Militia forces are allied with the Confederation, so your behavior towards Confederation fighters will also determine your relationship with the militia.

Expected Ships. *Talon, Gladius.*

Expected Morale and Experience. Usually confident pros, with an occasional ace.

PIRATES

Pirates earn their living by attacking and robbing honest merchants and other hapless ships with valuable cargo. They trade in contraband goods, which are illegal and extremely lucrative. Pirates are hostile towards Confederation and militia forces. Initially, they will also treat you as an enemy. However, you can appease them through communications or by destroying Confederation and militia ships, if you want to avoid combat with them, or land on a pirate base. Pirates live on mining bases abandoned by the Confederation forces, primarily in Fariss and Humboldt Quadrants.

Expected Ships. Talon.

Expected Morale and Experience. Mostly confident or fanatical pros and aces. While they lack formal training, pirates are usually experienced combat pilots.

Allying with Pirates

- Avoid killing pirate ships.
 - Down Confederation and militia ships.
 - Down bounty hunters.
 - Shoot merchants and retrieve their cargo for sale later.
- *Sometimes it's a good idea to temporarily befriend pirates so you can exploit the contraband trade, e.g. between pirate bases and New Detroit. Try to avoid shooting down too many Confederation fighters and merchants, though, or you will find it difficult to win their friendship later. This may be a good temporary strategy if you want to smuggle contraband and do business with pirate bases, but it will make it almost impossible to survive if you are following the plot.*
- “Balzac”

RETROS

Retro fighters are fanatics, a radical offshoot from the Church of Man. This peaceful religious order seeks to return to a purely agrarian existence with minimal technology. Their teachings denounce technology as the source of evil and the cause of man's moral downfall. Retro fanatics believe that the merciless destruction of all technology is the only way to achieve their church's goal. They are willing to employ technology to ultimately eradicate its existence. Retro fighters are always hostile towards you. No amount of communication will appease them. You will primarily encounter their Talons in Clarke and Fariss Quadrants. However, retro forces will also occasionally venture into Potter and Humboldt.

Expected Ships. Talon.

Expected Morale and Experience. Fanatical novices and pros. What they lack in training, they make up for in zeal.

- *Be careful. Retro fanatics are willing to ram your ship to win their battle against technology. In any collision between two ships, the heavier one will win.*
- “Strider”

OUTFITTING YOUR SHIP.....

ARMOR

Plasteel is the most basic form of protection, cheaper than tungsten armor. With only 10 cm durasteel equivalent protection, it cannot withstand prolonged enemy attack. As soon as you can afford the switch, you should upgrade from plasteel to tungsten armor.

Tungsten armor provides the equivalent protection of 20 cm durasteel. Even though it is more expensive than plasteel, you should definitely make this investment as soon as possible.

ENGINES AND SHIELDS

There are three main functions on the ship that require energy to run: the guns, the afterburners and the shield generators. The tractor beam also requires energy, but is less likely to drain your energy stores quickly. Each engine level provides a discrete amount of energy which is shared by all four functions. Therefore, you need to carefully balance your weapons loadout and your shield upgrades with your engine level so you will always have sufficient energy resources at your disposal.

MAXIMUM UPGRADE LEVELS FOR PLAYER SHIPS

Possible Ship Upgrade Levels	Tarsus	Galaxy	Centurion	Orion
Maximum Engine Upgrade	1	3	3	5
Maximum Shield Upgrade	2	3	3	5

You will begin flying each mission with all shields activated. This uses a sizeable portion of your energy resources. Pressing [S] cycles through all possible shield usage levels, from high to low. (Pressing [S] with shields off brings them back on at full power.)

POSSIBLE USAGE LEVELS FOR EACH SHIELD UPGRADE

		Steps in Usage Level		
Upgrades	1	Off	Full Shields	
	2	Off	Level 1	Full Shields
	3, 4, 5	Off	Level 1	Level 2 Full Shields

SHIELD AND ENGINE UPGRADE COMBINATION

		Shield Upgrades				
Engine Upgrades	1	1	2	3	4	5
	1	Good	Not advisable	Doesn't work	Doesn't work	Doesn't work
	2	Ideal	Good	Not advisable	Doesn't work	Doesn't work
	3	Not advisable	Ideal	Good	Not advisable	Doesn't work
	4	Not advisable	Not advisable	Ideal	Good	Not advisable
	5	Not advisable	Not advisable	Not advisable	Ideal	Good

Each *Ideal* shield and engine combination allows you to fly and fight at nearly all times with all shields activated. With Ideal combinations, it takes about 2.5 seconds for your guns to recharge to full firing power.

For Each *Good* shield and engine combination, it is advisable to keep your shield usage at level 1 or 2. With Good combinations, it takes about 4 seconds for your guns to recharge to full firing power.

- *Ideally, you should keep your shields on Level 1 or 2 at all times. If you turn them off completely and then decide to toggle back through to a different level, your shields will take several seconds to regenerate. During this time you will be vulnerable to all enemy attacks. – “Deetchman”*
- *If you’re a good pilot, you could risk turning off your shields and immediately turning them back on when your enemy is turning away from you. This will give you a tremendous boost of energy for your guns and your afterburners. Pray that your enemy doesn’t turn around and shoot at you too soon or you might take serious damage. This strategy is only advisable for the brave pilot. – “Lord Emperor”*



Ship Modifications

WEAPONS AND GUNS

When you are playing *Privateer*, your strategies and weapons loadouts will vary considerably depending on the missions you intend to fly. The following section should give you a good idea of how to effectively load out your ship to match your particular needs.

Weapons Systems

Your weapons loadout will vary according to your skill level, typical missions and financial resources. In general, dumb fire missiles and torpedoes can inflict more harm in the hands of an experienced pilot. Guided missiles will find their target with the help of their locking mechanisms, making accuracy less essential. A tractor beam system will allow you to retrieve cargo from a destroyed ship and is thus an indispensable part of every pirate fighter.

Range. The effective range of the projectile in meters (m).

Damage potential. The amount of damage done to a target. This measurement is based on the durasteel standard, and is listed for comparison only.

Refire delay. The recharge time of a gun between each shot in units of seconds.

Energy use. How much energy the gun uses in units of GigaJoules (GJ).

Abuse limit. How much damage your guns can take before they are destroyed. Abuse limits are rated as low, medium and high.

Weapon	Range	Damage Potential	Refire Delay	Energy Use	Abuse Limit	Lock Mechanism
DF missile	8000 m	13 cm	2.5 secs	n/a	medium	none (fires straight)
HS missile	7200 m	16 cm	2.5 secs	n/a	medium	onto target engine
IR missile	7650 m	17.5 cm	2.5 secs	n/a	medium	onto target shape
FF missile	7200 m	17.5 cm	2.5 secs	n/a	medium	onto hostile ship
Torpedo	3600 m	20 cm	0.3 secs	n/a	medium	none (fires straight)
Tractor beam	9800 m	n/a	n/a	25 GJ	medium	onto selected object

Missile Launcher. If you want to fly attack missions and other missions with challenging combat situations, missile launchers will probably be a good investment. Missile launchers can hold up to ten missiles in any combination. Loading your ship out with dual missile launchers has another advantage. When you fire with both launchers, the first missile to hit will take out the shields and the second will usually hit the unprotected ship in the same place, usually destroying it immediately.

Dumb Fire (DF). Dumb fire missiles are the most elementary type of missiles available. They have no sophisticated locking mechanisms. Once dumb fires are launched, they fly in a straight line. These missiles will be more of an asset if you have considerable experience in space combat and you know how to lead an enemy ship (how far in front of the ship to fire in order to hit the moving target). In general, you should reserve this weapon for use against slow targets at medium to close range when you can easily anticipate the enemy's next movement.

Heat Seeking (HS). Heat seeking missiles have a locking mechanism that detects heat. They zero in on the nearest fighter's engine exhaust. These weapons are only effective if you launch them from behind the enemy ship, where they can easily lock onto the hostile ship's exhaust. It is not necessary to get a lock on your target when you are firing these missiles. A diamond will appear when the missile's seeker-head has locked onto your target.

Image Recognition (IR). If you want to launch an IR missile at a hostile fighter, you need to get a lock on him. Once the diamond appears inside the locked square, you can fire your missile. The IR locking mechanism "memorizes" the targeted ship type. It will track the selected target until it is outpaced or has found its mark. It will only target that selected ship, not every ship of that type.

The IR missile is usually the preferred missile for most pilots, since it is more affordable than the FF missile and locks more quickly than the HS missile.

Friend or Foe (FF). This missile type will lock onto any hostile ship in the area and track its target until it hits or is outpaced. Before you launch this missile, a lock is required. Once the diamond appears inside the locked square, you can fire your missile.

Torpedo and Torpedo Launcher. Torpedoes do not have sophisticated locking mechanisms. They fly in a straight line, similar to dumb fire missiles. If you are not an accomplished marksman, you may want to invest in guided missiles instead. If you are an expert shot, however, a torpedo launcher might be a good idea. A torpedo can destroy almost any ship with relative ease. If you are planning to down a capital ship, torpedoes will be crucial to your success.

Tractor Beam. This system locks onto retrievable objects and pulls them into your ship. A tractor beam is especially useful if you are making a living as a pirate. After blowing up merchants and other ships carrying valuable cargo, you can retrieve the goods and sell them for a handsome profit.

Guns

Your gun loadout is especially important in a close combat situation. In general, more powerful guns inflict significantly more damage, but they also drain your energy resources more rapidly and have a longer refire delay. Keep the gun range in mind when you are firing at hostile fighters. Wasted shots will drain valuable energy, leaving you in a more vulnerable position.

<i>Gun</i>	<i>Range</i>	<i>Damage Potential</i>	<i>Refire Delay</i>	<i>Energy Use</i>	<i>Abuse Limit</i>
<i>Laser</i>	4760 m	1.8 cm	0.3 secs	4 GJ	low
<i>Mass driver</i>	3740 m	2.6 cm	0.35 secs	6 GJ	low
<i>Meson blaster</i>	4420 m	3.2 cm	0.4 secs	8 GJ	medium
<i>Neutron gun</i>	3060 m	6.2 cm	0.65 secs	18 GJ	high
<i>Particle cannon</i>	3400 m	4.3 cm	0.5 secs	11 GJ	low
<i>Tachyon cannon</i>	4250 m	3.7 cm	0.4 secs	8 GJ	high
<i>Ionic pulse cannon</i>	4080 m	5.4 cm	0.6 secs	15 GJ	medium
<i>Plasma gun</i>	2856 m	7.2 cm	0.72 secs	22 GJ	high

WEAPON HINTS AND TIPS

- *The mass driver and the laser are the two weakest guns available. As soon as you manage to get some money, you should trade these guns for more powerful weapons. The laser cannon does have the advantage that you can fire it non-stop without significant energy drain. However, it will do little damage to your enemy. Even though meson blasters and tachyon cannons only do a medium amount of damage, they are generally considered the most effective guns for a Privateer, since they maintain a good balance between damage potential and energy drain. – “Deetchman”*
- *Most of the more powerful guns have long recharge periods and significant energy drain, e.g. the ionic pulse cannon or the plasma gun. These weapons require that you be a more accurate marksman since it is imperative not to waste any shots. – “Falcon”*
- *When you are buying guns for your ship, keep in mind that you need to balance shield levels with guns. If you are flying a slow and unmaneuverable ship, you will want to carry guns with minimal energy drain so you can fortify your shields. Conversely, a highly maneuverable ship will allow you to evade enemy hits more easily, so you can use more powerful guns with high energy usage. – “Dragon”*
- *The highest level of each radar brand you can purchase comes with an ITTS. This targeting and tracking system indicates by how much you have to lead your enemy to make an accurate hit. If you are using an ITTS, you should avoid carrying four different types of guns. Since each gun has a different velocity and range, four ITTS crosses appear on the screen and the ITTS predicted impact point will be less accurate. Having only one type of gun has the disadvantage that you can only fly with all guns on or off. Flying without any guns is dangerous. When all guns are activated, you will have to deal with considerable energy loss. Ideally, you should purchase two different gun types in order to simultaneously economize on energy and utilize your ITTS. – “Falcon”*
- *Keep in mind that your turrets can swivel. Those of your enemy, however, are fixed, so you have a distinct advantage in battle. – “Eagle”*

OTHER SHIP MODIFICATION TIPS

- *When you buy a new ship, your maps, jump drive, and scanners are transferred automatically. You must buy everything else. – “Frog”*
- *Your Tarsus is outfitted with the most basic scanner available. All ships appear in gray. The only way you can find out whether a given ship is hostile or not is by communicating with him. This may cost you valuable time and can put you in severe danger. Do not accept any bounty hunting missions before you have purchased a scanner that distinguishes by color. As soon as you can afford it, you should invest in a Hunter AW 6i scanner, which offers the best features of all scanners in its price range and distinguishes ships by color. Eventually, you should probably invest in a level three scanner. – “Frog”*

- *If you like flying with an ITTS, you should definitely try to purchase a Hunter AW Infinity scanner or a B&S Omniscience scanner. If you like detailed color-coding during space flight, you will probably want to buy a B&S E.Y.E. scanner instead.* — “Strider”
- *After you fly a few random missions with your torpedo launchers and your guns, you should purchase an ECM package. Since your shields and armor probably aren't upgraded yet, ECM packages can protect you from missile locks. Start with level 1 and upgrade as quickly as possible. Shield and armor upgrades should be your next step.* — “Eagle”
- *Buy a repair droid before you leave the Troy system. Repair droids can work on your ship while you are flying. They will repair anything except armor, guns and weapons. The droid will seem expensive in the beginning, but you won't regret buying it later on. It will save you a lot of money you would have to spend on repairing your ship.* — “Cowtipper”
- *If you are damaged in a fight, go to a neutral area, stop your ship and wait for a few moments so the droid can repair all damage.* — “Dragon”
- *In the beginning, you should try to build up your ship and make it more resistant. Sell the missile launcher on your ship. This will earn you 7500 credits. You can always buy another missile launcher later when you have better armor and shields.* — “Frog”
- *Start shooting at your enemy with missiles and finish him off with guns. Missiles won't take enemy ships out with one hit, but they will take down the shields. If you have dual missile launchers, you may be able to finish him off with missiles alone.* — “Balzac”
- *You must have a locking radar for the locking mechanisms of your guided missiles to work effectively. All level two and three scanners feature target locks. If you are flying with a level one scanner, your guided missiles will fly in a straight line like dumb fires.* — “Strider”
- *In general, image recognition missiles will be your best missile choice. They are cheaper than friend or foe missiles and they lock more quickly than heat-seekers.* — “Cowtipper”
- *As soon as you can afford it, you should buy two missile launchers. This will launch two missiles at once, which can usually destroy most ships — the first missile to hit will take out the shields and the second will usually hit the unprotected ship in the same place. The Orion is the only ship which can't mount two missile launchers.* — “Bravestarr”

RECOMMENDED LOADOUTS

The four player ships available in *Privateer* vary widely in design and loadout capabilities. The ship you fly determines what missions you can accept and which areas of Gemini Sector are most suited to your capabilities. The following tips are simply suggestions that will help you be successful at Privateering. Feel free to change your strategies according to your personal preferences.

TARSUS

Since this ship is very vulnerable, you need to concentrate on upgrading your weapons right away:

- **Sell your missile launcher** for 7500 credits.
- **Buy a torpedo launcher, torpedoes and two meson blasters.** Meson blasters are the best cheap guns available.
- Once you have loaded out your ship with reasonably effective weapons, **use your spare credits to join the Merchants' Guild.** The *Tarsus* has large amounts of cargo space so you can easily accept cargo missions from the guild.
- As soon as you have accumulated enough money, **upgrade your shields and engines and buy an ECM package.** Now you are also ready to accept patrol and scout missions in the Troy system. Patrol and scout missions at this stage of the game rarely generate more than one or two enemies. Your opponents in the Troy system are not very smart. They will usually fly straight at you, making it easy for you to down them with a few well-placed torpedoes.
- **Use all available money to upgrade your ship.** As soon as you can afford it, invest in a **Hunter AW 6i scanner**, which offers the best features of all scanners in its price range and distinguishes objects by color.

Suggested Loadout

Make sure your ship is completely equipped before you leave the Troy system:

- Shield upgrade 2 and full loadout of tungsten armor
- ECM package, upgraded to highest level possible
- Fly your missions in Troy with a torpedo launcher and two meson blasters, then switch to dual missile launchers before you leave the system.
- Load out your missile launchers with image recognition missiles. They lock more quickly than heat seekers and are cheaper than friend or foe missiles.
- Repair droid
- Engine upgrade
- Upgraded scanner
- All quadrant maps
- Cargo expansion
- Jump drive

You are now ready to leave the Troy System. The Potter Quadrant is probably your wisest choice. The *Tarsus* has poor capacity for speed. On the other hand, it can serve as a combat ship because it is very small and enemies have a hard time targeting it. Once you leave Troy, you should avoid taking patrol missions against groups of enemies. The random enemies in other quadrants are significantly smarter and will give you a hard time if you try to defeat them in the *Tarsus*. Instead, accept scout and bounty hunting missions and trade constantly. When you have reached the heart of the Potter Quadrant, i.e. the area right around New Constantinople, New Detroit and Oxford, you can accept patrol missions. This area is relatively safe.

As long as you are on the fringes of the Potter Quadrant, however, avoid patrol missions at all cost. Continue to trade and fly missions until you can afford to buy an *Orion*.

ORION

When you first purchase the *Orion*, you won't have adequate shields and armor to protect you from potential attackers. Begin by accepting cargo missions. Try to stay away from any more difficult assignments until you have sufficient resources to upgrade to Level 3 engines, Level 3 shields and tungsten armor.

Suggested Loadout

- Shield upgrade 3 and engine upgrade 3 (eventually upgraded to Level 5 shields and engines)
 - Tungsten armor
 - 1 missile launcher with IR missiles
 - Repair droid
 - Level 3 ECM package
 - 2 tachyon cannon
 - Rear turret
 - Tractor beam in turret
 - Cargo expansion
-
- With this level of protection, you can now change your strategy and graduate to scout and bounty hunting missions. Join the Mercenaries' Guild to gain access to lucrative bounty hunting assignments. Avoid confronting groups of enemies. Since your ship is not very fast or maneuverable and you only have one missile launcher, you will have a hard time defending yourself against multiple opponents.
 - While on a mission, go to the designated system and keep a sharp lookout for red dots on your radar. Once an enemy ship shows on your scanner, try communicating with him. If it is not the enemy you are looking for, you should probably turn around and run. You do not want to tangle with hostile fighters unless you absolutely have to. Your opponents will not tend to follow you for very long so outrunning them should not be much of a problem.
 - Try to accept scout, cargo and bounty hunting missions in the same system so you can double or triple your income without having to fly any extra distance.
 - Once you have adequate shield and engine upgrades, move into the Clarke Quadrant. Selecting Perry as your home base is probably a wise choice. It is very easy to find missions in the same system. There are also extremely lucrative trade routes available here. Agricultural bases as well as refineries are close by.
 - While you are accepting scout, bounty and cargo missions, continue to upgrade your shield and engine to Level 5. At this point, the *Orion* is almost invulnerable. Attack and defend base missions will no longer pose a problem, so you can accept any mission that appeals to you. Now is also the ideal time to become a pirate since you own a heavily fortified ship. KM-252 and Pentonville are the two pirate bases closest to the civilized world. The Pentonville - New Detroit route is also ideal for drug running. You can now blow up honest merchants and retrieve their goods with your tractor beam with impunity.

GALAXY

A fully-equipped *Orion* can be sold to buy either a *Galaxy* or a *Centurion*. You will even have sufficient resources to equip either one of these vessels. If you decide on the *Galaxy*, you should make sure to buy the following equipment before you venture out into space:

Suggested Loadout

- Dual missile launchers with IR missiles
 - 4 tachyon cannon (2 in each turret)
 - Cargo expansion
 - Top and bottom turrets
 - Tractor beam in turret
 - Level 3 ECM
 - Repair droid
 - Level 3 engine and shield upgrades
 - Tungsten armor
 - Afterburners
- You want to avoid any combat missions in the *Galaxy*. Move back to the Potter Quadrant to avoid dangerous enemies and asteroid fields. Your ship is heavy and ponderous and will be easy to hit. The *Galaxy* is a good drug-running ship, especially for the route between Pentonville and New Detroit.
 - Your ship is quite slow, however, so you will get caught by militia patrols. As soon as they announce a contraband search, you should immediately eject your cargo by pressing [X]. Once they have left, you can retrieve your merchandise with your tractor beam.
 - Never accept cargo missions to different destinations. When you land at the first base, you will automatically lose your second cargo mission. Once you've lost a cargo mission this way, there's nothing you can do with that cargo but eject it into space. (Or wait for it to disappear automatically the next time you land.) No commodity exchange will accept cargo marked specifically for a mission.



CENTURION



GALAXY



ORION



TARSUS

CENTURION

If you sell your *Orion*, you will have enough credits to buy a fully-equipped *Centurion*. If you are flying a *Galaxy*, you will need an extra 100,000 credits to make your purchase. The *Centurion* is an extremely fast and maneuverable fighter. If you're a good pilot, you can probably survive with Level 2 shields, but you should eventually upgrade to Level 3.

Suggested Loadout

- Level 3 shield and Level 3 engine upgrades
 - 2 ionic cannon in the inside slots
 - 2 tachyon cannon in the outside slots
 - Rear turret
 - Tractor beam in turret
 - Dual missile launchers
 - Tungsten armor
 - Repair droid
 - Level 3 ECM package
 - Afterburners
- The *Centurion* is ideal for any type of combat mission. Accept lucrative patrol, bounty hunting and attack missions. If you destroy pirate ships, you can retrieve their cargo and sell it. Keep in mind, though, that this ship does not have a big cargo hold.
- The *Centurion* is the only ship suited for the Fariss Quadrant. If you select New Caledonia as your home base, you can profit from the lucrative trade run between New Caledonia (refinery) and Prasepe (mining). Even though you will encounter pirates along the way, this ship is able to deal with their small, lightly armed fighters.

COMBAT TIPS AND TACTICS.....

- *On most ships, the armor in the rear is the weakest. Always try to get a good shot at that section of the enemy ship.* – “Viper”
- *The Gothri and the Dralthi are extremely flat ships. If they are flying towards you, they will be hard to hit unless you manage to target them from an angle. Employ frequent rolling maneuvers to get a good angle on both Kilrathi fighters.* – “Razor”
- *When you are fighting multiple enemies, make sure to use your afterburners almost constantly. If you don't, you will become a sitting duck and your enemies will down you with a few well-placed shots.* – “Lord Emperor”
- *Cheat: While you are running a plot mission, you cannot use INVULNERABILITY or UNLIMITED AMMO, but once you have completed that mission, you can use INVULNERABILITY to get back to the mission origin.* – “Havoc”

- *If you are fighting capital ships, missiles are almost completely useless due to their refire delay. A large loadout of torpedoes should do the trick. Or, for the more confident pilots, lower your shields so you can keep up a steady barrage of fire to get through the shields. – “Strider”*
- *Be extremely careful when you are tailing a Demon during combat. Demons stop and turn on you when they are being chased. If you have your afterburners on, you may run into them. – “Razor”*
- *If you are fighting several enemies and you have locking missiles loaded, target one, get a lock and fire. Then move immediately on to your next victim. Do not wait around to see if the first enemy died. This will save you valuable time. – “Strider”*
- *Be careful when you are tailing Gothri fighters. They will fire at you from their rear turret. – “Lord Emperor”*
- *When in combat with multiple well-shielded ships, make sure to concentrate on and down one before moving on to the next. If these ships also have heavy armaments, make strafing runs; pick your target, head in and fire, then afterburner away until your shields regenerate. – “Strider”*
- *When fighting Kilrathi, always take out the weaker ships (Dralthi) first. Being outnumbered is much worse than being outgunned. – “Strider”*
- *When you are fighting bounty hunters who are in Orions, stay away from their rear turrets. Try to get your shots off quickly and then flee immediately, since their powerful plasma gun loadout will do a lot of damage to your ship. – “Lord Emperor”*
- *If you are fighting a single Talon, wait for it to approach you. Generally, a Talon will fly straight at you, making it easy for you to down it with a volley of straight-on shots. With several Talons in the vicinity, accelerate toward one of them and start firing at a maximum range of about 4000m. Since a Talon mostly flies in a straight line, you should be able to kill it by the time it is 2000m away. Then you can move on to the next ship. – “Razor”*
- *When you are fighting a Demon, avoid approaching it straight on. With its torpedo loadout, it can destroy your ship almost instantly. – “Strider”*
- *Stiletos are extremely fast and maneuverable enemies. Drop your shields down so you have full energy for your guns. Then get on its tail and hit your afterburners. Keep your finger on the firing button. If you do manage to hit your enemy, you will be able to take out its weak shields fairly quickly. – “Cowtipper”*
- *If you are flying a sturdy ship with Level 3 shields or more, you can ram lighter ships. This will not harm your vessel and it's the quickest way to dispatch weaker ships. In collisions, the heavier ship always wins. – “Strider”*
- *Generally, you should avoid combat in asteroid fields. If you are forced to fight, try chasing your enemy. He will be so preoccupied with watching you that he will probably collide with several boulders and kill himself. – “Cowtipper”*

EARNING MONEY.....

Throughout *Privateer*, you will face one recurring challenge. You have to amass enough money to acquire a sophisticated ship and equipment that will keep you alive through even the most vicious enemy attacks. If you decide on a cautious strategy, you will find it harder to come by the required finances quickly. Earning large amounts of money in Gemini, on the other hand, also means you will be running great risks.

COMMODITIES

The following table gives you a definite edge in the marketplace. Using these numbers, you can construct the most advantageous trade route possible. Look for target bases close to each other with complementary needs. With these, you can minimize travel time and fuel expenditure while maximizing profit margin.

Empty box. Commodity cannot be bought or sold at this type of base. *For example, the contraband drug Brilliance can neither be bought nor sold at Oxford.*

Cost (top line). Amount of money exchanged when you buy or sell this commodity. When this is stated as a range (the usual case), the exact cost in credits (k) is randomly chosen each time from within this range. *For example, at an Agricultural world, advanced fuels can be sold for a price between 490 and 500 credits. They can be bought or sold at a Refinery base for a price between 480 and 490 credits.*

Availability (second line). Percentage chance that this commodity will be available each time you stop at the base. *For example, each time you land at a Refinery base, there is a 50% chance that there will be advanced fuels for sale there.*

na (second line) not available. The commodity cannot be bought at this base (but you can sell it here for the price listed on the first line). *For example, advanced fuels are not available for sale on any Agricultural base.*

Amount (third line). If the commodity is available, the italicized numbers on the third line give the range of total units that might be available. The exact number available is randomly chosen each time from within this range. *For example, if there are advanced fuels for sale at a Refinery base, there will be between 40 and 50 units of fuel available.*

COMMODITIES

	Agri.	Mining	Pirate	Pleasure	Refinery	N. Const.	N. Detroit	Oxford	Perry
Advanced Fuels	490-500k na	490-500k na	500-600k na	490-500k na	480-500k 50% 40-50	490-500k na	460-500k 100% 70-100	490-500k na	490-500k na
Artwork	85-100k na	85-100k na	85-100k na	100-150k na	85-100k na	80-100k 100% 70-110	85-100k na	85-100k na	85-100k na
Books	50k na	50k na	50k na	50k na	50k na	50-65k na	50k na	40-50k 100% 80-110	50k na
Brilliance	200-250k na	200-250k na	160-200k 100% 70-110	200-250k na	200-250k na		200-300k na		
Communications	50k na	50k na	50k na	50-70k na	40-50k 70% 60-70	50-70k na	35-50k 80% 65-80	50-70k na	50k na
Computer Software	90-100k na	100-120k na	100-120k na	90-100k na	80-100k 70% 60-70	90-100k na	70-100k 80% 65-80	90-100k na	90-100k na
Computers	70-75k na	70-85k na	70-95k na	70-75k na	65-70k 70% 60-70	70-80k na	60-70k 80% 65-80	70-75k na	70-80k na
Construction Equipment	100-120k 10% 30-50	100-140k na		100-120k 10% 30-50	80-100k 70% 60-70		70-100k 80% 65-80	100-105k na	
Factory Equipment	100-120k 10% 30-50	80-100k na	80-100k na	80-100k na	80-100k 60% 55-60	80-100k na	70-100k 70% 70-90	100-140k na	80-100k na
Food Dispensers	100k na	100-130k na	100-140k na	100-120k na	80-100k 80% 65-80	100-120k na	70-100k 90% 70-90	100k na	100-110k na
Furs	260-300k 60% 45-60	280-300k na	300-340k na	300k 30% 30	280-300k na	280-300k na	280-300k na	280-300k na	280-300k na
Games	20k na	20-30k na	20k na	20-25k 50% 50	20k na	15-20k 80% 65-80	20k na	20k na	20k na
Gems	930-1000k na	900-1000k 40% 35-40	930-1000k na	930-1000k na	1000-1100k na	930-1000k na	1000-1180k na	930-1000k na	930-1000k na
Generic Foods	10-30k 100% 75-100	30-40k na	30-45k na	30-40k na	30-40k na	30-35k na	30-45k na	15-30k 70% 60-70	30-40k na
Grain	5-20k 100% 80-110	20-27k na	20-30k na	20-23k na	20-27k na	20-23k na	20-30k na	7-20k 70% 60-70	20-23k na
Holographic Equipment	480-500k na	500-550k na	500-600k na	490-500k na	480-500k 50% 45-50	480-500k na	460-500k 60% 50-60	480-500k na	480-500k na
Home Appliances	100-120k na	100-120k na	100k na	100-130k na	70-100k 80% 65-80	100-110k na	60-100k 90% 70-90	100-110k na	100k na
Home Entertainment	40-50k na	50-60k na	50-65k na	40-50k na	40-50k 70% 60-70	50k na	30-50k 80% 65-80	45-50k na	45-50k na
Iron	45-50k na	25-50k 100% 80-110	35-50k na	35-50k na	50-65k 25% 37-50	35-50k na	50-65k 25% 37-50	45-50k na	35-50k na
Liquor	30-50k 70% 60-70	50-60k na	50-65k na	50-55k 50% 50	50-55k na	50-55k na	50-55k na	50-55k na	50-55k na

	Agri.	Mining	Pirate	Pleasure	Refinery	N. Const.	N. Detroit	Oxford	Perry
Luxury Foods	25-50k 80% 55-80	50-65k na	50-70k na	50-60k na	50-65k na	50-65k na	50-70k na	35-50k 50% 40-50	50-65k na
Medical Equipment	490-500k na	500-550k na	500-600k na	490-500k na	490-500k 40% 35-40	490-500k na	460-500k 50% 40-50	490-500k na	500-510k na
Mining Equipment		100-140k 10% 30-50			80-100k 70% 60-70		70-100k 80% 65-80		
Movies	20-25k na	20-25k na	20-30k na	20-30k 100% 80-110	20-25k na	15-20k 80% 65-80	20k na	20k na	20k na
Pets	70-100k 70% 60-70	90-100k na	100-120k na	100-150k na	90-100k na	90-100k na	90-100k na	90-100k na	90-100k na
Plastics	50-60k na	50-60k na	50-65k na	50-60k na	20-50k 100% 80-110	50-60k na	20-50k 80% 65-80	50-60k na	50-60k na
PlayThing	20-25k na	20-25k na	15-20k 80% 65-80	20-40k 50% 50	20-25k na	20k na	20k na	20k na	20k na
Plutonium		1000k 40% 35-40			1000-1190k 15% 22-30		1000-1200k 15% 22-30		
Pre-Fabs	50-60k na			50-65k na	40-50k 80% 65-80		30-50k 80% 65-80	50-65k na	
Robot Servants	470-500k na	470-500k na	470-500k na	500-600k na	470-500k 50% 40-50	480-500k na	460-500k 60% 45-60	470-500k na	470-500k na
Robot Workers	300-320k na	300-340k na	290-300k na	290-300k na	290-300k 50% 40-50	290-300k na	270-300k 60% 45-60	290-300k na	290-300k na
Slaves	700-780k na	700-780k na	600-700k 60% 40-60	700-800k na	700-780k na		700-880k na		
Space Salvage	180-200k na	200-220k 10% 30-50	200-240k na	180-200k na	180-200k 60% 55-60	180-200k na	170-200k 70% 60-70	180-200k na	200-210k 10% 30-50
Textiles	50k na	50k na	50k na	50-65k na	45-50k 70% 60-70	50-55k na	40-50k 80% 65-80	50-60k na	50k na
Tobacco	100-120k na	100-120k na	80-100k 80% 55-80	100-120k na	100-120k na		100-150k na		
Tungsten	100-110k na	55-100k 40% 35-40	70-100k na	85-100k na	100-145k 10% 20-30	70-100k na	100-135k 10% 20-30	90-100k na	80-100k na
Ultimate	1000-1100k na	1000-1100k na	900-1000k 50% 30-50	1000-1100k na	1000-1100k na		1000-1125k na		
Uranium		400-500k 60% 50-60			500-530k 35% 37-40		500-550k 35% 37-40		
Weaponry	300k na	300-310k na	300-340k na	300k na	290-300k 40% 35-40	300k na	270-300k 50% 40-50	300k na	290-300k 100% 70-110
Wood	65-100k 90% 70-90	100-110k na	100-110k na	100-110k na	100-140k na	100-120k na	100-150k na	70-100k 70% 60-70	100-110k na

PROFITABLE RUNS

You can always earn money by trading between different planets in Gemini Sector. Refer to the following chart to determine which products can be traded most profitably from planet to planet. This table is based on average availability and price. Of course, once you reach a base and check the exchange, an unexpected commodity might actually be available, or another commodity might be offered at a much lower price than usual. This table is also based on being able to carry all of a commodity that is available – a *Centurion's* small cargo hold cannot always take full advantage of a particular commodity.

FROM	TO			
	Agricultural	Mining	Pirate	Pleasure
Agricultural	X	Wood Generic foods Luxury foods Grain Liquor	Wood Generic foods Luxury foods Furs Pets Liquor	Pets Wood Generic foods Luxury foods Furs Grain
Mining	Iron	X	Iron	Iron
Pirate	Brilliance ☉ Slaves ☉ Ultimate ☉ Tobacco ☉	Brilliance ☉ Slaves ☉ Ultimate ☉ Tobacco ☉	X	Brilliance ☉ Slaves ☉ Ultimate ☉ Tobacco ☉ PlayThing
Pleasure	X	X	X	X
Refinery	Plastics Home appliances Construction eqpt. Food dispensers Factory eqpt.	Plastics Food dispensers Home appliances Construction eqpt. Mining eqpt. Computer software Holographic eqpt. Space salvage	Plastics Food dispensers Advanced fuels Holographic eqpt. Space salvage Computer software Home appliances Medical eqpt.	Plastics Home appliances Robot servants Food dispensers Construction eqpt. Pre-fabs Communications
N. Constantinople	X	X	X	Art
New Detroit	Home appliances Construction eqpt. Plastics Factory eqpt. Food dispensers Pre-fabs	Mining eqpt. Food dispensers Home appliances Construction eqpt. Holographic eqpt. Computer software Plastics Space salvage Robot workers Medical eqpt. Home entertain. Computers	Food dispensers Holographic eqpt. Advanced fuels Space salvage Medical eqpt. Computer software Home appliances Plastics Computers Home entertain. Weapons	Home appliances Robot servants Food dispensers Construction eqpt. Plastics Communications Pre-fabs Textiles
Oxford	X	Wood Generic foods	Generic foods Wood	Wood Generic foods
Perry Naval Base	X	Weaponry	Weaponry	X

In each entry, commodities are listed in roughly descending order of profitability.

Boldfaced commodities are the most profitable runs (average profits in excess of 2000 credits), because they are available more often than most and because the target base usually buys them at a great profit.

Italicized commodities usually offer at least a 600-credit profit, but are less profitable than the other runs listed.

© indicates contraband commodities.

X indicates no reliably profitable runs.

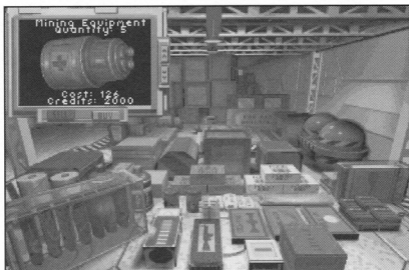
	<i>Refinery</i>	<i>N. Constant.</i>	<i>New Detroit</i>	<i>Oxford</i>	<i>Perry N. B.</i>
Agr.	Wood Generic foods Luxury foods Grain	Wood Luxury foods Generic foods Grain	Wood Generic foods Grain	X	Wood Generic foods Grain
Min.	Uranium Iron Gems Tungsten	Iron	Uranium Gems Plutonium Iron	Iron	Iron
Pir.	Brilliance © Slaves © Ultimate © Tobacco ©	X	Brilliance © Slaves © Ultimate © Tobacco ©	X	X
Pleas.	X	X	X	X	X
Ref.	X	Plastics Food dispensers Home appliances Communications	X	Plastics Home appliances Factory eqpt. Food dispensers Pre-fabs Communications	Plastics Food dispensers Home appliances
N.C.	X	X	X	X	X
N. D.	X	Food dispensers Home appliances Plastics Communications	X	Home appliances Factory eqpt. Plastics Food dispensers Communications Pre-fabs Construction eqpt.	Food dispensers Home appliances Plastics Space salvage
Oxf.	Wood Generic foods	Books Wood Generic foods	Wood Generic foods	X	Wood Generic foods
P.N.B.	X	X	X	X	X

GUARANTEED COMMODITIES

Of course, there are no guarantees in *Privateer*, but the following commodities come as close as possible. At most base types, there are one or two commodities that are nearly always available, and that can nearly always be sold at a profit of 1000 credits or more, wherever you go next. These include:

<i>Agriculture</i>	Wood, generic foods, luxury foods
<i>Mining</i>	(Iron)
<i>Pirate</i>	Brilliance, slaves, Ultimate, tobacco (but all are contraband, so not at New Constantinople, Oxford or Perry Naval Base)
<i>Pleasure</i>	nothing
<i>Refinery</i>	Plastics, food dispensers, home appliances
<i>New Constantinople</i>	nothing
<i>New Detroit</i>	Home appliances, food dispensers, plastics
<i>Oxford</i>	Wood (also generic food)
<i>Perry Naval Base</i>	(Weaponry)

Note that few profitable runs exist between a refinery and New Detroit (which is essentially a large refinery) or between an agricultural world and Oxford (which grows most of its own foods).



Commodity Exchange

MISSIONS

As a Privateer in Gemini Sector, you have the opportunity to fly a wide variety of different mission types. Plot-related missions may differ from the random missions you can accept from the general data bank or the assignments from the guild computers. Before accepting a particular mission, you should always make sure that your current ship and weapons loadout is adequate for the task at hand.

Mission Sources

Fixers. The plot missions are offered by *fixers*. These are people who require the services of a pilot but cannot use the more traditional ways of advertising. Any deal one offers is describable by at least two of the three words "lucrative," "dangerous" and "shady." Fixers can be found at a front table in some bars, looking like they've got a proposition for you.

Missions Offered. Attack, bounty hunting, delivery, escort, patrol.

Mercenaries' Guild. The Mercenaries' Guild requires an initial fee of 5000 credits. Once you have joined, however, the guild guarantees payment on the missions you obtain through their computer. Assignments available through the Mercenaries' Guild computers are generally combat missions. They are also very challenging and higher paying than assignments offered through the general mission computer.

Missions Offered. Attack, bounty hunting, defend base, patrol, scout.

Merchants' Guild. The Merchants' Guild requires an initial fee of 1000 credits. Most of these missions require jumping to other systems. Payment for all accepted assignments is guaranteed. Merchants' Guild delivery missions are generally less lucrative than any missions accepted through the Mercenaries' Guild.

Missions Offered. Bounty hunting, delivery.

Mission Computer. The mission computer on every base in Gemini Sector offers a wide variety of missions. The assignments in this data bank are generated randomly from a large pool of variables. Therefore, you will hardly ever encounter the same mission twice. If you want to make more money on each mission, you should probably join the Mercenaries' Guild. Mission computer assignments also do not guarantee payment, so you may find yourself penniless even after a successfully completed mission.

Missions Offered. Attack, bounty hunting, defend base, patrol, scout.

Mission Types

Combat Missions. Most assignments in Gemini Sector are combat missions of one form or another. In general, the further they require you to travel, the more they pay. All types of combat missions are available through the Mercenaries' Guild and the mission computer.

Attack. These assignments require you to down a number of opponents in a specific location somewhere in Gemini. Attack missions generally pay slightly less than bounty hunting missions.

Bounty Hunting. In most cases, these combat missions involve hunting down pirates or retros. Sometimes you are sent out to down a Kilrathi intruder. Bounty hunting missions are the highest paying combat missions in *Privateer*, and are the only combat missions available through the Merchants' Guild.

Defend Base. These assignments generally require you to assist a blockaded base or to defend a base against an incoming wave of hostile fighters.

Patrol. Patrol missions consist of a string of scout missions in one assignment. Because they involve several different destinations, they are very profitable.

Scout. It is your job to patrol a specific point in space in order to discover the enemy. You will also receive payment, however, if the enemy is not in the area and you patrol without incident. Scout missions generally pay significantly less than bounty hunting missions, but more than any other type of mission.

Delivery Missions. Most delivery missions require you to transport cargo from one base to another. These assignments are available through the mission computer, the Merchants' Guild and fixers. During the plot, you will have to deliver messages and meet your contact in space.

Escort Missions. Escort missions require you to meet a ship at a specified nav point, and to protect the ship while it travels to another nav point — usually a base. You must prevent the escorted ship from being destroyed to fulfill your mission requirements. Escort missions are only available through fixers.

MISSION HINTS AND TIPS

- *At the outset of the game, be careful not to accept missions outside of your system. You may not leave your current system until you have enough money to purchase a jump drive. — "Frog"*
- *If you have accepted a mission from the fixer in New Detroit (Sandoval), all subsequent missions through fixers are very profitable. — "Bravestarr"*
- *Once you have accepted a delivery mission, do not make any stops between the base of origin and your destination. Landing at a different base will automatically*

cause you to lose the mission. Since the cargo you are carrying is specifically designated as mission cargo, you will be unable to sell it. It will disappear from your cargo hold at the next stop you make. – “Eagle”

- *If you are following the plot line and you accept a mission from a fixer, you need to complete that assignment immediately. If you make other stops, you lose the mission assignment. In that case, your only option is to return to the fixer and receive the assignment again. After you have completed the assignment and you are told to return in order to collect your payment, you may go and fly other missions.* – “Deetchman”
- *You may want to make a living dealing in contraband or you may wish to ally yourself with the pirates. Be careful not to accept too many bounty hunting missions against pirates. Shooting down pirate fighters will make their comrades hostile towards you.* – “Cowtipper”
- *If you wish to remain friendly with the Confederation, accepting contraband delivery missions is a risky enterprise. If you are caught carrying contraband or consorting with pirates, it will be fairly difficult to make friends with the Confederation again.* – “Cowtipper”
- *If you are on your way to New Detroit, Oxford, Perry Naval Base or New Constantinople, it is generally fairly profitable to accept appropriate delivery missions through the Merchants’ Guild beforehand.* – “Eagle”
- *Sometimes there will be more than one mission available in the same system. If this is the case, you can accept several missions with overlapping nav points. Flying one route will earn you twice or triple the amount of one mission.*
– “Strider”
- *If you do not like the particular set of random missions generated by the mission computer, you can launch and then return to the base. Every time you leave the base, a new set of random missions will be generated.* – “Balzac”
- *Cheat: If you’re having trouble getting back to your base after completing a plot mission, turn on INVULNERABILITY and go back to your base. Be sure to turn it off before you accept the next mission though. (Example: if there are asteroid fields on the way back to your base, then it would be a good choice to turn on invulnerability.)* – “Deetchman”

GETTING RICH QUICK

If you trade your items wisely, you can accumulate resources for your ship over time. If you wish to make large amounts of money very quickly, however, you should probably employ one of the following strategies:

- *Trade between mining bases and refineries is very profitable since refineries always need the raw materials that mining bases provide. Unfortunately, most mining bases are located in different quadrants, so you will have to go far to trade your goods. There are two refinery bases located in the New Caledonia system in Fariss Quadrant with the mining bases. Even though these bases are close, they are surrounded by pirate bases. If you ally yourself with the pirates by attacking Confederation ships, you can pass through unharmed and earn your money very quickly. Don't forget that it will be very hard to befriend the Confederation again after you have made friends with the pirates. – "Cowtipper"*
- *If you trade between the pirate bases and New Detroit, you will make good profits. New Detroit will buy almost any type of contraband. This trade route can be tricky since you are passing through Confederation and pirate territory and you cannot ally yourself with both factions. Trading in contraband in general makes more money than any other cargo. Perry, New Constantinople, and Oxford will not buy contraband goods, however. It is easy to ally yourself with the pirates. Getting back in good graces with the Confederation forces is quite a different matter, though. – "Deetchman"*
- *Joining the Mercenaries' Guild should be one of your first moves in the Privateer universe. Mercenary missions are much higher paying than assignments you obtain through the General Mission Computer. The most lucrative missions available through the Mercenaries' Guild computer are bounty hunting missions. If you concentrate on these missions, you should be able to upgrade your ship fairly quickly. – "Falcon"*
- *The Merchants' Guild offers cargo and bounty hunting missions. You should probably not join the Merchants' Guild until later in the game, since most of their missions are outside of the Troy system. Once you join, however, you should concentrate on their bounty hunting missions. On average, the Merchants' Guild pays 25% more for their bounty hunting missions than the Mercenaries' Guild, making them some of the most attractive bounty missions in the Privateer universe. – "Frog"*
- *Plot-related missions are very lucrative. If you talk to Sandoval (the fixer in New Detroit's bar) and accept the missions you are directed to from there, you can make a lot of money very quickly. – "Dragon"*
- *If you blow up an enemy ship, you will see one or more ejected pilots in space. If you retrieve them with your tractor beam, you can sell them as slaves for a sizable profit. They will not be considered contraband until you have landed once, so try selling them at the first stop. After that, you will be reprimanded for carrying contraband goods. – "Strider"*

THE PLOT.....

Privateer is as much about solving a riddle as it is about making money and buying the biggest, meanest guns for the best possible ship. Lucre isn't everything, but it is a big part of succeeding in *Privateer*. The plot begins during the introductory sequence. A strange ship has been awakened by a stray missile and, as the bartenders may tell you, is suspected of being a new Kilrathi or Confederation vessel or, possibly, piloted by some third party new to the war. This is only one thread in the larger riddle. Other rumors will lead you to seek out wealth and opportunity from Sandoval, the fixer in the New Detroit bar.

GETTING TO THE PLOT

To get to New Detroit you must have earned enough money to buy a jump drive and maps, and should have customized your ship to the configuration most comfortable for you. You don't have to upgrade to another ship before beginning the plot. When you decide to journey to New Detroit it is a good idea to bring a full cargo load of grain, drugs (tobacco, Brilliance, or Ultimate) or unrefined minerals, as these goods are in high demand. When you are ready to begin, enter the bar and talk to the man at the front table — Ernesto Sandoval.

As you continue through the story, you will need to continue making money and improvements to your ship. When a plot mission is sending you elsewhere, it is always a good idea to check with the guilds and mission computer before you leave to see if you can pick up a little extra cash on the way. Taking a delivery mission to a base where the plot is sending you, or picking up a scout mission on your way out of a system can only be beneficial — barring injuries, of course.

RECOMMENDED LOADOUT

"Havoc" and "Falcon" recommend that you tackle the plot missions with:

Centurion

Tachyon cannon (6; 2 in turret)	Missile launchers (2) with FF missiles
Tractor beam (turreted)	Rear turret
Afterburners	Tungsten armor
All quadrant nav maps	ECM Level 3
Engines Level 3	Shields Level 3 (or just Level 2)
Scanners (B&S E.Y.E. or Hunter 6i)	Repair droid

ERNESTO SANDOVAL — MISSION A

Summary	Sandoval needs you to take iron to Liverpool (Newcastle system) and return to New Detroit for payment.
Payment	15,000 credits promised, but not delivered; alien artifact is given to you as collateral.
Requirements	Land at Liverpool (Newcastle) and return to New Detroit.
Opponents	None created by mission. Any hostile encounters are random.

- *Since you won't be getting paid for anything on this mission, go ahead and enter the commodity exchange in New Detroit and fill up on goods such as construction equipment, software, weapons, or advanced fuels, so you can get at least some money from the trip. — "Deetchman"*

TAYLA — MISSION A

Summary	When you return for payment, you learn from a mysterious woman named Tayla that Sandoval has been killed for the artifact which is now in your possession. And you are a suspect. She promises you information on the artifact if you'll do some work for her, namely, to run the following four missions. The first job is to take plastics to Oakham (a pirate base in Pentonville system). She'll meet you there.
Payment	10,000 credits.
Requirements	Land at Oakham (Pentonville, Nav 1).
Opponents	None created by mission. Any hostile encounters are random. Note that all pirates in Pentonville are friendly as long as you work for Tayla.

- *This mission is fairly easy, except for the asteroid field surrounding Oakham. When you get close to Oakham, try not to travel faster than 300kps. The asteroids are actually attracted to you the faster you go. So, if you go flying through there at 1000kps, expect the asteroids to come flying in. — "Deetchman"*

TAYLA — MISSION B

Summary	You'll need to make an illegal run of Brilliance to Hector mining base (Troy).
Payment	15,000 credits.
Requirements	Deliver cargo to Hector without getting destroyed by the militia, then return to Oakham for Tayla's next mission.
Opponents	3 hostile militia <i>Talons</i> at Nav 3 and Nav 4 in Troy. Note that all pirates in Pentonville are friendly as long as you work for Tayla.

- *This mission can be a little tricky and you'll probably have to load the game back up a few times. The best way to do this mission is make sure all you do is afterburner through the jump points as quickly as possible. There will be militia and Confederation ships all around trying to destroy you. You'll get a secret compartment in a couple of missions, so don't even try to fight these guys. — "Deetchman"*

TAYLA — MISSION C

Summary	More drug running for the promise of information about the artifact. This time you're to take Brilliance to the capital, New Constantinople, and return to Oakham for Tayla's final mission. Before you leave, she informs you that Sandoval killed for the artifact and that he wasn't the first to do so. All she really does is confirm that the artifact you possess is extremely valuable. It's clear, though, that she wants you to run this mission and won't say anything else until you return.
Payment	20,000 credits.
Requirements	Land at New Constantinople and return safely to Oakham.

Opponents

There will be 3 hostile *Stiletos*, whose objective is to destroy you, and 2 hostile *Broadswords*, whose objective is to prevent you from using a jump point. Their location will depend upon the route you take to New Constantinople. The possibilities are:

Junction, Nav 5

XXN-1927, Nav 3

New Detroit, Nav 9

Newcastle, Nav 4

Note that all pirates in Pentonville are friendly as long as you work for Tayla.

- *Despite her promise to have bribed the Confederation, they attack you on the way no matter which route you take. – “Balzac”*
- *This mission will have about the same difficulty as the last mission. Just go as fast as you can and afterburner through to New Constantinople. There will be a lot more confeds this time, so be careful. In the next mission you’ll receive your secret compartment, so be patient. – “Deetchman”*

TAYLA — MISSION D

Summary

This is yet another shipment of Brilliance to New Constantinople. This time, however, Tayla provides your ship with a secret compartment which will prevent your contraband from being detected. She finally promises to give you some information of substance about the artifact after this last mission. When you return, you learn that she has almost no information, but has arranged for you to meet with a mobster named Roman Lynch in the bar on New Constantinople. He is a collector of artifacts and a highly resourceful individual.

Payment

10,000 credits and the installation of a secret compartment.

Requirements

Land at New Constantinople and return to Oakham.

Opponents

As you leave Oakham, you are accosted by William Riordian (confident ace in a *Centurion*), a rival for work from Tayla. When he finishes his conversation (assuming you let him survive that long), three other pirates in the vicinity decide to join him in attacking you (fanatical pros in *Talons*). If you go to Nav 2 without eliminating Riordian, he will meet you there with five hostile pirates (again, fanatical pros in *Talons*). All other pirates you meet during this mission are friendly.

- *OK! Now you’ve gotten the secret compartment and you’re all ready to go. Take your time. When you get to New Constantinople and drop off your contraband, go ahead and pick up some furs, wood or generic foods, and you can make a nice profit when you return to Oakham. – “Deetchman”*

Secret Compartment (20 cargo units). The secret compartment is yours to keep. It will automatically be moved to your new ship should you buy another one after this point in the plot. It will allow you to keep up to 20 cargo units of contraband above and beyond what your cargo hold can carry. If you purchase 30 units of Brilliance, the first 20 are placed in your secret compartment and the other 10 overflow into your regular cargo bay. The opposite is not true. If you were to try to buy 60 units of grain for the *Orion* with no cargo expansion, it would fill the hold at 50 units and then report “no room on ship,” as it won’t overflow into the secret compartment. Goods in the secret compartment will not be expelled into space if you try to jettison all cargo.

ROMAN LYNCH — MISSION A

- Summary** Roman Lynch, escorted by his bodyguard, Miggs, is interested in helping, but needs some work done. Tayla sent him a hologram of the artifact and he'll have someone study it if you'll run a few missions. The first is a bounty mission where you have to send a message to Seelig, a pirate in Pentonville, instead of killing him. Don't be alarmed when he attacks you, though. The message upsets him and he wants to take it out on the messenger, you.
- Payment** 10,000 credits.
- Requirements** Deliver the message to Seelig at Nav 2 in Pentonville. It is not necessary to kill him to complete the mission. Return to New Constantinople.
- Opponents** Seelig (a fanatical pro) is the only mission-specific person you'll encounter. He is at Nav 2 in Pentonville. He will be friendly until the message is delivered, at which point he will try to kill you.
- *When you arrive at Pentonville's Nav 2, Seelig will be waiting for you in a Talon. It is a fast ship and has a lot of firepower, but Seelig is by himself, so you should be able to take him out easily. — "Deetchman"*

ROMAN LYNCH — MISSION B

- Summary** Lynch's investigation into the artifact is going badly. Investigating this artifact is leading to harassment of his researchers, and he needs more work from you to continue looking into it. The next job is to run guns from the capital to Siva (an agricultural base in Rikel system). Lynch is not the only mobster running guns and he suspects, correctly, that you will meet resistance from a rival gangland boss, Salman Kroiz.
- Payment** 15,000 credits.
- Requirements** Deliver the cargo and return to New Constantinople.
- Opponents** In Rikel, there will be 2 hostile *Demons* (confident pros) escorting Kroiz (a confident ace), also in a *Demon*. They will be at Nav 1, Nav 2 or Nav 5. If you do not kill Kroiz, he will meet you at Hidden 1, 2 or 3 (the first one you go to) escorted by 5 fresh hostile *Demons*. As with Seelig, you are not required to kill Kroiz and his goons to complete the mission.
- *This mission is obviously a pretty easy one. Just take his cargo to Siva and return. You wish it was that easy. Salman Kroiz will be waiting for you escorted by two more Demons. Demons carry some heavy artillery. Make sure that when fighting them, you never go head on. The Demons carry torpedo launchers and aren't afraid to use them. One shot and your shields are almost gone, leaving you open game for the others. If possible, make sure you stay on their tails and keep afterburnering; don't just attack one and switch to another. Pick them off one at a time. — "Deetchman"*

ROMAN LYNCH — MISSION C

- Summary** After your encounter with Kroiz, Lynch informs you that the artifact is indeed of alien origin and that the government would try to remove it from private ownership if they came to know of its existence. It is extremely valuable. He will continue looking into the matter in exchange for another mission. His cousin needs to get to Romulus (Castor) and you're the man for the job.
- Payment** 30,000 credits.
- Requirements** Land at Romulus mining base (Castor) and return to New Constantinople.
- Opponents** One wave of three hostile Confederation *Stiletto*s (confident pros), then a second wave of three more *Stiletto*s (confident aces) and a hostile Confederation *Broadsword* (a confident ace) at Nav 2 in Castor.
- *Roman Lynch makes this mission sound so easy, except for the part about the confeds knowing about you escorting his cousin, who is a felon, off the planet and to Castor. The Stiletto*s are very fast and, of course, the *Broadsword* will be there to destroy you as well. If you don't have the weapons or time to put up with these guys, afterburner to Castor and pray you make it there alive. — "Deetchman"

ROMAN LYNCH — MISSION D

- Summary** Miggs is absent from the table as Lynch proposes that you assist a researcher of his, Mr. Smythe, get off Liverpool refinery in Newcastle system. This fellow found important information in Oxford's Library, but now the authorities are not allowing him to leave. While this information is true, the mission is a setup. Miggs will ambush you in space and Lynch never intended to pay you. You must accept this mission, however, in order to advance the plot. When you have survived Miggs' ambush, head for Oxford to try to find out what Smythe discovered.
- Payment** 30,000 credits promised, no actual payment.
- Requirements** Survive Miggs' ambush.
- Opponents** Miggs (a fanatical ace) in a pirate *Talon* and an escort of three hostile pirate *Talons* (fanatical pros) at Nav 1, Nav 2, Nav 4 or Nav 5 in Newcastle, depending on your approach.
- *When you get into Newcastle, you will find out that Miggs and three friends will be there to "assist" you in your trip to another lifetime. These guys are only flying Talons, so you should be able to take them out with no problem. Just make sure you destroy them one at a time and don't let them gang up on you too quickly. If you do, you will notice that you're being attacked from four different sides, and then you're toast, so be careful. — "Deetchman"*

E. MASTERSON — MISSION A

Summary	Masterson is the university bursar who refuses you admittance to the Library, since you are neither a student nor a professor. However, the university does need cash and is willing to accept a work-for-admittance arrangement. The first job is to escort a <i>Drayman</i> carrying a controversial author back to Oxford. The Church of Man is expected to impede the journey.
Payment	10,000 credits and partial completion of indenture.
Requirements	Prevent the <i>Drayman</i> from being destroyed on its way to Oxford.
Opponents	Hunter Toth's <i>Drayman</i> will be at Nav 3 in Oxford and will be attacked by two hostile retro <i>Talons</i> (fanatical pros). A second wave of three hostile retro <i>Talons</i> (also fanatical pros) will attack as you polish off the first two. Their goal is to destroy the <i>Drayman</i> and they will try to get past you to do so.

- *This mission might be a little tricky depending on how fast you can kill the retros. There will be a total of 5 retros, and that Drayman will be their main target. Afterburner and take each one out quickly. Also, make sure you take out all the retros before you land, because Toth will die if you don't. – "Deetchman"*

E. MASTERSON — MISSION B

Summary	The second mission towards paying off your indenture is to destroy some data pirates who are stealing information from Oxford.
Payment	10,000 credits and partial completion of your indenture.
Requirements	Destroy the <i>Black Rhombus</i> , the pirates' <i>Galaxy</i> -class ship.
Opponents	The <i>Black Rhombus</i> (a <i>Galaxy</i> piloted by a fanatical pro) and three hostile pirate <i>Talons</i> (fanatical pros), followed by a second wave of four pirate <i>Talons</i> (fanatical pros), all at Nav 1; there will be two unrelated hostile pirates at Nav 3 and three friendly <i>Gladii</i> at Nav 2.

- *This mission is filled with enemies. Destroy the Black Rhombus quickly. If you are low on fire power, then return home after destroying it. If you feel like you want to mess with death, then take a chance and fight the other three pirates and the rest of the pirates at the other nav points. – "Deetchman"*

E. MASTERSON — MISSION C

Summary	The next mission for Masterson is to escort a shipment of books through the system safely to Oxford. Unfortunately, a group of bounty hunters will try to stop the shipment, and it falls to you to protect yet another <i>Drayman</i> , the <i>Vulcan's Forge</i> .
Payment	10,000 credits and you've almost completed payment of your indenture to the Library.
Requirements	Reach Oxford base with the <i>Vulcan's Forge</i> , having survived an ambush of <i>Demons</i> .
Opponents	Meet the <i>Drayman</i> at Nav 3, where you are attacked by four <i>Demons</i> (confident pros) who want to kill you and intimidate the <i>Drayman</i> into going with them. A second wave of 2 <i>Demons</i> (confident pros) lie in wait.

- *This time you get to protect the Vulcan's Forge, but now you'll be going up against Demons instead of wimpy pirates. Like before, make sure you don't fight the Demons head on, because of their torpedo launchers. This mission is fairly hard depending on your ship, so choose how you want to fight wisely.*
– “Deetchman”

E. MASTERSON — MISSION D

Summary	Once again Masterson offers you an escort mission. He needs a <i>Drayman</i> filled with supplies to make its delivery unimpeded. This is your final mission before gaining access to the research facilities.
Payment	10,000 plus access to the Library.
Requirements	Protect the <i>Drayman</i> and ensure its safe arrival at Oxford.
Opponents	The <i>Drayman</i> will be waiting at Nav 1, where it will be attacked by five pirate <i>Talons</i> (fanatical pros).

- *Well, now you're in some trouble. It seems that you get to escort another Drayman back to Oxford, but this time, it is being attacked by five Talons. You'll have to move fast and attack quickly, as usual. If you have missile launchers, start blasting away as soon as you get a lock. The faster you destroy the Talons, the quicker you get back and gain access to the Library.* – “Deetchman”

Using The Library. The Library will be accessible to you after you have completed Masterson's fourth assignment. Click on the Library to enter. Once inside, click on the cubicles, where there is a scanning research tool you can use on the artifact. Click on the scanner to activate it. After it has had a chance to gather information, you will receive a report on Dr. Lemuel Monkhouse, whose reputation is based on the discovery of Stelte artifacts on Mars and other worlds. He is a major figure in the debate on the nature of this long-vanished civilization. It is rumored he possesses unconfiscated artifacts and is currently working on Palan despite the blockade. As he is often sought after for advice on artifacts, you should seek Dr. Monkhouse on Palan.

LYNN MURPHY — MISSION A

Summary Due to the blockade of Palan, you find yourself fleeing to its sister base, Basra. From the bar on Basra, Lynn Murphy organizes the resistance to the blockade. The resistance is your best chance of getting through to Palan. They'll employ you to help break the blockade. Your first mission for them is to prevent reinforcements from reaching the blockade.

Payment 15,000 credits.

Requirements Kill all ten *Demons* moving in to reinforce the blockade.

Opponents At Palan's Nav 1, you'll find four hostile *Demons* (confident aces) followed by a wave of three more and then a final wave of three more.

- *You will fight several fighters at once in this scenario. Just keep on the afterburners and change direction constantly to keep their aim off. Try to take out their shields with a set of missiles then finish the ship off with your guns. — "Havoc"*

LYNN MURPHY — MISSION B

Summary The next mission is to destroy the enemy patrol looking for the reinforcements you just destroyed.

Payment 10,000 credits.

Requirements Destroy all seven hostiles.

Opponents Three hostile *Demons* (confident aces), then another wave of four hostile *Centurions* (fanatical aces) at Nav 1 of Palan.

- *You will want to take out the Demons in the first wave by using only your guns. Save your missiles for the Centurions. Hit them quickly with guns and missiles. Use the same technique as in Mission A by staying on the afterburners and choosing shots carefully. — "Havoc"*

LYNN MURPHY — MISSION C

Summary Your work has weakened the blockade. Murphy will provide wingmen to assist you. Once you land at Palan, you can pick up Monkhouse in the bar.

Payment 15,000 credits.

Requirements You and your wingmen must destroy all hostiles.

Opponents You and two friendly militia *Talons* encounter a wave of three *Demons* (confident aces). The next wave comprises two more *Demons* (confident aces), and then there is a final wave of two *Demons* (fanatical aces).

- *During this mission you can attack all of the fighters in the blockade by using the afterburner technique, but the easiest way is to just land at the planet and pick up the next mission from Dr. Monkhouse. — "Havoc"*

MONKHOUSE — MISSION A

Summary

Monkhouse needs to be delivered to Basra in Palan. He'll look at the artifact and give you an analysis in exchange for the trip and pay towards your expenses. He'll meet you in the bar on Basra to discuss the artifact when you get there.

Payment

5,000 credits plus the analysis.

Requirements

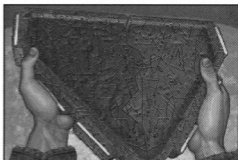
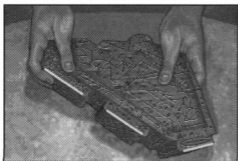
Get to Basra.

Opponents

At Nav 4 in Palan there is a hostile Kilrathi *Gothri* (a confident ace) who would like you to turn Monkhouse over to the Kilrathi. He is followed by three angry *Dralthi* (confident aces) and then two more *Gothri* (confident aces).

- *This mission can be completed by using the above techniques. Just take on each fighter one by one and take them out individually. The easiest method is to run from them to one of the bottom nav points to bypass the asteroid field between Palan and Basra, then head to the Basra refinery for the money and more info. —“Havoc”*

The Artifact. The artifact you possess, Monkhouse tells you, is both a treasure map and a Rosetta Stone from the Stelteks. You strike an agreement to join the Exploratory Services in Rygannon and seek out any possible treasure as long as Monkhouse gets to publish all findings. He allows you to keep both parts of the artifact and programs all the information into your ship's computer.



TARYN CROSS — MISSION A

Summary

In the bar on Rygannon mining base, you find Taryn Cross, a representative of the Exploratory Services, who employs you to go to the very systems displayed on the Steltek map. She offers to employ you on a mission-by-mission basis. The first is to map the system designated Delta. 10,000 credits.

Payment

Requirements

Opponents

Hit the four nav points pre-programmed into your ship's computer.

Unfortunately, you are not the first to seek your fortune down an uncharted jump tunnel. There are four hostile pirate *Talons* (fanatical pros) at Nav 2 and eight hostile pirate *Talons* (fanatical aces) at Nav 3.

- *If you killed all the hunters and Centurions during the Palan missions, then you will notice that the militia is after you, which will work to your advantage in this series. If you meet any enemies in an asteroid field, you will want to turn back in the direction you came from, then afterburner out of the field and fight them outside the field. Also, be sure to use your missiles and afterburners every now and then. — "Havoc"*

TARYN CROSS — MISSION B

Summary

Your next job is to jump to Beta and hit all nav points. A Captain Garrovick is missing, and Taryn requests that you also seek him out. 10,000 credits.

Payment

Requirements

Opponents

Hit all nav points in Beta and search for the lost Garrovick.

At Nav 3 in Beta you encounter Captain Garrovick (fanatical ace) who has gone mad as the result of something he's encountered. This madness leads him to attack you mercilessly in his *Centurion*.

- *This sector is the easiest; just hit all the nav points. Garrovick will attack, but is no match for a fully loaded Centurion. — "Havoc"*

TARYN CROSS — MISSION C

Summary

Taryn decides to keep exploring despite the presence of whatever it was that drove Garrovick to madness. Discovering Kilrathi out here only reinforces your impression that the Confederation and Kilrathi are both on to something — something you hope to find first.

Payment

Requirements

Opponents

10,000 credits.

Hit all nav points and return to Rygannon.

The Kilrathi have surveyed Gamma before you, and are not happy to see you. There are three *Dralthi* at Nav 1 in Gamma; three *Dralthi* at Nav 2 in Gamma, with a second wave of two *Gothri* and a third wave of three more *Dralthi*; and three *Gothri* at Nav 4, followed by a *Kamekh* (confident novice) escorted by another *Gothri*. The *Gothri* pilots are all fanatical aces and the *Dralthi* pilots are all fanatical pros.

- *On the way to this mission, you will encounter a lot of random pirates and Kilrathi. Until you get to the new system, do not take needless damage or waste your ammo. You should talk your way out of the random encounters by using the communication options and choosing the appropriate response. — "Eagle"*

- *Once in the system, you will be immediately attacked. I took care of them by missiles and turning a lot of different directions. Try firing a set of missiles at each to keep them from attacking at the same time. The first nav you will want to go to is Nav 4; if you're in the asteroid field, just afterburner out the direction you came and bait them out, take the escorts out, then the Kamekh from behind. At the other nav, you will want to use the afterburner technique and take them out one by one.* – “Havoc”

TARYN CROSS — MISSION D

Summary

Your final run with the E.S. is to Delta Prime. It seems simple until you get there and discover a derelict ship, neither Human nor Kilrathi in origin. Landing on it you find that it may be possible to acquire a little salvage for yourself. This is the treasure on the Steltek map — X marks this spot. When you return to Taryn, you somehow avoid mentioning that you were able to affix an alien weapon to your own gun slots. 10,000 credits.

Payment

Requirements

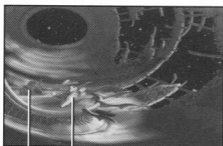
Opponents

Jump into Delta Prime, acquire the gun off the Steltek fighter.

No mission-specific enemies exist, although there are still Kilrathi in Gamma to avoid. Possession of the Steltek gun allows the Steltek Drone to find you. It follows in your wake, destroying all it encounters. Should you meet the Drone, run. It will be impervious to your shots.

- *You just need to map the sector and pick up the Steltek gun. Just communicate and talk your way out of the random encounters and then get to the derelict.* – “Balzac”
- *Cheat: Once you land and put the Steltek gun onto your ship, take off and bring up the Options Screen. Put on INVULNERABILITY and fly back to base unharmed. Be sure to turn it off once you speak to Taryn.* – “Havoc”

	Range	Damage Potential	Refire Delay	Energy Use	Abuse Limit
Steltek gun	3995 m	10 cm	0.45 secs	10 GJ	very high



Examine
Derelict
Fighter

Launch

Derelict Landing Pad



Remove
Derelict
Weapon

Return to your ship

Derelict Fighter

SANDRA GOODIN — MISSION A

Summary

The next time you land at a mining base other than Rygannon, you will be approached by Sandra Goodin, an attaché to Admiral Terrell, who runs the Confederation navy in Gemini from his office at Perry Naval Base. She informs you that everywhere you've recently visited, ships have been destroyed. Something extremely dangerous is following you and the military wants to work with you to stop it.

Payment

None.

Requirements

Go to Admiral Terrell's office at Perry Naval Base.

Opponents

Three waves of hostile retro *Talons* (fanatical pros) at whichever of the following places you go through on your way to Perry Naval Base:

Ragnarok — Nav 2

Nitir — Nav 1

Midgard — Nav 1

Newcastle — Nav 5

New Detroit — Nav 7

Surtur — Nav 3

Tingerhoff — Nav 4

There are five ships in the first wave, three in the second and three in the third.

- *Cheat: If you can't seem to make it to a different mining base, then you will want to turn on INVULNERABILITY and fly to one. You will not be able to kill that drone just yet. Once at a mining base, you will encounter a mission from Sandra Goodin to go to Perry Naval Base. Just afterburn there and avoid fighting. You can fight anything you encounter by using the techniques above. — "Havoc"*

ADMIRAL TERRELL — MISSION A

Summary

The Confederation believes the drone to be a new Kilrathi weapon that has mistakenly locked onto you as guide. You are to be the bait in a trap that has already been set. Commodore Reissman has assembled a fleet at Blockade Point Tango, where you will meet them and trust them to destroy the drone, which has been hounding your path for some time now. At least that is what you are told.

What no one realizes is that the Stelteks have come out of their millennia-long retirement to assist you in the destruction of the drone. They know you have the gun from the derelict and wish all weapons from their past destroyed, but they've come to realize that you can destroy the drone for them if they will let you keep the ancient weapon. They give you a power booster for the gun that will allow you to destroy the drone. Then they retreat as mysteriously as they arrived.

You jump into Blockade Point Tango to join Reissman and his fleet. He advises you of the situation moments before the drone enters to face his fleet. The fleet discovers quickly that the drone is impervious to their shots, and it is up to you to use the alien weapon on the drone until it is dead.

Payment

30,000 credits.

Requirements

Talk to the Stelte Scout at Nav 2 in Nitir; meet the Confederation fleet — Reissman's *Paradigm*, another *Paradigm*, and their escort of two *Broadswords* — in Blockade Point Tango at Nav 3; and destroy the drone when it attacks the fleet.

Opponents

The drone is your only enemy on the mission — other hostiles encountered en route are random travellers.

- *You will want to get to Blockade Point Tango without any damage. Run away, if you need to. Then you will meet the Stelte and get a booster that will charge the weapon enough to kill the drone. When you meet the drone, the main thing to do is not get between it and the Confederation ships!!! Also, just save your shots and try to tail the drone by staying on the afterburners. Once it levels out on a straight path away from you, fire until your energy gets low. Also, if it lines up towards you, you will want to fire quickly and afterburner at a 90 degree angle to dodge his fire. – “Havoc”*

	Range	Damage Potential	Refire Delay	Energy Use	Abuse Limit
Boosted Stelte gun	5000 m	19 cm	0.37 secs	8 GJ	very high

SO YOU'VE WON THE GAME

When you destroy the drone, you've won the game. The Stelteks haul their derelict ship off into whatever distant part of the galaxy they now occupy and leave you with a powerful and unique weapon. Gemini Sector is now safe from the destructive drone that fueled an increase in wartime tensions and nearly killed you. The mystery of the artifact is solved and yet you find yourself back in the cockpit of your trusty ship.

However, just because Holmes solves a case doesn't mean London disappears. You may continue trading and running missions and exploring and being the best Privateer in Gemini and beyond. This is your chance to fly any of the ships you haven't flown before or visit pleasure planets you missed on earlier treks through the quadrants.

So what are you waiting for?

PLOT CHECKLIST.....

☐ **Sandoval (one mission)**

- ☐ Meet Ernesto Sandoval in the New Detroit bar and accept mission.
- ☐ Acquire ancient artifact as collateral.
- ☐ The mission is to Newcastle, but as Sandoval is killed as soon as you leave New Detroit, you may go anywhere and return to find Tayla waiting.

☐ **Tayla (four missions)**

- ☐ Meet Tayla in New Detroit bar and agree to work in exchange for cash and information on the artifact.
- ☐ Deliver plastics to Oakham pirate base in Pentonville.
- ☐ Meet Tayla in bar on Oakham for next mission and payment of 10,000 credits.
- ☐ Take cargo of contraband Brilliance to Hector mining base in Troy.
- ☐ Return to Oakham's bar for payment of 15,000 credits and the next mission.
- ☐ Take cargo of Brilliance to New Constantinople.
- ☐ Return to Oakham's bar for payment of 20,000 credits, Tayla's next mission, a secret compartment and the promised information about your artifact.
- ☐ Deliver another load of Brilliance to New Constantinople.
- ☐ Return to Oakham for payment of 10,000 credits and learn that she has set up a meeting for you with Roman Lynch, a mobster and antiquities specialist.
- ☐ He'll be waiting in the New Constantinople bar.

☐ **Lynch (four missions)**

- ☐ Meet Lynch in New Constantinople bar and accept missions in exchange for information deal.
- ☐ Communicate message to Seelig at Nav 2 in Pentonville.
- ☐ Return to New Constantinople for payment of 10,000 credits and his next mission.
- ☐ Take weapons to Siva, in Rikel.
- ☐ Return to New Constantinople for payment of 15,000 credits and next mission.
- ☐ Take Lynch's cousin Regis to Romulus, in Castor system.
- ☐ Return to New Constantinople for payment of 30,000 credits and for your last mission.
- ☐ Accept mission to rescue researcher. (The mission is a trap and you will not be paid.)
- ☐ Go directly to the Library in Oxford to do your own research.

☐ **Masterson (four missions)**

- ☐ Accept offer to fly four missions in exchange for cash and Library admittance.
- ☐ Escort *Drayman* from Nav 3 to Oxford.
- ☐ Return to Oxford Library for payment of 10,000 credits and next mission.
- ☐ Destroy the pirate's *Galaxy*, the *Black Rhombus*, at Nav 1.
- ☐ Return to Oxford Library for payment of 10,000 credits and next mission.
- ☐ Escort *Drayman*, the *Vulcan's Forge*, from Nav 3 to Oxford.
- ☐ Return to Oxford Library for payment of 10,000 credits and the last mission.
- ☐ Escort *Drayman* from Nav 1 to Oxford.

- ☐ Return to Library for payment of 10,000 credits and access to its files.
- ☐ Use cubicle to analyze artifact, then go to Basra in Palan.

☐ **Murphy (three missions)**

- ☐ Meet Lynn Murphy at the bar in Basra, and accept her mission to intercept blockade reinforcements.
- ☐ Destroy all enemies at Palan Nav 1.
- ☐ Return to Basra for next mission and payment of 15,000.
- ☐ Destroy all hostiles at Palan Nav 1.
- ☐ Return to Basra for next mission and payment of 10,000.
- ☐ Destroy all hostiles at Palan Nav 4 (Palan itself).
- ☐ Land at Palan and talk to Monkhouse in the bar.

☐ **Monkhouse (one mission)**

- ☐ Agree to take Monkhouse to Basra in exchange for artifact analysis and 5,000 credits.
- ☐ Land at Basra and talk to Murphy, then talk to Monkhouse in bar.
- ☐ Go to Rygannon to join Exploratory Services.

☐ **Cross (four missions)**

- ☐ Meet Taryn Cross in Rygannon bar and accept her deal.
- ☐ Hit all nav points in Delta system.
- ☐ Return to Rygannon for 10,000 credits and next assignment.
- ☐ Hit all nav points in Beta system.
- ☐ Return to Taryn for next assignment and payment of 10,000 credits.
- ☐ Hit all nav points in Gamma system.
- ☐ Return to Taryn for next assignment and payment of 10,000 credits.
- ☐ Go to Delta Prime.
- ☐ Land on derelict and take Steltek gun.
- ☐ Return to Rygannon for 10,000 credits and debriefing by Taryn.

☐ **Goodin (one mission)**

- ☐ Meet Sandra Goodin in the next mining base bar you enter (other than at Rygannon).
- ☐ Accept her orders to go to Admiral Terrell's office on Perry Naval Base.

☐ **Terrell (one mission)**

- ☐ Meet Admiral Terrell in his office on Perry Naval Base and accept his offer.
- ☐ Go to Nav 2 in Nitir and communicate with Steltek to get a power booster for your Steltek gun.
- ☐ Jump to Blockade Point Tango and communicate with Reissman.
- ☐ Destroy Steltek drone.
- ☐ Return to Admiral Terrell for payment of 30,000 credits and honors.

PLAYTESTERS



Jerrold "Falcon" Harrington

Product Support

A graduate of London Central High School, Jerrold came to ORIGIN a year ago as a Customer Service rep. He has since playtested Wing Commander Academy, Runes of Virtue (for Super NES) and Strike Commander CD-ROM. When not clocking long hours behind a test screen, he's target shooting or working on his car.



Tom "Lord Emperor" Kassebaum

Designer

Tom has been actively involved in computer game design for little more than a year. He came to ORIGIN to use his extensive physics and math background in the development of computer entertainment software. *Privateer* is his first project.



Bill "Deetchman" LaCoste

Product Support Lead

Bill is an easygoing guy from Austin who enjoys playing sports when not in the office. Volleyball, tennis, baseball and flight simulators are his favorite pursuits. He recovers from all this activity with Italian food and lots of dining out.



Starr "Bravestarr" Long

Product Support

Starr graduated from Louisiana State University in 1992 with a degree in Technical Theater. He has been with ORIGIN since October 1992. Since then, he has also tested *Serpent Isle*, *Strike Commander*, *Underworld II* and *Silver Seed*. In his spare time, Starr designs and runs lights for the band Nogood Boy6, as well as lights and acts in his friends' films.



Beth "Torch" Loubet

Writer

Beth has been at ORIGIN for almost four years. She has a degree in Anthropology from Texas A&M, and 15 years of gaming experience. *Martian Dreams*, *Ultima VII*, and *Serpent Isle* have all benefitted from her talents. Her hobbies are gaming, embroidery, and her "new" '62 Thunderbird.



Anthony "Balzac" Nichols

Writer/Designer

Anthony brings to ORIGIN an enthusiasm for research and writing. His past experience includes research in art history and rare books, as well as supervision at the St. Edward's University library. Anthony comes to *Privateer* from *Origin/FX* and *Strike Commander*.



Dan "Havoc" Orzulak

Product Support

Dan is from Pittsburgh, by way of Indianapolis. Coming to ORIGIN as a long-time fan, he was promptly put to work answering too many questions for Product Support. *Privateer* is his second in-depth project, following *The Silver Seed*.

Toby "Frog" Shelton**Product Support**

From Dripping Springs, Texas, Toby taught pre-school for three years before joining ORIGIN in January 1993. Since that time he has tested *Serpent Isle*, *Strike Commander*, *Wing Commander Academy*, *Silver Seed*, *Shadowcaster*, *Strike Commander Tactical Operations*, *Strike Commander* for CD-ROM and *Privateer*. His hobbies include all water sports and outdoor work, preferably in the sun.

**Dee "Dragon" Starns****Product Support**

Originally from Ft. Worth, Texas, Dee came to ORIGIN in 1992 after over 10 years in the movie business. He playtested *Ultima VII* (the German version), *Forge of Virtue*, *Serpent Isle*, *Underworld II*, *Strike Commander*, *Shadowcaster*, and SNES *Ultima VII* before coming to *Privateer*. In his off time, Dee is commanding officer of a WWII re-enactment unit.

**Kirsten "Eagle" Vaughan****Writer**

Originally from Germany, Kirsten came to ORIGIN to translate *Ultima VII* into German. From there, she moved on to write for numerous projects, including *Wing Commander Academy*, *Privateer*, the *Strike Commander Playtesters' Guide* and this guide. Kirsten is completing her degree in economics at the University of Texas.

**Todd "Viper" Wachhaus****Product Support**

Todd grew up in Austin, Texas, and has been with ORIGIN Product Support since January 1993. He's tested *Serpent Isle*, *Shadowcaster*, *Privateer*, *Strike Commander* for CD-ROM and other games.

**Phil "Razor" Wattenbarger****Designer**

Phil joins ORIGIN with technical skills gained from his mechanical engineering studies. He also brings an appetite for killing those flying cats. Away from his pixelated environment, he enjoys movies, music and mother nature. *Privateer* is Phil's first project at ORIGIN.

**Edwin "Strider" Herrell****Programmer**

After earning degrees in math, physics and Greek, Edwin came to ORIGIN in 1991. An avid roleplayer, Edwin has also been a programmer on the *Wing Commander II* translations and *Origin/FX Screen Saver*.

Joel "Cowtipper" Manners**Lead Designer**

Joel joined the ORIGIN team in 1988. Since that time he has earned degrees from Trinity University (San Antonio) and the University of Kent (Canterbury, England). He has worked on more than ten other projects, including *Strike Commander*.

INDEX

Ace.....	12,54
Afterburner.....	58,59,66,67,68,79
Agriculture.....	10,65,69-74
Alien artifact.....	see artifact
Armor.....	58,63,64
<i>See also individual armor types</i>	
Artifact.....	79,83,85,87
Asteroid field.....	66,68,77,80
Attack.....	65,67,75,76
B&S E.Y.E. scanner.....	63,79
B&S Omniscience scanner.....	63
Bar.....	12,75,78,79
Beta.....	88
Bounty hunter.....	12,55,57,68
Bounty hunting.....	55,62,64, 65,67,75,76,78
Brilliance.....	69,74,79,80
Broadsword.....	55
Capital ship.....	54,61,68
Cargo.....	60,61,64,65,66,67,78
Cargo expansion.....	64,65,66
Cargo hold.....	72
Centurion.....	55,58,66,67,72,79
Church of Man.....	see Retro
Clarke (quadrant).....	55,56,57,65
Commodity.....	69-74
Commodities Exchange.....	12,66
Confederation.....	12,54,55,56, 57,77,78,79
Confident.....	12,54
Contraband.....	54,57,66,69,73,74,77,78
Credits (k).....	69
Cross, Taryn.....	88-89
Defend base.....	65,75,76
Delivery.....	75,76,79
Delta.....	88
Delta Prime.....	89
Demon.....	55,68
Derelict ship.....	89-91
Diamond (targeting).....	61
Dralthi.....	56,67,68
Drayman.....	56
Drone.....	89
Drug running.....	65,66
<i>See also individual drugs</i>	
Dumb fire (DF missile).....	60,61,63
Durasteel.....	58,60
ECM (electronic countermeasures).....	63,64,65,66,67,79
Ejecting cargo.....	66
Energy.....	58,60,61,62
Engine.....	58,59,65,66,67,79
Escort.....	75,76
Experience.....	12,54
Exploratory Services (ES).....	87-89
Fanatic.....	12,54
Fariss (quadrant).....	55,57,67,78
Fixer.....	75,76,77,78,79
Food dispensers.....	74
Friend or Foe (FF missile).....	60,61, 63,64,79
Galaxy.....	56,58,66,67

Gamma.....	88,89
Generic foods.....	74
Gladius.....	56
Good (shield/engine).....	58,59
Goodin, Sandra.....	90
Gothri.....	56,67,68
Grain.....	79
Gun.....	58,60
Hangar.....	12
Heat seeking (HS missile).....	60,61,63,64
Hector.....	80
Home appliances.....	74
Humboldt (quadrant).....	55,56,57
Hunter AW 6i scanner.....	62,64,79
Hunter AW Infinity scanner.....	63
Ideal (shield/engine).....	58,59
Image recognition (IR missile).....	60,61, 63,64,65,66
INVULNERABILITY.....	67,77
Ionic pulse cannon.....	61,62,67
Iron.....	74
ITTS (improved targeting and tracking system).....	62,63
Jump drive.....	62,79
Kamekh.....	56
Kilrathi.....	12,54,55,56,67,76,79
KM-252.....	65
Kroiz, Salmon.....	82
Laser.....	61,62
Library (Oxford).....	83-85
Luxury foods.....	74
Lynch, Roman.....	82-83
Maps.....	62,79
Mass driver.....	61,62
Masteron.....	84-85
Mercenaries' Guild.....	12,55,65,75, 76,78,79
Merchant.....	12,55,56,57,61
Merchants' Guild.....	12,55,64,75, 76,77,78,79
Meson blaster.....	61,62,64
Miggs.....	82-83
Militia.....	12,55,56,57,66
Mining.....	10,57,70-74,78
Missile.....	60,63,68
<i>See also individual missile types</i>	
Missile launcher.....	60,63,64,65, 66,67,79
Mission computer.....	12,55,75,76, 77,78,79
Monkhouse, Dr. Lemuel.....	85-87
Morale.....	12,54
Murphy, Lynn.....	86
Neutron gun.....	61
New Caledonia.....	67,78
New Constantinople.....	64,70-74,77,78
New Detroit.....	57,65,66,70-74, 76,77,78,79
Novice.....	12,54
Oakhum.....	80
Orion.....	55,58,63,65,66,67,68
Oxford.....	65,69-74,77,78,83-85
Paradigm.....	55
Particle cannon.....	61
Patrol.....	64,65,67,75,76

Pentonville.....	65,66,80
Perry.....	65,70-74,77,78,90
Pirate.....	11,12,54,55,57,60,61,65, 67,70-74,76,77,78,80
Plasma gun.....	61,62,68
Plasteel.....	58
Plastics.....	74,80
Pleasure.....	11,70-74
Potter (quadrant).....	55,56,57,64,65,66
Prasepe.....	67
Pro.....	12,54
Radar.....	see scanner, individual scanner types
Ramming ships.....	57
Refinery.....	11,65,69-74,78
Reissman, Commodore.....	90
Repair droid.....	63,64,65,66,67,79
Retro.....	12,55,57
Riordian, William.....	81
Sandoval.....	76,78,79,80
Scanner.....	62,63,64,65
<i>See also individual scanner types</i>	
Scout.....	64,65,75,76,79
Secret compartment.....	80-81
Seelig.....	82
Shield.....	58,59,63,64,65,66,67,68,79
Ship dealer.....	12
Slaves.....	74,78
Smuggling.....	54
Smythe.....	83
Special.....	11
Steltek.....	87,90-91
Steltek artifact.....	see artifact
Steltek derelict.....	see derelict ship
Steltek drone.....	see drone
Steltek gun.....	89,91
Steltek map.....	88-89
Stiletto.....	55,68
Tachyon cannon.....	61,62,65,66,67,79
Talon.....	56,57,68
Targeting diamond.....	see diamond
Tarsus.....	56,58,62,64
Tayla.....	80-81,82
Terrell, Admiral.....	90
Timid.....	12,54
Tobacco.....	74,79
Torpedo.....	60,61,64,68
Torpedo launcher.....	61,64
Toth.....	84
Tractor beam.....	58,60,61,65,66, 67,78,79
Troy.....	80
Tungsten.....	58,64,65,66,67,79
Turret.....	62,66,67,68,79
Ultimate.....	74,79
UNLIMITED AMMO.....	67
Weapon.....	60
Weaponry.....	74
Wood.....	74

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