

Spektyr's Complete Terran Tradesman Guide

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Chapter 1: Getting Started

Welcome to InfinityCorp, the largest corporation in the galaxy and home to the Terran Tradesman. Perhaps the most versatile class in the entire game, Tradesmen are a bit of a “Jack of all Trades”, if you’ll pardon the pun. Whether your goal is combat, combat support, or becoming a financial and manufacturing force of immeasurable power, this class can deliver it to you. Unfortunately with only the skill points awarded along your rise to level 150, it will be necessary to decide which of these roles are most important to you. In general it is not possible to become the galaxy’s premier builder *and* be a full-blown combat machine, though with sufficient post-150 levels and/or buddy referral points this can become feasible. For the purposes of this guide we will address the choices necessary without such overachievement. The TT still remains one of the best all-around classes available, while limited in offensive power their ability to recharge shields allows them to remain quite formidable in battle, and their unparalleled variety of build skills and Negotiate skill makes them unmatched in manufacturing.

For the first step on your path you’ll have to design your character’s appearance and ship. Much of this can be changed later through terminals at various stations for a sizeable fee (which is high enough to be moderately prohibitive). As far as physical avatar appearance goes there is very little actual game effect. The only thing of note is that height can be an advantage at Trade kiosks and Job terminals. A shorter character at a crowded kiosk or terminal can have difficulty targeting anything but the other players. Even so, personal preference should pay the deciding role here. As for ship design the choices are purely aesthetic. There are a variety of hull and wing combinations, and none of them look especially mismatched. Of particular note is the wing configuration that has a longitudinal flat ‘plate’ or ‘wing’ along the hull. This becomes a large double prow similar to a speed boat when the hull is upgraded later, so keep that in mind during creation. (That look is quite popular among Terrans, it’s an attractive and aggressive appearance.) Also, metallic or gloss paints will pick up a lot of other colors, and since there are many colors of stars in the game, your ship will rarely appear to be the color you intended. Finally, your ship name is separate from your character name, and in general very difficult for another player to see, so keep that in mind when picking your character and ship names.

With your appearance and ship design complete, the last decisions are what server or “galaxy” you wish to play on and whether to start the game with or without a tutorial. As for what server you play on that decision is another one that falls into the ‘personal preference’ category. If you have friends who are already playing, you’ll want to pick the same server since there is no interaction in the game between servers. If there’s no outside influence over your server selection, the main deciding factor would be server population. The more people on a server, the more readily available many of the harder to get items will be, but also the more competition there will be for available resources such as ore

fields, hunting areas and job terminals. Lower populations have less competition, but there are also fewer people capable of building those rare goodies that everyone likes.

Chapter 2: Tradesman Skills

It's all about skill. Not just the hard-coded skills of each class, but your ability to effectively use them, select which skills to specialize in, and which skills to ignore. In this chapter we'll go through each of the skills of the Terran Trader one by one, describe their effects, any bugs surrounding them, and recommend how many points to invest. Since there are several ways to play a Terran Trader, we will mention which skills are important for which styles as we go through them.

It's highly recommended to use a calculator to determine ahead of time what skills you will raise and to what level. There is an unlimited number of points to be earned, but after level 150 it becomes very slow progress to raise a skill. Therefore it is important to be certain you will be able to raise the skills most important to you by the time you reach level 150. There are several calculators online that can perform this task easily for you. If you wish to do it yourself, there are 276 total points available by level 150, and the cost of each level of skill is the new level minus one. Thus the first level of a skill costs no points, and upgrading a skill from 4 to 5 costs 4 points, 5 to 6 costs 5, and so on.

Beam Tech: Like all weapon skills, this determines what level of beams you can mount on your ship, and is dependant on your Combat Level for advancement. In general you will want to completely ignore this skill, spending no points on it. The maximum this skill can reach is Tech 8, which will limit your damage output, and the extremely short range of beam weapons is very limiting. Very few TT's use beams, and those who do are rarely as formidable in combat as a similarly leveled Missile user.

Befriend: This skill is used to (in theory) reduce the aggressiveness of a mob, but the usefulness of this skill is widely considered to be too limited to warrant spending points on. In general you will find that the situations where Befriend will help you are few, and trying to use the skill in those situations is more likely to get you killed than anything else. The recommendation is to refrain from spending any points at all on this skill.

Build Components: Only the Terran Tradesman has the ability to Build Components, which is creating the base parts from which all other equipment is built. Using raw ores either purchased from merchants or from Explorers, a TT can create various components they have learned to build. Since many components cannot be purchased from vendors and must be either looted from mobs or built by TT's, this skill gives a TT a powerful niche in the marketplace and if you intend to do any building at all it is highly recommended that you include this skill in your arsenal. As with any build skill there is little reason not to take it to maximum. If it's

worth raising, it's worth raising all the way. Nothing is more frustrating than finding a buyer for an object you lack the skill to create.

Build Devices: From a TT's point of view, this skill is an interesting combination of good and bad. No one can build devices as cheaply as a TT, and no other builder can build as many different types of devices as a TT. This gives the TT a very definite advantage in the Device market. On the other hand, there are more devices in the game than anything else (perhaps even everything else combined). This means that to be a "good" device builder you are going to have to analyze a *lot* of devices. This costs money, lots of money. Unless you have a good guild with people to supply you with freshly prospected/looted devices, the odds are that you will have to invest several million credits on this skill before you're even competitive on the open market. However truly "great" device builders are worth their weight in Aesirium, so if you've got the ambition to pursue it the galaxy could be your oyster. Just don't say I didn't warn you about the start-up cost...

Build Engines: Unless you're in a guild, and that guild *really* needs an engine builder, you'll probably want to ignore this skill entirely. Engine building constitutes the tiniest percentage of the market, making it extremely difficult to see a return on your investment for analysis. Official recommendation is to ignore this skill unless you just really want to build engines as a hobby, or you want to become one of the relatively few engine builders on the server. (i.e. don't expect to make a lot of money doing this.)

Build Shields: Shields. Everyone needs 'em. Everyone wants 'em at 200%. Few people understand how hard a 200% is to get at level 7+. However when it comes to build skills this is one of the "Big Three". (Shields, Reactors and Weapons) The Big Three are the items that people place the most importance on, spend the most credits on, and generally make the most money building. Any decently schooled shield builder will never be completely unable to find someone somewhere in need of his services (at least not for very long). In fact, if you can manage to become one of the few people on your server capable of building certain highly-coveted, highly-rare shields (like Plat Scales, Model Z's) you can rapidly find yourself trying hide from the throngs that beat a warp path to your door to buy your wares. Like all build skills do this all or nothing. Either max it or ignore it completely.

Build Weapons: This is the one build skill that every TT should raise regardless of whether they ever intend to build anything for anyone. 99% of all Terrans use missiles, and this guide will focus almost entirely on missile use. Unless you plan to use beams, you will need to supply ammo for your weapons, and Build Weapons means the difference between going

broke buying ammo and building your own at highly discounted prices. If you're planning on using launchers over level 7, max this skill. If you want to build weapons for other players, max this skill. If you're determined to buck the odds and play a non-building beam-only TT... well it was nice knowing you and I'll be sure to say something nice for your eulogy. (BTW, if that's the case why did you even buy a guide? Not that I mind the money, but still...)

Device Tech: Like all Tech skills, this determines the Tech level of equipment you can use. Devices come in a vast range of sizes and functions, and can make the difference between a competent ship and an exemplary one. At the absolute bare minimum you'll want level 4 Device Tech, but this author recommends level 7. Level 8 devices are also very handy, but it is up to the individual whether they want to spend the 7 skill points necessary to raise this Tech from 7 to 8. Level 8 devices are certainly worth the points, but personal preference may dictate level 7 Device Tech and 7 more points to another valuable category. A complete non-combat TT focused only on building can afford to only raise this Tech to 4, though doing so may require more Engine tech if they want to hit maximum warp speeds for job and trade runs.

Engine Tech: This is a mildly controversial skill with some argument about 'how much is enough'. Some people say that level 4 tech is all anyone needs in engines. Others say TT's need a minimum of level 6 tech, and still others say level 9. Personally, I say only the first bunch is completely out of their gourds. JE's never need anything over level 4 tech. Everyone else needs at minimum level 5 or 6. As a TT the technique you'll find most useful in combat is 'Kiting', which will require you to have a very strong thrust speed. While certain devices can boost your thrust speed considerably, engines are the absolute best way to get it. Additionally, there are some very nice higher level engines for Terrans that boost missile range and maneuverability. Get at least level 6 engine tech. Go higher if you can afford the points. Getting level 9 engines can allow you to get enough speed that a thrust boosting device may not be necessary for your needs. Don't underestimate your engines. For a total-builder TT who doesn't need extreme combat speed, level 5 or 6 engines should be all you need, maybe less.

Missile Tech: This should be virtually every Tradesman's primary and only weapon skill. It's the only weapon skill a TT can raise to level 9. Additionally, when combined with the speed of the TT and their various other skills it allows a Tradesman to strike out at his/her foes with an almost God-like reach and little to no reprisal (at least against certain mobs). Missiles are also the only weapon that can fire in any direction making it unnecessary to bother turning to face your enemy. The only real drawback to missiles is the cost of building or buying the ammunition,

but this can be offset somewhat by building your own and the inherent price advantages given by the Negotiate skill. Perhaps a die-hard building character can afford to skimp on this skill, but do so only after being certain you do not wish to be able to defend yourself effectively.

Navigate: Certainly a handy little skill to have, Navigate's primary function for TT's is to decrease the costs of warp drive, decrease the start up and cool down times, and at very high levels (5) to provide a little extra boost to thrust speed. Now exactly how useful this is to a TT and how many points it's worth is up to personal opinion. If you like to use warp to escape sticky situations this can save your hide. If you like being fast and getting places quicker, it could be worth some points. If in general you play like you're a tank, invincible in the face of your shield recharge skill, or if you're going hard-core builder, then this could be a good place to skimp on points to be spent elsewhere. It really comes down to how you play (or plan to play). If you plan to rely on agility and speed, this is your skill. If not, it won't help enough to warrant spending the points on.

Negotiate: A little bit of controversy exists around this skill as well. For a long time, level 7 Negotiate was considered to be 'broken', and a recent patch has fixed this. Despite this fix, the usefulness of level 7 Negotiate is still widely debated since all it does is apply the bonuses of Negotiate to mission rewards. This means a little more money and experience, but in the grand scheme of things it's debatable how worthwhile that is to get. Level 7 requires TL45, and at that point there isn't all that much left to do in the way of missions and jobs, and whether or not a 17% boost to that is worth 6 skill points is up to personal preference. On the other hand, everyone agrees (including me) that level 6 Negotiate is well worth the points. So the official word is level 6 minimum, level 7 if you want it. Personally, I always choose level 7 – you never know when a future patch might make it better, after all and not having the points to get it could suck big time.

Reactor Tech: This tech is the 'heart' of your ship, the source of all your energy. Firing weapons, using skills and activating equipment buffs all uses energy. For this reason you will almost always want to have the highest level possible in this skill and the best reactor of the corresponding level installed. This skill maxxes at level 8, and that's where you should raise it as well. There's no such thing as having too much reactor power, especially when you're facing an EMP attack. Only the most hard-core builder characters should even consider not maximizing this skill, and then only after careful consideration.

Recharge Shields: Bare minimum, get skill level 3. If you're going to be a full-on builder geek, get skill level 3. If you don't believe me, get less. If on the other hand you plan to do much combat, you'll want at least level 5 if

not 7. If you plan to do combat in groups, you'll want level 7 – it makes a huge difference in groups (and don't forget to get max Shield Charge as well... you'll need to use it on yourself to try to protect you against the aggro you'll gain using Recharge Shields on someone else.) Level 3 lets you recharge others, which can at the very least be helpful in minimizing downtime, thus it being the bare minimum you'll want. (Even if you're a full-fledged manufacturing terminal junkie (builder) you'll want to be able to do *something* while your friends are getting you your combat levels to max your build skills).

Repair Hull: Same thing as Recharge Shields, but not as important. As a rule you'll use Recharge Shields to save someone in a fight, and Repair Hull if necessary after the fight, so having a lower level Hull Patch won't matter, though after awhile it will take unbelievably long to repair a big ship. (Imagine trying to patch up a 80k PW's hull with a 100 point Hull patch). Get this to level 3 so that you can at least do some repairs to friends. If you're a hard-core combat junkie, level 5 or higher may be the way to go. It's a matter of how patient you and your friends are.

Shield Charge: Shield Charge is simple. If you're planning on doing combat more than occasionally, you're going to want this one maxxed. Simply put, it's one of the most powerful grouping skills you'll have for combat purposes. It allows you to improve the shield capacity and recharge rate by increasing amounts as the skill increases. At higher levels it even gives boosts to deflects. If on the other hand you're planning to be primarily a builder, you can safely ignore this skill. (Any combination of combat TT/builder TT will likely want this skill very high if not maxxed.)

Shield Tech: If you need to be told to keep this skill maximized at all times, then consider this such a statement. If you need to ask why, you may need to seek professional help. Shield Tech determines what level shield you can mount, and bigger shields afford more protection. It's a no-brainer, really. Even the most build-oriented character is going to need to hit level 150 for the skill points, and that will require at least attending a hunting party. For those higher Combat Levels (CL) you will need a strong shield to ensure survival.

Ship Statistics

While not actually a player skill, your base ship statistics (stats) are determined by the race/class combination you chose. They also impact the way that you play the game and choose your equipment, etc. Thus we'll discuss them here rather than give them their own chapter.

Hull Strength: This number represents the number of units of damage your hull can take before your ship becomes incapacitated. Hull damage can be

repaired by using the Hull Patch skill, and also by docking at a space station. If you become incapacitated, your only options are to be towed back to your station of registry (the last station you docked at or registered with), or to try to find someone to Jumpstart you. We'll discuss the best ways to find a Jumpstart in the chapter on Survival (Chapter 8). Hull Strength increases as you get hull upgrades with your promotions.

Defense: Currently, this statistic is not actually used for anything, and does not seem to be affected by anything either. Simply ignore it until they actually get around to implementing it.

Missile Defense: Like Defense, this statistic does not seem to actually be used by anything. It seems to be directly linked to the Turn Rate stat and increases and decreases accordingly. This stat is largely inconsequential until such time as they decide to fully implement it.

Speed: This is your standard maximum speed, more commonly called "Thrust Speed". When you press the "A" key to thrust forward, this stat is what determines what maximum speed you'll reach. Alternately you can press the "J" key to lock thrust at maximum without having to hold a key down. The higher this stat is, the faster you can go, which often is beneficial. (It allows you to catch up to things or run away from things more easily.) This stat also plays a vital role in the primary combat tactic of the Terran race, also known as "kiting". This is a tactic based on running away from a mob fast enough to stay out of its weapons range while keeping it in your missile range. Also, on planets you'll find that your maximum speed will increase by roughly 500. This is due to the relative large distances and complete lack of warp capability on planets. Engines with higher thrusts or Player built to higher qualities will provide more thrust speed.

Warp Speed: This, as the name so cleverly implies, is your maximum warp speed. Bigger engines typically allow higher base Warp Speed, and several devices can enhance this further such as the RoadRunner, RoadRunner Plus, and the Kraken/Unicorn reactor line. Also, the higher levels of the Navigate skill will also improve this number.

Turn Rate: This is determined by your race/class combination and does not change unless affected by certain types of equipment. It determines how quickly your ship will turn. Terran Traders have a moderate turn rate compared to other race/class combinations, but this is generally not important since turn rate plays little role in the game currently.

Scan Range: This is the base number of how far you can see. Every object in the game has a certain visibility (a gauge of how 'bright' or 'loud' it is to your sensors), and that hidden number plus your Scan Range is the distance at which your sensors will first detect it. Obviously, having a higher Scan Range is preferable as this allows you to see possible threats

or targets at greater distances, permitting you to react accordingly. Unfortunately, Terrans do not have an especially large scan range, which can limit the effectiveness of a large missile range (you can't shoot at what you can't see). There are a great many devices and other equipment available to improve scan range, which become invaluable as your missile range begins to grow to large numbers.

Visibility: This is the flip side of Scan Range and is better known as "Signature". Your Visibility added to the scan range of a mob will determine at what distance the mob will detect you. Under nearly every circumstance you will want to have as low a signature as possible, allowing you to approach much closer to a hunting area without 'aggroing' a large number of mobs or allowing you to retreat from an unexpected threat with a greater margin of error. Signature is figured by adding your base ship signature to the signature of your Engine. The base signature for a TT is 2.5k. So if a TT is using an engine with a signature of 1.3k, their final signature is 3.8k. It is possible through the use of certain devices and buffs to get a signature lower than your base signature, and the benefit of doing this while hunting is significant.

Chapter 3: Tradesman Equipment

Weapons: For the purposes of this guide, we're going to focus pretty much entirely on missile launchers. Missiles are what the Terrans do best, it's the road most traveled, and easily the smartest choice of the three. If you must use beams or projectiles, you do so at your own risk, and with the foreknowledge that you're likely to be limiting your firepower in the long run (as well as your skill points that could be spent elsewhere.) Perhaps the only exception to this is beams, which have usefulness as farming weapons and also can be reasonably effective when combined with missile launchers by those who favor a "Charging Attack" (more on that in Chapter 9). While some of the beams and projectiles do have some nice benefits in the form of buffs that are found on them, for the most part you'll find that the same or similar buffs available on other gear without sacrificing the firepower you'd have with another missile launcher mounted.

That being said, let's get to the goods. At first glance on a website database the choices of missile launchers can be downright daunting. Unfortunately, there is no cut-and-dried "Best Launcher" for most of the tech levels. Many of your choices will be decided for you by what you can afford, what you can find a builder for, and to some extent what is available on your server. (Not all servers have all design schematics discovered.) What we will do here is present several options for each tech level that are among the best choices, give our personal preference where possible, and any special considerations that may help you decide which launcher is best for your needs. However one of the most fun things about the Terran race is that the various launchers are often times so similar in damage output that you can mix and match, take the road less traveled and so on, making your ship more one-of-a-kind than most other classes can.

Tech I: Don't bother buying a launcher at this level. Just use the 'newbie' launcher given to you until you purchase Missile Tech 2 skill. It only costs one skill point and has no prerequisites, so you should do this early on.

Tech II: This Tech level is an interesting combination of painful and unimportant. It's painful in that you can't get Tech 3 until CL12, and somewhat unimportant in that it's rather easy to level rapidly if you group with some larger players. Either way, you'll want some decent launchers here, player-made to 200% quality if possible. ML-X1 "Harvestman" Mk. II is a much more power-efficient launcher than your Tada-O brand newbie launcher, and Terran Traders get the schematics when they receive their Build Weapons skill. Since you're probably going to have some minor power problems at this level, the Harvestman is probably your best bet, but if you've got power to spare and can find someone who can build them, the Tada-O line will do the best damage for you at this level. That's the More Marvelous ML Type C (drop only), More Good ML Type X1 (sold at Earth Station and Luna), and the More Fine ML Z1 (sold at Earth Station and

Luna). They're listed from most-powerful to less-powerful. Honorable mentions go to the ML-X7 "Scorpion" and ML-X4 "Orb Weaver".

Tech III: Here's where things start to get interesting. Possibly the most popular missile at this level is the Petit Ogun, a plasma launcher of Chavez Pirate design. Due to its almost universal popularity they're easy to find a builder for, as well as someone who can build ammunition for them if you don't plan to build your own. The big drawback to these launchers is that they use a lot of power and the ammo isn't very cheap. They are extremely effective though. They also upgrade very nicely. If you aren't interested in the popular route there's always the choice to upgrade your previous launchers to level 3. This has the advantage of using the same missile ammo as you've been using all along, but it's likely you're sacrificing a little offensive punch. This choice would save you a little on ammo costs. Other choices of note at this level are the ML-X2 "Huntsman" Mk. III which is a plasma launcher with Increase Mass (equip) and Hull Patch Skill (equip) (This decreases your thrust speed while improving Hull Patch Skill – note this will not give you the skill if you don't have it to begin with), and also the Silver Dragonclaw which is a Red Dragon Pirate technology. The Huntsman is a nice 2nd choice to the Ogun launcher, and the Dragonclaw can be a strong explosive launcher, but the ammo for any pirate launcher cannot be bought in stores. (Also of note, the Holmes Henchmen you'll run into on your level 30 bonus mission are highly plasma immune, so it might be worth your while to pick up a set of explosive launchers just for that mission.)

Tech IV: If you liked your level 3's, upgrade them to 4's. Oguns at level 4 are starting to really gain some nice power, the Golden Dragonclaw puts out a wicked cloud of 4 missiles at a time, and most of the other previously mentioned launchers are growing nicely as well. The More Marvelous has become a new line of launcher now called the Superb ML Type B (all the Tada-O's become a new line at level 4, and therefore are not upgradeable.) Best choice here is the Ogun since you're going to love it next level, although the Dragonclaw is a great explosive missile launcher if you can build the ammo or know someone who can. Runners-up at this level are the Orb Weaver, Daddy Longlegs and Huntsman.

Tech V: Ah, level 5, where the Ogun starts to get *really* nasty (now called the Grand Ogun). You can almost hear the other pilot's jaws drop when you launch 2 Ogun missiles per launcher and they see the life hemorrhage from your foes. Of course this is also when you start to notice your bank account start to hemorrhage through your launchers... but that shouldn't be a problem if you use this guide. The X2 launcher is also getting very nice at this level (More Great ML Type X2, a plasma launcher), but this carries a Cripple Reactor debuff on it that can be more than a little bit annoying if you're having power problems. If you're fighting a lot of ships the reduced hull damage plasma does might be annoying enough for you that you'd prefer explosive damage. The Smoldering Dragonfire is a Red Dragon Pirate technology launcher that will also toss out 2 missiles at a time and does some impressive damage. There is one *big* issue with this

launcher, however. You will have to purchase a BlackBox R58 to have it built, and it requires the CE3K Eruption component to build the ammo. These cannot be bought in stores, and require the Terran Tradesman only skill of Build Components at level 4 as well as the analysis of the component to begin with. If you can build these yourself or know someone who can, the Dragonfire is a very nice missile launcher to operate. If not, trying to track down CE3K Eruptions every time you need to restock your ammo can be extremely difficult. (side note: the resources required to build Eruptions can be purchased from the ore vendors on either Jove's Fury or Aragoth Station, and the BlackBox R58 can be purchased from the roaming component vendor in Saturn sector.) If you *really* want extra hull damage, you might like some More Nice ML Class Z2 launchers which fire chemical missiles. These launchers also increase your ship's signature and Improve Rally skill. However, chemical damage is less effective against shields than other damage types, and is commonly partially or completely resisted by biologicals. Honorable mentions at this level are the Daddy Longlegs, and Mangonel Prime.

Tech VI: The one, the only, the DuGrand Ogun. The biggest Ogun in the standard line, this baby pumps out 3 missiles per shot and generally sends the competition packing in the damage per second category. It is unfortunately one of the harder missile launchers to find a builder for, though far from impossible. Also, if you're like me you've gotten tired of using clouds of those little level 3 missiles and watching your ammo reserves vaporize like liquid nitrogen on a warm day. But here's the worst news: there aren't many other good choices at this level. The Flaming Dragonfire (upgrade to the Smoldering Dragonfire) is an excellent launcher, but uses the same ammo (and therefore the CE3K Eruption that can be hard to get) and just in case that wasn't enough trouble, you'll need a CE3K PM-89 component to upgrade the level 5 to level 6 (luckily those are not that hard to come by). The Most Superb ML Type B is also a great launcher, but uses Chemical missiles which may or may not be your bag. The Most Nice ML Class Z2 is also a decent chem launcher. The ML-X9 "Black Widow" Mk. VI is also a reasonably nice launcher that can use either EMP or chemical missiles, but EMP only hurts the shields and reactor power of ship-type mobs, so is less effective. (If you can rapidly change ammo in your launchers, switching mid-fight from EMP to chemical missiles can be *extremely* effective though.) Other launchers worthy of mention are the Big Bertha Prime, ML-X6 "Wolf" Mk. VI, and ML-X3 "Funnel Weaver" Mk. VI. (Starting to notice the spider theme yet?) The Wolf is the more flexible of these choices, offering explosive and chemical missiles.

Tech VII: With Tech 7 you'll find you have much better choices in launchers, they do significantly more damage, and unfortunately they cost quite a bit more (typically by 3-4 times the cost of a similar level 6 launcher). By the time you're using Tech 5 launchers you should have found a high level builder you like, or be looking for one. This will let you know the approximate cost per launcher of what level 7 you want to use and give you enough time to start saving up for them.

The “Big Two” for this and later levels are the Excellent ML Type A (called simply the “Type A”) and the Terrific ML Class Z3 (called the “Z3”). The Z3 uses a choice of plasma, chemical or EMP missiles while the Type A has a choice of explosive, chemical or EMP. This makes either extremely versatile for any encounter you might run into (provided you have the ammo type needed onboard). Both can be upgraded all the way to level 9 and are excellent weapons. The Dragonfire line also continues to this level with the Scorching Dragonfire which is now producing a dense cloud of four level 4 missiles per launcher and producing very nice damage per second, but you’ll find it eats up ammo at an unbelievable rate (and since you have to get CE3K Eruptions for the ammo, this can be very annoying). Thankfully once you can build level 7 weapons, all of the ammo you build will come out at superior grade (or such a high percent as to be nearly all – I’ve yet to build anything else at that skill level.) This means that with level 6 Build Weapons (allows building up to level 7 things) you can reliably feed a level 7 missile launcher such as a Z3 or Type A superior grade ammo. (Both use level 7 ammunition.) Given this fact and the amazing damage output of those two launchers, the official recommendation is to go with either the Z3 or the Type A (Z3’s tend to be more popular) and build your own ammo to save money (it is rather expensive to build). Several other missile launchers are reasonably good at this level, but by the time you’re using Tech 7 missile launchers you’re going to want to stick with the extra damage the listed launchers provide if at all possible.

Tech VIII: Basically level 8 Tech is a sequel to level 7, simply upgrade whatever you’ve been using unless you’re a Dragonfire fan. At level 8 the Incinerating Dragonfire disgorges 6 missiles per launcher which makes it prohibitively ammo-intensive. Unless the idea of feeding a teenager in a growth spurt appeals to you, stick with the Z3 or Type A. They’re commonplace, easy to find ammo builders for, and do obscene amounts of damage. The “Spider” type launchers can be a viable option, but generally their lower damage per second makes them a less popular choice.

Tech IX: Well, you’ve officially “arrived”. Now that you’re able to mount the biggest, baddest missile launchers known to mankind, you’ll be itching to go right out and get them. Well, if you thought Tech7 and Tech 8 launchers were expensive, you ain’t seen nothing yet. The absolute king of the food chain here is the No 1 Most Prize ML Type Zet (or “Zet” for short). However, these suckers go for anywhere from 3-5 million *each* due to the fact that they’re very hard to find, are drop only, and extremely difficult to analyze successfully. On the other hand, they’re worth every penny as you’ll see the first time you’ve seen them fired. The Z3 and Type A are also very strong launchers at this level for the more thrifty Terrans, and can compete nicely in the cost vs. damage per second arena. The Zet’s also use a level 9 ammo, which is nearly impossible to build at superior grade reliably, and uses parts that are not especially easy to come by. The ammo can be store-bought, perhaps the only thing that makes them viable for long-term hunting use. Whether you go with Zet’s, Z3’s, or Type A’s you’ll be

able to output tremendous amounts of damage from almost god-like range. As a side note, there is another launcher that exists called the “Hellbore”. This missile launcher is a Red Dragon Pirate technology only known to drop as loot from the RD Supply base in Aragoth Prime, and both it and its ammunition is not manufacturable. Thus in order to use this launcher regularly, you will need someone who has good faction with the Red Dragons to purchase your ammo for you.

Now that you’ve read through this entire list you’re probably thinking to yourself, “Gee, that’s an awful lot of information that has no clear answers on what’s the best weapon to use at a given level. How can I decide?” Well, the simple answer is that there isn’t really a “wrong” choice of how you decide to load your ship for battle. While some choices may provide a bit more damage output, ultimately it comes down to what works for you. Missile launchers require ammo. If you plan to build it for yourself, or have someone who does it for you at a good price, you will want to avoid using launchers that the builder in question can’t make ammo for. If you prefer fighting ships to organics, you might choose explosive or chemical launchers to plasma. The purpose of the list above is to give you a variety of the “best” choices to select from to meet your particular needs.

Player-made missile launchers have shorter reload times as quality goes up, as well as stronger equipped boosts and longer lasting activated boosts.

Shields: Thankfully, the question of what shields to use is significantly easier to answer than the questions about missile launchers. As a Terran you can use nearly any shield that exists, which gives you access to virtually all the best shields that exist. As soon as possible you should spend a skill point and raise your Shield Tech to level 2. Most likely you’ll hit level 20 overall rather quickly (which gives you access to Shield Tech 3) so your choice of Tech 2 shields is not of vital importance. The Marathon Prime is a Progen tech shield that will give you the best possible protection, but you’ll probably prefer to get a Not Weak Shield Model X (a.k.a. “Not Weak”) which Terran Tradesmen get the schematics for automatically upon receiving their Build Shields skill. The Not Weak has only 11 less capacity than the Marathon Prime, and gives a boost to your Missile Range which can be highly advantageous.

At level three the best capacity will be the Petit Hounfour, and if you want to keep the extra missile range the More Not Weak Shield Model X will be a good choice (upgrade to your Not Weak shield).

Level 4 you’ll want to upgrade to either the Petit-Grand Hounfour or the Most Not Weak Shield Model X.

For level 5 shields, the Grand Hounfour is the next step in the maximum capacity choice, while the More Strong Shield Model Y takes over in the missile boosting category.

Level 6 brings in a new choice for maximum capacity (max cap) in the form of the Gettysburg Alpha. The “Getty” as it’s commonly called has the nasty side-effect of lowering your energy and EMP deflects, but provides a very high capacity. If you’re doing a lot of kiting, the energy won’t be much of a loss due to the short-range of beam weapons, and EMP isn’t inherently lethal (but can soften your shields rapidly for more lethal damage types). The Model Y series continues for this level, and given it’s only slightly lower capacity to the Getty and the boost to missile range it gives, this is often the preferred choice.

Now things start getting interesting at level 7. (Sound familiar?) The Gettysburg Beta stays at the top of the max cap list, and still bears it’s annoying energy and EMP debuffs. The Amazing Shield Model Z takes over for the Model Y as the missile boosting shield, but unfortunately these shields may be difficult or even impossible to find on your server. Thankfully, the Ivory Scale enters in as a solid all-around shield with a very strong capacity, *boosts* to energy and impact deflects, and even a boost to beam range (which probably won’t help you, but it might if you’re a crazy beamer Terran.)

Level 8 is once again a re-run of level 7 with the Gettysburg Gamma, Platinum Scale and More Amazing Shield Model Z. The level 8 “Z” is even harder to find, and the Platinum Scale can be moderately annoying to find a builder for, but most Terrans find the Scale series to be preferable at levels 7-9.

For level 9 the same three choices remain, but for all intents and purposes there’s pretty much just one choice: the Gettysburg Delta. The Duridium Scale shield is almost totally unheard of, and the Model Z is nearly mythical. If you can find a Duridium Scale shield for sale, you’ll almost certainly prefer it to the Gettysburg, but the gigantic capacity of the Gettysburg makes it an excellent shield at level 9 despite the rarity of the other options.

Player-made shields have higher recharge rates as quality goes up as well as increasing the power of equipped boosts and the duration of activated boosts.

Reactors: If you thought the shields were easy, reactors are going to be a breeze. Spend your skill point and get level 2 Tech asap. Find yourself a friendly Jenquai Explorer with Build Reactor Tech and a nice list of schematics. The hands-down best reactors for Terrans are the Supergiant/Nova/Supernova line, provided you can find a builder of them. The Supergiants and lower level Nova reactors are relatively easy to find, but the higher level Nova’s and the Supernova’s are anywhere from ultra-rare to completely non-existent. What makes these reactors so good is the solid capacity, excellent recharge, and best of all – missile range boost. If you can find someone that can build the whole gambit of this reactor line, you’ll never need to look elsewhere for missile range

boost (and can therefore opt for higher capacity shields instead of missile boosting shields).

In the event that you aren't able to find the Supergiant, Nova, or Supernova reactor you need, you'll want to go with a Jenquai technology reactor or a Dhambier, depending on level. For level 2-4 the Callipus M2, M3, and M4 reactors are your best choice. For level 5-7 you'll likely prefer the ultimate recharge of the Dhambier reactor, and at level 8 you'll find the Europa C/8000 to be the best around. Remember though, these choices are only best if the Supergiant, Nova, or Supernova reactors are not available on your server.

As a final word on reactors, there is the Kraken/Unicorn line, that is generally a horrible choice for combat, but has a very handy 750 warp boost activatable. These reactors are invaluable for Trade runs and other situations where extra warp speed is desirable. Terran Traders get a device version of this called a RoadRunner (not to be confused with the RoadRunner Plus which provides an equipped warp boost and can be used by anyone.) For TT's, the choice between a RoadRunner and a warp-boost reactor is entirely up to personal preference. The Kraken line runs from level 3 to level 5, and the Unicorn line runs from level 5 to level 7.

Player-made reactors have higher recharge rates as quality goes up as well as increasing the power of equipped boosts and the duration of activated boosts.

Engines: The choices of engines starts out easy and then gets a bit more interesting as levels go up. Early on there's basically two types of engine you'll want: a fast engine and a quiet engine. Later you may want to add the third category of combat engine.

Stealth Engines: First off, don't let anyone convince you that Terrans should use a Solar Sail. This is simply *never* true. Granted, when used with certain reduced signature (equip) devices you can get a slightly lower signature, it just isn't worthwhile. Why? Because a Jenquai designed low-sig engine will provide almost the same effect without the need for another engine or an extra device. Plus, Solar Sails only go up to Tech 4. That being said, let's introduce the Jenquai stealth engine line. This line starts out with the Mercurius IC20 at level 2, upgrades to the Mercurius IC30 at level 3, and then moves on to the Halley line. The Halley DDO 40, 50 and 60 are the level 4-6 versions of this line, and unfortunately the DDO 40 uses the drop/build-only component CE3K Model 4. (This can make getting one built a bit more tough.) At level 7 the line changes to the Trifid LGS 7, 8 and 9. These engines all have the equipped effect of Reduce Ship Signature and warp speeds 250 less than the fastest Terran engine of the same level. The thrust speeds available on these models are very competitive and should provide ample speed for combat. The usefulness of the level 7+ stealth engines is debatable, since most Terrans (if they use engines that big) are using a combat engine with more vital buffs such as missile range boost.

Speed Engines: Perhaps the best known ‘fast’ engine of all is the Breton. With the full name of CE-X4 “Breton” Mk. II, III or IV, it’s understandable why people just call it a “Breton”. As with most engines of Terran design, they have a deafeningly loud signature, strong thrust, and hands-down bleeding fast warp speed. The cousin to this engine is the CE-X5 “Welsh” Mk. IV and V. The Welsh is basically a Breton with Cripple Reactor (-10% reactor recharge while equipped) and Reduce Warp Cost (equip). At level 6 this becomes the CE-X6 “Palomino” Mk. VI, VII, and VIII and has the same boosts and debuffs as the Welsh. Palomino’s are of less use, as at those levels your combat engine will typically be more than fast enough to do double duty as your speed engine (or vice-versa, depending on how you look at it.)

Combat Engines: Most likely you won’t really be shopping for this type of engine until approximately level 4 or 5. The level 30 Bonus mission reward is a level 4 engine called “The Cygni Express”. This engine should serve all your go-fast and combat needs for level 4, and likely level 5 Tech. The “Harrier” line which runs from level 2-4 can make a good combat engine with it’s increased maneuverability and missile range boosts, but considering the relative easy access to other equipment at this level that will boost missile range, this is not greatly needed. The “Falcon” line continues this from level 5 to 7, though these engines are not as easy to find people who are able to build them. The “Big Boys” of the combat engine line are the “Eagle” line which go from level 7 to 9 with the same buffs as the Harrier and Falcon engines. The Falcon and Eagle engines provide warp speeds equal to or higher than any other engine at their level, thus negating the need for a separate Speed engine. The Blacksun “Wing” series of engines (pirate technology) are also nice combat engines, carrying the increased maneuverability like the Harrier/Falcon/Eagle line, but missing the nice missile range boost.

A lot of the decision of what engine(s) you will want to have is based on your combat style, what level Tech skill you plan to stop at, and how much warp speed you require from day to day. Thankfully as far as equipment goes, engines tend to be one of the cheapest to purchase at a given level, making it relatively easy to try various ones out until you find a good “fit” for your playing style. The warp start-up sound also varies slightly between different engine types and levels, making you engine choice perhaps a bit more aesthetics-based.

Devices: Ah, the guides I could write based solely upon the device choices in the game... For those who don’t know, the author (a.k.a. “me”, a.k.a. “Spektyr”) began life as a Jenquai Explorer. (Don’t hold that against me, I’ve got a pair of very nicely equipped high-level Terrans as well, TT and TW.) As a well-schooled JE I’ve studied the various devices intensely (they do get 6 device slots after all). However, despite the fact that I could write a few dozen pages on the various devices, their benefits, drawbacks, overall usefulness, aesthetic beauty,

likelihood of shock hazard, etc., I seriously doubt anyone is quite interested enough to read such a guide, let alone buy it. So we'll do the condensed version here. Sort of a down-and-dirty who's who of the device world, Terran-style.

First off, a few basics. Most devices have negative side-effects (bad buffs) on the level 5, 6 and 9 versions. For instance, the level 5 RoadRunner Plus has the negative effect of increasing your ship's signature. For some devices these negative effects are merely annoying, on others it can be problematic enough to warrant avoiding using that device at those levels. As a Terran you don't have to worry about the negative effects on level 9 devices, since Device Tech only goes to level 8 for Terrans. Also, as stated in the Skills Chapter, it's up to you exactly how far you wish to take your Tech skill, but level 7 Tech is recommended.

Must Have: (in no particular order)

- **Monoceros:** Comes in all sizes from level 1-8, this is a handy little device that no Terran should be completely without (at least get a level 4). This sucker will give a concrete amount of extra recharge to your reactor simply by equipping it, and if you're having a little power management problem in combat this can make a big difference. (If you're trying to power level 8 launchers with a level 4 reactor, it's not going to help much though.) At level 5 it gains a boost to your Psionic deflect as well as a magnification to your Reactor damage, and the level 7-8 version does not carry the damage magnification.
- **RoadRunner Plus:** Level 1-8 device that gives a Turbo Warp effect (equipped boost to maximum warp speed). At level 5 it gains a reduced warp cost boost and increased ship signature negative effect. Level 7-8 loses the increase to ship signature. Must-have for those times you need to go fast, but generally is superceded by the Lazarus by level 5-6.
- **Lazarus:** Gives Warp Charge (faster time to warp and recovery from warp) enabling faster travel and most importantly, faster escape from sticky situations where simply thrust isn't fast enough. At level 5-6 it gains a Turbo Warp effect competitive enough with the RoadRunner Plus to make it worthwhile to ditch the RR+ in favor of the Lazarus. It also carries an increase to Warp Cost that goes away at level 7.
- **Cat's Paw:** Vital device for boosting your thrust speed, this device is most useful only up to level 4. In kiting, thrust speed is of paramount importance, and this device gives you that needed edge in speed. At level 5+ the Harpy's line is a better device to use.
- **Harpy's Line:** Starting at level 5 the Harpy's line becomes a very useful tool. They give a boost to tractor beam speed, which while very handy when looting is not entirely vital enough to put it in the Must Have category. However, it's bonus boost of increased thrust speed is very important, and together this makes this device extremely valuable to have. Unfortunately the level 5 and 6 versions have a cripple reactor debuff that is rather annoying but generally tolerable.

- GreaseMonkey Plus: A viable alternative to the Harpy's line for thrust boost, the GreaseMonkey Plus (a.k.a. GM+) can be substituted for the Harpy if needed. However, I prefer the Harpy for its added boost to tractor beam speed.
- Eagle Wing: Primarily a "Turbo" device that gives a short duration major speed boost when activated, this device at level 5+ also gives a boost to missile range. Depending on the availability (and affordability) of missile boosting reactors, shields or engines, you may want to substitute the Eagle Wing in to give you that needed extra missile range. The drawback on the level 5 and 6 version is increased missile launcher energy cost.
- Gorgon's Line: An alternative to the Eagle Wing for device-based missile range boosting, the Gorgon's devices also have an activated impact deflect debuff and the level 5-6 side effect of increased mass (reduced thrust speed).
- Roc Line: The Roc's devices are primarily a tractor beam range extension, but the level 5+ versions have an equipped scan boost that will stack with some of the other equipped scan boosts, making it useful not only for increased looting range, but for increasing your sensor range to keep up with your weapons range. The side-effect on the level 5-6 is an increase to beam delay, which generally does not effect Terrans.
- Emptor's Advantage/Sai'li's Circle: The Emptor's Advantage is a reward for completing the Terran level 30 Bonus Mission and is quite the useful device. Sai'li's Circle is a similar device somewhat that can be obtained through a quest given by the NPC of the same name in Prasad Station in Xipe Totec. It gives a boost to shield recharge, hull damage control, and 28 equipped Psionic deflect. While perhaps not vital enough to warrant a permanent slot in your devices, they are certainly worth getting.
- Steingard's Embrace: A powerful level 6 device dropped by the higher level Einherjar's in Nifleheim Cloud, this device's primary function is to give you an activateable 30% reactor recharge boost. If you think you can live without this... think again. This device alone warrants getting level 6 Device Tech.
- Hidden Eye: Purchasable at the Veil Trader in Kitara's Veil in Capella or also player-made (player-made obviously being preferable) this device gives an equipped scan boost AND reduce ship signature. The effect even stacks with the scan boost given by the Roc line of devices. Makes you harder to be seen while making it easier for you to see. Seeing farther becomes especially important as you start getting missiles that shoot farther.

Highly Useful: (in no particular order)

- Deflect Boosters: There's an entire line of Terran-design devices to boost various deflects. The level 5-6 versions add another deflect

boost as well as a third deflect debuff and the level 7 version carries only the two boosts. However the level 4 versions are typically the most useful as a 200% quality level 4 is all that's required to bestow the maximum equipped boost of +30 deflect. The line is as follows: Targe – Chemical, Heater – Energy, Tower – Impact, Kite – EMP, Buckler – Plasma, Pavis – Explosive. The level 7 version of these devices carry a second boost, and do not need to be player made to be useful (since relatively low quality will ensure the maximum +30 boost). Also, the Zenshai Force Device (which aptly drops from various Zenshai) will give a deflect boost to both plasma and chemical, though only the higher levels are manufacturable.

- RoadRunner: If you're going to opt for using a warp boost reactor, this is just a "Highly Useful" device. If you don't want to bother with extra reactors and would rather devote a device slot for extra speed, bump this one to "Must Have". The 750 warp boost on it is invaluable for job runs and trade runs, and the boost it gives to Recharge Shields skill is also very useful if you're going to do combat.
- Guardian: If you're planning to be a combat TT, this one should move up a lot higher on your priorities. Aside from giving the best boost to the Recharge Shields skill, it also gives a valuable boost to impact deflect. Boost to Recharge Shields means more shield recharge per use, which in turn means you're getting more bang for your buck. Or more "anti-bang", as it were.

Devices for Terrans are often overlooked for their importance, considered only for their most obvious effects; boosts to speed, missile range, etc, and to a certain degree this is the most important use for them. But a cunning pilot is constantly alert to other possibilities and unexplored edges. Knowing the capabilities of your foes and custom-loading your devices to capitalize on these capabilities (and limitations) you can further improve your hunting against those foes. Unfortunately this type of problem-solving cannot be taught as such. As an example, if you will be fighting on a planet any warp improving device won't be helpful at all, thus almost any other device that would improve your odds at all would be a better choice. Another example would be if you're fighting an energy beam-only mob, a Zenshai Force Device giving you plasma and chemical deflect boost wouldn't be helpful, but a Heater would.

For the most part though, Terrans will develop just two device loads, one for warp speed and one for combat. While this isn't necessarily a bad thing, a smart player will always be on the lookout for new ideas and new devices that could improve their abilities.

Chapter 4: Getting Your First Hull Upgrade

You'll only need to combine one extra task with your basic "newbie missions" to get your first hull upgrade. Generally speaking, simply completing your newbie missions won't give you enough levels to get your upgrade, but a simple extra task requiring no more than 20 minutes will guarantee your eligibility. There are three basic tasks that you can use, but the fastest is exploration (and that's the one that shouldn't take more than 20 minutes).

Exploration Method: Simply put, this is a quick run around the block that will result in awarding you approximately 6.5 levels worth of explore experience. The route you will want to take is High Earth → Earth → Asteroid Belt Alpha → Saturn → Glenn → Carpenter → New Edinburg → High Earth. First off, explore every nav point in High Earth (unexplored nav points are denoted with a "?" – question mark). Then target the green nav point called "Gate to Earth" (all gates have the same icon, you'll want to memorize it). Warp to the gate and then click the small round button that is labeled "Gate". Once you arrive in Earth space, explore every nav point there. This will require exploring the nearest nav's first in order to reveal the 'hidden' nav points you map does not yet have. Neither High Earth nor Earth have any naturally aggressive mobs to worry about, so as long as you don't get an itchy trigger finger nothing will interrupt your exploration of these sectors.

Once you've completed a full exploration of both of these sectors you'll be ready to move on to the walk around the block. For the rest of this trip you will only be warping from gate to gate, and should not stop to 'sightsee' anywhere along the way. The various sectors have varying degrees of danger in them, but if you only engage warp with your final destination targeted (the next gate) you will not have to worry about any of the hostiles that you may fly past.

From Earth, travel through the gate labeled "Gate to Asteroid Belt Alpha". In Asteroid Belt Alpha (also known as "ABA") target and warp to the gate labeled "Gate to Saturn". The remaining gate labels you'll warp to are, in order: "Gate to Beta Hydri", "Gate to Carpenter", "Gate to Tau Ceti", and finally "Gate to Sol System". This route will return you to where you started from, namely the High Earth Sector (side note: Be sure to use Somerled Station as your warp target in New Edinburg instead of the Sol gate. You not only get two extra nav points this way, but knowing where Somerled Station is will be important later). The High Earth Sector is accessible only to Terran Tradesmen, so if you have anyone interested in joining you on this little trip, they will not be able to go the whole way unless they are also a Terran Tradesman. (All "newbie" sectors are accessible only by that class.)

As stated, the completion of this circuit will gain you approximately 6.5 explore levels if started at level 0 Explore, and combined with your "newbie missions" will

guarantee your qualification for your hull upgrade. Alternately you can use Trade Levels (TL's) or Combat Levels (CL's) or a combination thereof to gain the overall level needed to get your hull upgrade but this takes longer.

Combat Method: Simple. Just do your newbie missions and then start plunking away at the various mobs in High Earth. It will take awhile, but you'll come out with a higher CL than you would by using the Explore Method. While that can be beneficial in some ways, combat is the easiest experience to earn as we will soon see.

Trade Method: While Trade runs are anything but exciting, they tend to be a necessary evil to raise TL's to acceptable levels. To get a few quick TL's early in your career, simply start at Earth Station. Here you'll want to pay a visit to the Trade Vendor. In all stations this vendor (and most others) is found in the Bazaar which is always located to the right as you enter the Main room of the station (the first room you come to when exiting the docks). All Trade Vendors can be identified by the yellow/green (depending on your display settings) banner with a white insignia with three connected small spheres (the universal symbol of a Pawn Shop in real life, based on an ancient hanging scales).

The Trade run itself involves buying "Sol Citrus Fruits" at Earth Station and delivering them to Somerled Station in New Edinburg (Tau Ceti System) and then returning to Earth Station with "Tau Ceti Fruits" purchased at Somerled. Both sectors (Earth and New Edinburg) are accessible from High Earth through the "Gate to Earth" and "Gate to Tau Ceti", respectively. You'll want to purchase as many of the respective cargo as you can afford, or if you have enough funds, as many as you can carry. You'll then deliver them to the other station and sell them to the Trade Vendor there. Selling Trade goods to any other vendor will result in a loss of money and no experience being rewarded. Once you've sold the goods, you'll purchase the other type from that vendor, and deliver it to the other station. Repeat as necessary to gain levels.

This route is relatively quick and makes use of the easiest to find sectors for a new character, but the Trade goods involved are somewhat expensive to a new character so progress will be slow until sufficient money is earned to start doing full-cargo runs. A slightly faster route is the "Paper Boy" route described in the next chapter that runs news reports between Net-7 SOL and Friendship 7 Recreation Port. This route is preferable if you are confident in your ability to find the locations described.

As stated, any of these three methods will work, but the Explore Method is by far the fastest and easiest to complete. As for the newbie missions themselves, they're straight-forward enough not to warrant going into them in great detail. To access your mission list, simply press "U" to bring it up. By clicking on an individual mission you can get a more detailed listing of the steps you have completed and have yet to complete. To get your hull upgrade, simply complete

these newbie missions one by one and move through the progression. If you get stuck anywhere, politely ask your specific question on either the Tradesman channel or the New Players Channel and a helpful player should lend a hand. (Though as I said, these missions are pretty self-explanatory and shouldn't pose any trouble for you.)

Chapter 5: Journeyman to Agent

So, you've run around on your various little tasks and earned your first promotion. Congratulations Journeyman! Your ships a little bigger, you're getting a little stronger, and I'll bet you've already got your greedy Tradesman eyes set on that cushy Agent's office. Well have no fear, we're going to go through all the little tricks and tips to help you get there quickly, efficiently and with a minimum of muss and fuss. That level 30 promotion means your second weapon mount, and that's nothing to scoff at.

Now there's three types of experience to be earned, and more than one way to earn each of them, so we'll divide them up by the three types and go through the methods one by one. At the end of this chapter we'll do a brief run down of the various skills you become eligible for during this time.

Combat: Earning Combat experience is simple. You shoot at something. If it dies before you do, and it wasn't too much smaller than you, you earn experience. The stronger the mob, the more experience you earn. Mobs of equal CL to yours will earn you 1000 experience points, those with higher CL will earn more, those with lower CL will earn less. If a mob is too far under your CL you will earn no experience. Since there's an entire chapter in this guide devoted to Combat (Chapter 9) we won't go into much detail here about how to best get CL's during this time. Instead we'll address some other important issues, such as powerleveling and overleveling.

Powerleveling is the process of rapidly raising your levels either through tremendous game knowledge and hard-core playing, or by having someone significantly more powerful than you earn experience for you. Now since I'm an author of a Powerleveling guide, we won't go into the various arguments about the morality of being powerleveled by someone else, and we won't go into great detail about it either. Suffice it to say that being grouped with a character much higher level than yourself while he or she is hunting will earn you experience at a rate much higher than you could earn on your own, but the hunting area will likely be significantly dangerous and your role in the activity quite boring. (You should sit around doing nothing... wandering around is likely to get you killed, inconveniencing the person helping you out.)

If you're self-powerleveling (also known as "power gaming") you're unlikely to run into the next problem to any great extent – overleveling. There's no hard and fast formula that sets a line to tell how much CL is too much, but if you concentrate on combat too extensively (or are powerleveled) it is easy to end up with your CL so far ahead of your TL and EL that you actually hurt your ability to perform in combat. Now at first glance that may not seem to make sense, but you have to remember that everything is interconnected. While the Tech level of your weapons is limited only by CL meaning that you can mount bigger launchers

simply by gaining more CL's and buying skill upgrades, you still need a reactor powerful enough to keep those launchers running and a shield strong enough to protect you from the proportionally stronger enemies you must now hunt for experience. (Since higher CL's mean you have to hunt bigger foes for exp, you can 'outgrow' your reactor and shields if you neglect your EL and TL, which makes your overall level comparatively low compared to your CL.)

The simple name for this concept is "Balance" or "Level Balancing". Basically what it means is that for optimum efficiency and success in various tasks you will want to keep each of your three experience types near the same level. (Another way to look at is keeping each of them approximately $\frac{1}{3}$ rd of your overall level.) Level Balancing is only especially important if you tend to weigh in a bit Combat heavy. If your EL or TL is significantly higher than the others you won't notice any particular negative effects, aside from being able to access higher non-weapons Tech and have more skill points. In fact, some players intentionally overlevel their EL and TL to sort of "supercharge" themselves for combat. A player with 20CL, 20EL, and 20TL (normally expressed as CL/EL/TL, in this case 20/20/20) would not be as formidable as a player who had the same CL but 35 in EL and TL (20/35/35). The latter character would have level 6 reactor tech and shield tech available, while the former would only have level 5 shields and level 4 reactors. Both would have access to the same level 4 missile launchers however, and would get the same experience for killing the same mobs. The "supercharged" player would be able to kill them much faster. However, supercharging a character can take a lot of time initially that you probably won't have as much fun doing. It's delayed gratification, so if you have the patience it can pay off in the long run.

Finally, don't make the mistake of thinking that if you're pursuing the "Super Builder" type of TT that you can afford to completely ignore your CL. Trade levels alone won't give you enough skill points to buy all your build skills – you're going to need to spend some time cranking out the CL's and EL's for those precious points. Nothing says you have to spend those points on combat skills, but if you don't raise you CL, you're going to run out of skill points quickly and often.

Explore: The first half of the explore levels are easy to get. You simply explore the galaxy, and you earn explore exp for each new nav point you 'discover'. Of course not everything in the galaxy is amiable and will want to be your friend. Exploration can be quite dangerous if you do it by yourself and aren't already familiar with the particular area you're traveling through. For this reason, many people prefer to join 'tours' to gain explore experience.

Tours are basically formation flight of two or more ships where the more experienced player leads the formation, flying throughout the galaxy 'exploring' for the younger character. Now this isn't an entirely humanitarian act, the leader or 'tour guide' does earn explore experience for 'assisting' the newer character in

discovering new nav points. A tour guide will get the most experience for leading a group of 5 newbies around, and each newbie will also earn 'assist' experience for each other newbie. These are by far the best tour groups to participate in, but organizing such a group can be difficult. Simply having a more experienced friend or guildmate help you explore the galaxy will get you at least 21-25 EL's depending on how thorough they are.

If you want to go for a full-group tour, you'll probably find that I'm understating the difficulty of organizing such a group. You'll need 4 other newbies and a tour guide. The tour guide may have certain warp speed requirements they want all members to meet, the newbies may not have the time commitment to participate in a 3 hour tour... the headaches can be considerable. Taking on the task yourself can significantly improve the odds however, rather than relying upon endless broadcasts of "Anyone doing tours?". The Powerleveling guide I've written has more details on how to accomplish this.

Solo exploration is certainly more reliable, since you only need to find one person who has time (yourself). It is however, more dangerous. By sticking to the more "high-traffic" areas of space (i.e. those places that have pre-displayed nav points that don't require anything beyond warping from gate to gate/station) you can earn enough explore experience to easily hit the level 30 overall you need for this hull upgrade. Getting the more dangerous areas on your own requires more skill and typically more powerful equipment (specifically reactor and shields). For that reason we'll go into it more in Chapter 7 "How to Level Quickly". If you want to do all of your exploration early and all in one fell swoop, by all means skip ahead, read the tips on solo exploration that will help you to stay alive, and then return here. There's only a few places significantly too dangerous to explore at this level, and if you're sufficiently careful (and paranoid, suicidal, etc) even these can be explored.

Final note: *never, ever, EVER* explore new nav points while under experience debt. Upon reaching level 10 overall, becoming incapacitated (i.e. dying) will earn you a certain amount of experience debt. This debt steals half of all the experience you earn until it's paid back. For example, if you have 1000 points of experience debt, and you do something that earns you 800 experience, 400 of that experience will go to the debt, and 400 will go to your experience bar. Thus you'll earn 400 experience and your debt will go down to 600 (1000 minus 400). You'd then need to earn another 1200 experience before the debt would be completely gone. Since there is a finite number of nav points to explore, and they are by far the easiest 'free' experience in the game, you do not want to waste a single one of them paying off exp debt. After you've explored the entire galaxy, the only effective way to raise explore experience is by doing jobs. Jobs are boring. Never do anything that will increase the number of jobs you must do.

Another method of reducing debt is by "sleeping it off". Anytime your character is not logged in (even if you're playing a different character on the same account) your experience debt is slowly 'forgiven' over time. (Roughly 10% per hour)

So if you're out exploring and some nasty critter decides to chew you a new airlock, stop exploring until your debt is paid off. Either do combat, trade routes, or sleep off the debt before you resume exploring.

Trade: Trade runs are by far the fastest and easiest way to earn TL's at this stage. You can also earn Trade exp at a reasonable rate by selling of the various loots you get from combat, but this is slower and less reliable experience than you'd earn doing Trade runs. (Later on, it becomes more worthwhile.) So without further ado, let's talk Trade runs.

First, you'll want to start out with either the "Paper Boy Route" or the "Poison/Steak Route". Both are very fast runs and make good experience early on. The Paper Boy Route is running Net 7 News Reports from Net 7 SOL in Saturn to Friendship 7 in Glenn, and then returning to Net 7 with Beta Hydri News Updates from Friendship 7. You'll want to make sure you always buy and sell Trade run items at the Trade Vendors (remember, selling Trade goods to any other vendor will result in a loss of money and no Trade exp being awarded).

The Poison/Steak Route is hauling Biotoxins from Fenris Observatory in Fenris sector to Aragoth Station in Valkyrie Twins sector, and then returning to Fenris hauling Frozen Meat from Aragoth Station. This run makes more money than the Paper Boy Route and therefore gives better exp for more levels, but this requires a lengthy trip to Freya from the more populated areas of the galaxy. Both of these runs are rather short and require only one gate jump, making them very quick ways to earn Trade exp. Of particular note is Aragoth Station's proximity to the star of Aragoth Major, which throws off considerable radiation. It is possible for a bug to sometimes cause your ship to be destroyed while launching from the station into the radiation. This is corrected by obtaining at least one hull upgrade if not two prior to attempting this run.

The next and last Trade run you'll need to know is the famous (infamous?) Somerled/Prasad run. Until you learn the Negotiate skill you'll want to haul Grain from Somerled Station in New Edinburg to Prasad Station in Xipe Totec, and return to Somerled with Jenquai Weapons Tech from Prasad. Once you have Negotiate skill you'll want to substitute Spices for Grain. (The Negotiate skill makes Spices slightly more profitable than Grain.) This trade run provides the absolute best combination of cash per hour and experience per hour of any trade run at this level. (At least after the previous two trade runs start giving less than 150 exp per item.)

Always keep your Negotiate skill maximized, it makes a *huge* difference on trade runs. It increases the maximum experience you can earn per item, as well as increasing the profit you'll earn on each item (which in turn increases experience gains). This means that you can earn more experience on a given trade run than a non-Terran, and for more Trade levels.

Skills: A few good skills come along during this time that you won't want to miss out on. We'll go through them in chronological order and briefly discuss them. To see what the prerequisites for a certain skill are, press "Y" to open your character window, then scroll through the skill list until you find the skill you're curious about. Then left click on that skill entry and a second window will open giving more information. It will tell you who you need to talk to, where they're located, and what level requirements there are, if any.

- Missile Tech: Level 10 overall. Step right up and snatch this skill as soon as you can. Terrans = missile users... do you need a map?
- Build Components: Level 10 overall. This involves a simple run-around mission, and gives one of the best build skills for any TT. Unless you're a hard-core combat player, grab this early and start analyzing every component that ends up in your cargo hold.
- Befriend: Level 11 overall. Not a vital skill at all. Only bother picking this up if you're in the neighborhood (Asteroid Belt Alpha) and bored.
- Repair Hull: Level 25 overall. Very handy to have, pick this one up as soon as it's convenient.
- Build Shields: No actual requirement. While this skill doesn't have a level requirement, it is awarded for completion of a mission that is anything but easy for most new TT's. Personally, I recommend putting it off until you're over level 30 and bored, or if you plan to be a shield builder, find some strong-armed friends who can help you out with the Nommos slaying you'll need done. (If you're really careful and vulture-like, you can hang around a Nommos hunting party and try to get an unneeded Nommos blubber off a stray corpse, but you must actually loot it yourself to advance the mission objectives – you can't just buy it from another player.)

Once you hit level 30 overall, rush right back to Earth Station and get your promotion. It will cost 10,000 credits to get the hull upgrade at the New Edinburg sector shipyards, and it's worth every penny. Not only do you get over 4 times as many hull points, you also get your second weapons mount, which doubles your damage output making just that alone worth more than 10k. And as always, you get two more cargo slots.

One last thing: When Executive MacKellan on Earth Station promotes you, she offers you a mission as well. Don't turn her down, it's worth the trouble. Besides, the next chapter lays it out step by step.

Chapter 6: The Level 30 Bonus Mission

While the level 30 Bonus mission is entirely optional, almost every player in the game will recommend completing it. Whether this is due to some sense of “I did it so everyone else should too” or because they genuinely believe it’s worth the time is up to individual interpretation, but this guide will hold with that creed and recommend doing the Bonus mission. If for no other reason than getting “The Cygni Express” engine and the “Emptor’s Advantage” device, this mission is worthwhile. We’ll cover the rewards more at the end of this chapter. For now, let’s start into how to complete it.

First thing you’ll want to do is consider exactly how you want to try to complete the Combat parts of this mission. The later parts of the mission will require you to defeat a CL11 and CL15 mob, both of which are tougher than the average mob of the same size. The CL15 is also highly plasma-resistant, so you may want to consider buying a few explosive missile launchers just for that fight. The other option is to hire some muscle or beg some friends to lend a hand for these parts. While a bigger player can come in and swat these mobs for you without any trouble, allowing you to complete the mission with a minimum of difficulty, you may or may not be comfortable with that. If it’s important to you to complete this mission solo, you may want to wait until you have at least CL12 (for level 3 launchers) and level 40 overall (for level 4 shields). Ultimately, the choice is up to you – however you decide to complete it, this mission is worth the time and effort.

If You Build Them, They won’t Come.

Well, “Old Lady MacKellan” wants you to not only hand-build some Tada-O Industrial Mining Lasers, she wants you to bring them back to her for inspection, then to a Weapons Inspector in Inverness, and then actually deliver them to the final destination of Kinshasa-Mbali. That’s right, not only are you supposed to do all the assembly work, but they can’t even bother to send someone to pick up the goods once they’re ready. It seems that InfinityCorp’s supply lines are in need of a bit of tweaking... Oh well, such is life.

Now if you don’t have level 3 Weapons Build skill (or don’t plan to ever) you can get another Terran to build the lasers for you. Level 3 build skills require at least TL15, and the schematic is given to any Terran that begins the Bonus mission. So long as you get 10 Lasers that are at least 100% quality, it doesn’t really matter how you get them. Earth station is the best place to build them at, since it has the level 1 parts needed in construction, and Executive MacKellan is right there for the first inspection.

Now before you rush right to Inverness, swing by Orsini Mining Platform in Carpenter (Beta Hydri System). There you’ll want to purchase an “Experimental

Laser Lenses” from the component vendor. (This vendor is off away from the other component vendors, to your left as you enter the Bazaar. The lenses are the only thing sold by this vendor.) You don’t actually need these lenses yet, but you’ll save yourself a longer trip by making the slight detour now. (Just buy one of these, btw.)

The Weapons Inspector you need to see next is found in the immediate vicinity to the gate to New Edinburg in Inverness. (i.e. as soon as you arrive in Inverness he should be close by.) Just target his ship and click on the “talk” icon. He’ll then chat you up a little bit and inspect your lasers. Then you just have to deliver them to Kinshasa-Mbali. Simple, right? Almost. The notorious (in his own mind) pirate known as “Roland Holmes” will intercept you when you arrive at the gate to 61 Cyngi. He steals half the lasers and yammers on and on about all his nutty ideals. You can listen to his drivel if you like, or just close the box to shut him up, it makes no difference in the long run.

Upon your arrival in Kinshasa-Mbali (K-M for brevity) look for Jerriv Kivok-Vechina (he’s just to the right as you enter the main room). He’s the guy you need to deliver the remaining lasers to, and he’ll whine, moan, and otherwise carry on about the recent pirate activities of Roland Holmes. Agree to help him out so the story continues.

The Fox Hunt:

Tally-ho! Okay, okay, enough silliness. Now we get the immense fun of hunting down and capturing Roland Holmes. Are you excited? Don’t be. By the end of this quest you’ll be ready to strangle him to death with your bare hands. First off you need to “Talk to the miners” to find out where Holmes is. There’s a bunch of miners roaming around the station, though the short-range of your sensors may not be able to detect them if they’re on the far side of the station. And of course, you’re not looking for just any miner, no you need a specific one. Luckily, the guy you’re looking for is a different level and name from the other miners. (Look for the one who’s higher level than the rest and doesn’t have the word “Cygni” in his name. That’s your man.)

Now Bonn, your miner-guy wants a Nommos Hunting license. So you just dock back at K-M and buy one from the guy standing next to the Analyze Terminal. Be sure to use the correct chat tree to get one in Bonn’s name. Then head out and talk to Bonn again. He’ll advise you to get some Experimental Laser Lenses from Orsini to use as bait for Holmes. But wait! You’ve already got them (if you were listening to me at the beginning of the mission). Simply dock, talk to Jerriv again to let him know what you’re doing, and then launch to talk to Bonn. The mission advances without the need to fly all the way to Orsini and back.

At this point we’re getting into the Combat-intensive section of the mission. It’s recommended that you have at a minimum, level 3 Missile tech and level 3 shields. If at all possible, you’ll be happier if you delay the mission until you have

level 4 shields (level 40 overall). Of course all this is if you plan to attempt to complete the mission entirely on your own. Finding other players who are doing the same mission can allow you to consolidate forces, as well as simply finding stronger players who can lend a hand.

However you decide to approach Holmes, you'll find him on Inverness Planet. Typically if you have the Lenses and have advanced the mission to the appropriate part he will suddenly appear and attack you while you're near the gate. If not, you may have to look around a bit, or try gating back to Inverness space and then re-landing on the planet. Holmes himself is Combat Level 11, likes to recharge his shields, and can be relatively tough compared to other CL11 ship-type mobs. Two level 3 Ogun launchers should make short work of him, provided your shields can hold (and/or you're fast enough on the shield recharge). If you brought in a Designated Hitter, just sit back and let them pummel Holmes into oblivion for you, but make certain you're grouped. Anyone who is on the correct mission step who is in a group that gets credit for killing Holmes will get a mission update and a Holmes escape pod. (Just how many Holmes' are there? Hehe)

Now that you've caught the little bugger, just take him back to Jerriv at K-M. Of course that won't be quite enough for Jerriv, but what else did you expect?

Does it Say "Delivery Boy" on My Forehead?:

Well we knew this was going to happen, yet another little task that Jerriv wants you to do for him... deliver our friend Holmes to EarthCorps High Command in Zweihander. Well, that's quite a daunting journey at low warp speeds, but don't worry... you'll never make it.

That slippery Holmes will escape shortly after you leave 61 Cygni (you must first talk to the EarthCorps Security Guard near the gate to get Holmes transferred to your hold). When he does simply return to Jerriv to report this, and learn that he set up the whole thing. Annoying little paranoid git...

Jerriv allowed Holmes to escape because he wants to know who Holmes is working for (since Pirates couldn't possibly be cunning and successful on their own... it must be a conspiracy!) Well this time you're told right where to find Holmes, in his little base near Brand's Barrow in Slayton (Beta Hydri System). Brand's Barrow can be found off to the west from the Carpenter Gate in Slayton. (It's a fair distance off, so do some cautious exploring or bring someone that knows the way.)

Once you arrive at Brand's Barrow you will need to fly close to the big rock and target the base built into it. Then you can talk to Holmes who will tell you that he won't talk to you until you prove yourself by defeating one of his Henchmen. Now these henchmen are pretty tough, CL15, and quite resistant to plasma.

Unless you've got Missile Tech 3, strong shields (since they'll shoot back with missiles) and launchers that fire explosive damage, you're going to need help taking these guys out. In fact, even if you meet all these criteria you may find you need help. Luckily, it's typically not too hard to find help in Slayton, as other Terrans (both TT's and TW's) are doing the mission, and likely many other people are there hunting. Every time I've done the mission (which is several times) I've been able to find someone to help out without much difficulty.

Another reason you may want to bring backup is that the area around Brand's Barrow isn't patrolled solely by the Henchmen (who don't attack you on sight). There are other ill-tempered mobs around that can turn a good day into a bad day very quickly. Thus the friends you bring along to help can also cover your backside while you're chatting it up with Holmes.

Once you've talked to Holmes and thumped a Henchman (or been grouped with someone who did), you'll need to talk to Holmes again. The exact details of what you talk about and what you say aren't really important, they don't affect the outcome of the mission at all. The various options can be rather entertaining though, it's up to you what you want to say and do.

Are You Happy NOW?:

You've built and delivered lasers. You've been hijacked. You've played gopher for an out-of-work miner. You've hunted and captured a pirate. You've been duped into being the patsy for his escape. You've hunted him down again, slapped one of his boys around, and forced him to sing like a canary. Is it ever going to be enough for that paranoid freak?

Thankfully yes, you're now done being Jerriv Kivok-Vechina's go-to guy (or gal). Upon returning to him and reporting what Holmes told you (or what fiction the two of you arranged to tell Jerriv) he'll give you your reward, "The Cyngi Express". A phenomenal engine. This will be your engine of choice for performance and speed for quite some time. You also get the "Emptor's Advantage", a device which boosts your shield recharge time as well as reactor recharge, an invaluable device in many combat situations.



Increase Speed (+104 Thrust)
 Turbo Warp (+316 Warp)
 Reduce Warp Cost (-39% Warp Cost)
 Warp Charge (-25% Warp start-up/cool-down time)

Recharge Shields (+19.6% Recharge Rate)
 Recharge Reactor (+2.2 Recharge)

Thrust 112 units
 Warp 3000
 Signature 1.1K
 Warp Drain 12.4 units/sec

Chapter 7: How To Level Quickly

So you've now made some progress through the rank of Lt. Commander, chased Roland Holmes all over Tau Ceti and Beta Hydri, and managed not to drive your head through your monitor (or replaced the monitor if you did.) Now you want to know how to gain fame, fortune and power. Not only that, you want to know how to do it quickly, right? Well lucky you, you came to the right place!

Well I've said it so many times in so many guides that I can't recall if I've said here yet. At the risk of repeating myself yet again, I'll say it now. Leveling fast does not usually mean having fun. Or perhaps more accurately, it's a different kind of fun. It's more like work, but when your friends first notice your rapid growth and gasp in awe of your new power, that's a kind of fun that you just can't get any other way.

The primary goal in leveling fast is to reach level 60 overall. Why this particular number you ask? Simple, at level 60 you're eligible to take level 75 jobs from Job terminals (found in the Lounge area of most stations). The lack of good Explore experience beyond approximately EL25 and Trade experience beyond approximately TL35 means that (currently) you're going to have to use Job terminals extensively if you want to level fast. If you don't care about leveling fast, just skip this chapter.

Since EL and TL is so hard to earn quickly at the higher levels, we'll focus on those experience types in this chapter. (For combat experience, see Chapter 9: Combat.)

First, let's discuss how to most easily reach this magical number of 60 overall levels. At this point you're probably in the neighborhood of overall 35-45, something like 12/18/15 (roughly). Since we're shooting for a total of 60, we'll say hypothetically that our goal is 15/25/20. The combat levels are pretty easy, we'll discuss them last. To gain explore experience do a combination of exploration and combat mining. You should be able to reach EL25 (or close to it) simply by exploring all the sectors in the game.

Combat mining is basically the process of hunting an area that has resources while an explorer class in your group mines the resources. It's important when doing this to bring enough firepower (yourself if possible, more combat types if necessary) to assure the miners a reasonable amount of safety in the area. The choice of the area itself will also be important, large gas fields will provide you the best experience. Since most explorer class players will already have a favorite mining area your best bet is to just follow their lead. Even so, we'll list a few nice spots that you should be able to hunt in without too much difficulty. First, there's Asteroid Belt Beta (ABB). The western edge of the map has three mining markers, each of which is patrolled by mobs ranging from CL5 to 14. These

should pose very little problem for you while providing moderate combat experience. The miners will help to boost your EL from their mining, and you'll be providing them with much-needed combat experience.

Another good spot is Carpenter, at the two Lagrange points. The mobs here are considerably tougher, most of them being CL20 Claimjumpers. These Claimjumpers use only beams, and should make easy prey with the long range of your missiles. There are as few biological mobs around that can be a greater threat, but if everyone in the group is careful things should go smoothly for you. Nav point 9 in Inverness is another great spot with a large number of moderate level gas clouds (better explore exp), but the mobs there range from CL12-25 with the higher levels being Red Dragon Pirates of considerable combat danger. Unless you are especially strong or in a group with players who can make up the difference in combat levels this area can be a bit too dangerous. Luckily, hitting 25EL is not as big a milestone for you as it would be if you were an explorer class so if you're having trouble raising it you can simply work harder on another level type that is easier for you to raise.

This brings us to the other type of levels we need to focus on: Trade. The easiest (and most boring) way to earn trade experience is still going to be doing Trade runs. As mentioned above a lot of trade experience can be earned by selling higher level combat-earned loot, but that method is more hazardous and therefore not as 'easy'. Up to TL 15 it is recommended to do the News runs from Net-7 to Friendship 7 or the Aragoth/Fenris run. (These are discussed previously.) Around TL 15 (or earlier depending on your preference) you'll need to switch to Somerled/Prasad and run that for a rather long time until you hit the low-mid 20's on TL. This run actually remains the best exp/hr for Terrans up to the low TL30's, but going that far with it shouldn't be necessary since you should hit level 60 overall long before that. Trade routes also have the advantage of making a good amount of credits for paying for the various equipment upgrades you'll need. Also, *always* keep your Negotiate skill maximized!

As for Combat experience, you'll probably find this is the easiest and most fun to earn. The incredible range of missiles launchers will allow you to tackle mobs much larger than most other classes are able to handle on their own, but keep in mind that while you'll earn a great deal of experience for killing a mob 10 CL's higher than you, it will probably require a great deal of time and money in the form of expended ammunition. The best exp/hr (as well as cost-effectiveness) is usually found by killing mobs near your own CL. If your CL is relatively small compared to your other levels, you may want to hunt slightly bigger mobs, while if it's relatively bigger compared to your other levels you may want to hunt slightly smaller mobs. It's all about how quickly and efficiently you can earn each point of combat experience. But also, it's about having some fun, so choose your hunting grounds accordingly.

Also, there is the option of getting powerleveled. This option is explored in depth in the previously mentioned Powerleveling guide available from

www.powerleveling.com (the same place you bought this guide from unless you purchased a stolen copy – shame on you!) Being powerleveled is obviously the fastest way to earn CL's, but it is boring and can overlevel you if you aren't careful.

The final option for gaining EL and TL is to start doing jobs earlier. You're only eligible to take jobs that are equal to your overall level + 15. Thus if you're level 45 the highest job available to you would be level 60. (Jobs that are available at the terminal over this level will not even display for you.) As a general rule, jobs under level 75 are rather low pay in both experience and credits, but you may find them a preferable method for earning experience. Orsini Mining Platform in Carpenter (Beta Hydri System) has jobs to several locations, but don't be fooled by the payoff numbers. The lower paying jobs running back and forth between Orsini and Mercury Station in Glory's Orbit (Beta Hydri System) are actually the best exp/hr due to the much shorter travel distance involved. The exp/hr is roughly the same as doing other more interesting tasks, and the object of this chapter is to earn it fast. Ultimately the final choice is yours to make, it is a game after all. Do what you find is fun. Also, keep in mind that the hypothetical level given at the beginning of this chapter of 15/25/20 is just an example. If you really enjoy blowing stuff up, you might want to modify it to 20/20/20, or whatever fits your playstyle the best. The goal is to hit 60 quickly and relatively painlessly, and whatever you find to be the most fun will ultimately be what you do the most (thus getting it done faster). If you enjoy the work, it doesn't seem like work.

Using these methods you should easily find yourself at level 60 and finally able to take level 75 jobs from the Job Terminals. Job Terminals are found in the Lounges of most stations, and each station varies as to what types, levels and destinations of jobs are on it's terminal. Each station's jobs are offered by a particular faction, usually the faction that the station belongs to. Doing those jobs will improve you standing with that faction. The higher your faction is, the better prices you'll get buying and selling with the vendors of the stations on that faction. Having higher faction will also make certain missions available that otherwise would not be given by the various NPCs of that faction.

There are three basic types of jobs: Combat, Explore and Trade. Combat jobs are largely unnecessary as Combat experience can be earned easily through fighting. Combat jobs also give a small amount of Explore experience, but the amount isn't sufficient to justify the time it takes to complete the jobs. You can take two jobs every 6 minutes. Each job takes up one slot in your Mission log, thus if you have no extra missions you can have a maximum of 5. Usually it's most time effective to take two jobs, wait 6 minutes and then take two more before setting out to complete them. For efficiency you should strive to take jobs that have the same or similar destination.

Explore jobs give only explore experience usually, and sometimes also give Combat experience (in the case of Scan jobs). The best types of Explore jobs to

do are Deploy Satellite jobs and Waste Disposal jobs. These jobs give only explore experience, but do so at a good rate. For level 75, the best jobs of these type are available at Friendship 7 in Glenn. Jobs taking satellites or waste to Grissom are the highest experience, the destination being two of the moons there, either Liberty Bell or Apollo. Waste disposal jobs are the most reliable, but require more cargo space (which shouldn't be a problem with your Terran cargo capacity). They also have the slightly annoying and humorous side-effect of making your ship emit green mist whenever you're holding still until you've dumped the garbage and then subsequently docked. Satellite missions require less cargo space since the two different types of satellites will stack, but they are delicate and can easily be damaged causing the job to fail and award no experience. The only way to avoid this failure is to completely avoid taking damage or engaging in combat. If you fire your weapons, are fired upon, or take any form of damage you are likely to fail some or all of your current satellite missions. For the Friendship 7 missions, fly to Grissom without taking any detours and then fly back to F7 (if you have someone with you to do wormholes, wormholing to Swooping Eagle immediately after dropping off your cargo will save time).

Trade jobs are typically the best jobs to take. They award both Trade and Explore experience, with slightly more Trade experience given (they award 68.7% as much Explore experience as Trade experience, not that the exact figure is important, but there it is). The total amount of experience (Explore exp + Trade exp) awarded for Trade jobs is higher than any other job type of the same level. Thus doing Trade jobs will usually provide the best results for leveling quickly. The highest paying level 75 Trade jobs can be found at Net-7, Aragoth Station in Valkyrie Twins, Fenris Observatory in Fenris, and Chernevog Station in Aragoth Prime. The jobs you're most interested in if you can get wormholes are those transferring things from Saturn area to VT area as they pay the most and make good use of wormhole. There's many kinds of Trade job, but all involve either picking something up at your current location, delivering it to another location and then returning for your reward, or picking something up from another location and delivering it to the original station for your reward. The latter is usually the higher paying. The farther you must go also increases the reward. The most common trade jobs from Net-7 require you to pick up something at Fenris and deliver it back at Net-7, the common jobs at Fenris are the opposite, and Aragoth Station usually involves pickup at Net-7 and delivery to either Aragoth Station or Fenris. This is not 100% concrete due to the rather high degree of variation in the jobs. Also, the higher the credit payoff for the job, the higher the experience pay off is compared to other jobs of the same type (combat, trade, explore) at that same terminal. Because of this, jobs going from and to the same location will have the same credit payoff, making it easy to identify the jobs you're looking for.

If you cannot get reliable wormhole travel to do your jobs, you will want to rely on short-distance fast completion jobs. While the per-job reward is lower, the ability

to do them rapidly allows you to still level at a good pace. The best jobs you'll find at level 75 that don't require wormhole to do quickly are given at Aragoth Station, Fenris Observatory, and Chernevog Station and involve pickup and delivery at two of these three stations. It's important to read the job descriptions carefully since some of the jobs with the same Reward amount will involve traveling to Arx Ymir, which is not time-efficient.

Perhaps more important than explaining where to find jobs, what to look for in a job, and how to best complete a job, is how to *get* a job. Due to the rather limited methods for earning Trade and Explore experience at high levels, Job terminals are usually very crowded (a.k.a. "camped"). When you first open the Job terminal interface, you'll be greeted by the Combat Job listing. Generally, you won't be interested in this, and by pressing either the Trade or Explore tab on the left you'll bring up the appropriate list. Then you'll want to click the column heading of "Reward" once, and the heading of "Level" twice. The first click sorts the listing in ascending order of Reward (lowest jobs at the top) and the two clicks on "Level" sorts it in descending order (highest levels at the top). This groups the jobs by descending level and reward, neatly organizing the list for quick viewing. In general you'll want to do the highest level jobs you can unless you are jobbing without wormholes. Then you'll be looking at the far right-hand column which shows the credit reward for completing the job. Once you've become familiar with the various jobs available at a terminal, you'll quickly be able to determine what exact credit reward is given for the types of jobs you want to take. (Jobs of the same credit reward usually involve the same destinations, but not always.)

Competition for the good jobs is fierce, meaning that you'll need quick reflexes on the mouse to select and accept the jobs you want. You can take two jobs every 6 minutes, and the job terminal refreshes every three minutes. At heavily camped terminals it's often preferable to wait until a refresh to take jobs so that your second set of jobs are synchronized with another refresh (this improves your odds of being able to get two jobs when you're next able to.) Beyond simply being fast on the mouse, being able to predict a refresh is a valuable advantage. By pressing CTRL-I you will bring up a small "Lag-meter" in the upper left hand corner of your screen. If you click on that meter another small window will open showing various numbers that are of little use to the average player. What is important is that every time a refresh occurs a respectable amount of processing power has to be done and then transmitted by the server (a.k.a. galaxy). This generates lag, which is expressed by the numbers suddenly jumping upward and usually turning red (indicating bad lag). This happens just a moment before the refresh actually occurs, so if you're watching carefully you'll know that the refresh is about to happen before it actually does. Another method is to have a timer that tracks the refresh time for you by counting down 6 minutes and automatically restarting when it reaches zero.

But perhaps the most important skill of all when doing jobs is the ability to find wormholes reliably, and without annoying the JE's so much that they ignore you (or worse yet, take you to the wrong destinations "accidentally"). The most important thing to remember when looking for a wormhole is that JE's do not exist exclusively to ferry your hull around the galaxy. Granted, it doesn't cost them a thing to use the skill, but it does cost them time. Thus, if they're going to devote time to playing cab driver, you should donate some cash to compensate them. The "fair rate" for WH's varies a little by server, but typically is about 10k one-way, and 20k round trip. This means that the earnings from level 75 jobs will not be enough to cover the costs (level 100 jobs do pay enough). You can either opt to lose money on the deal, use only non-wormhole jobs, or (my favorite) get creative.

Jenquai Explorers are weaklings in combat. Well let me clarify that: compared to other classes, they're the weakest. (A skilled JE can be quite formidable, but there's a lot more morons than there are skilled players.) You're most likely a missile boat of increasing prowess and formidability. It would seem that a certain exchange could take place here, yes? Offer as a form of payment, an exchange of Combat experience. The exact ratio of time for time is up to your own negotiation skills, but an hour for hour wormhole to combat experience earning isn't unreasonable. If your "taxi" (btw, don't call them a taxi unless they do it first... it annoys some JE's) is much lower CL than you, you can take them to an area where you can very rapidly "farm" the mobs, actually making you money while you hunt. You can also hunt to raise your own CL while (s)he's grouped with you. (More on hunting/farming in Chapter 9)

Also, many JE's will be doing jobs as well. However, not so many are interested in the extra hassle of waiting until everyone in the group has 4 jobs to head to the first destination, wait for everyone to arrive there at different warp speeds, then return to get more jobs. If this particular JE is your friend (or even better, a guildmate) the odds of you getting free "ride-alongs" is much improved. So how do you go about increasing the odds of such charity? Simple. Always remember to be nice to JE's. Call it sucking up, call it being a good person, call it whatever you like. Always say "Thank you" when someone jumpstarts you. Always be polite and friendly to JE's (it won't hurt if you just act that way to everyone, many people have more than one character). And also, keep track of the JE's who are likely to remember you for being a "good guy". Put them on your "Friends List" or write the names down somewhere you won't forget about. Then when you're wanting to do jobs, send these guys a friendly tell. What this does *not* mean is "Hey dude, can you WH me around for a few hours?". No one wants to be asked to ferry you around for free. Instead, just strike up a conversation. Ask them what they're up to. If they're bored or already running jobs, ask them if they'd like to run jobs with you or if you can join them. Offer them whatever cash you can realistically afford for helping you out, maybe some new equipment you can build, some combat experience, whatever. Even if you know they'll refuse it, always offer it. Why? Because it's polite. Also, it makes you a nice

guy. (But obviously, never offer anything you can't afford to give if they accept.) Having a few good JE friends is invaluable. They can wormhole you across the galaxy in the blink of an eye, jumpstart you when you do something a bit too crazy, and they can make powerful combat groupmates when played correctly. While no class is worthless enough to warrant "blowing off", JE's in particular can be some of the most valuable friends to have. (and many of them know it)

Once you reach level 85 overall (which should happen almost sickeningly fast) you'll be able to start taking level 100 jobs, which are essentially identical to the level 75 jobs except that they pay much more in credits. The main difference here is that if you want to continue doing non-wormhole jobs, you'll want to head all the way to Arx Spartoi and do jobs that involve pickup on Planet Primus (from Praetorium Mons) and delivery back at Arx Spartoi. The biggest disadvantage to this is that Progen space is in sort of the ass-end of the galaxy for anyone who isn't a Progen (and thereby able to access it through Mars). This means that if you want to meet up with friends, or start doing wormhole jobs, you're in for a long trip back to the more "civilized" regions of space unless you can find a very high level JE who can pop into Endriago by using the highest level of wormhole (which requires EL 45). If you can find someone that big who'll drop what they're doing just to drop you off in a more populated area, they're either a very good friend, a guildmate, or mind-numbingly bored. Whatever the case, don't forget to thank them *profusely*.

In fact, if it weren't for the amazing experience gained from Job terminals, no one would use them since it's a generally boring way to spend an evening. If you want to gain experience fast, that's the way to do it. If you want excitement, do something else. Leveling quickly is rarely interesting, but the fun of having all your friends gaping in disbelief of your massive new level is usually reward enough for the lack of excitement at the Job terminal. Like everything else in the game, it comes down to what you want to do. This chapter is here to explain how to gain the levels with the least amount of effort and frustration, and like all things there's a tradeoff to be made for it. Plus the stretch of boredom slaving away at the Job terminal pays off later by making your other endeavors easier.

Chapter 8: Survival Tactics

For the Terran Tradesman your primary saving grace is that your skills make you exceptionally hard to kill. At least that's what they're supposed to do. Nothing ever works perfectly every time. Because of this you should always opt for escape when victory is not assured. Tradesmen are stereotypically after profit, and there is no profit in incapacitation. Whenever faced with uncertainty, opt for retreat. Likewise, school those you are able to in the folly of attacking a well-trained InfinityCorp employee.

Obviously, this applies to situations where you are quickly and unexpectedly set upon by an enemy or enemies you were not prepared for. In hunting situations you should know ahead of time whether you can handle the fight before you jump in with both feet. When you're suddenly attacked several tricks will allow you to pick the right course of action.

First of all, if you are in an unfamiliar area and do not know how dangerous the local wildlife may be, always assume it's more than you can handle. Your first defense (and just about your only one) in the "flight" option is warp. (We'll discuss how to do this later.) In fact, anytime there's doubt in your mind, you should warp. There's no rule that says you can't double back and kick the snot out of your would-be attackers, just don't get caught by superior forces unexpectedly. Also, always keep in mind your primary defensive skill: Recharge Shields. Often it can buy you those precious few seconds you need to escape danger alive.

Clues You Should Run:

- You have doubt.
- Everything you've seen so far in this area could whup you single-handedly without breaking a sweat.
- A very large chunk of your shield strength is gone already.
- You noticed an Orange Beacon (distress beacon) nearby and when you targeted the ship it read "Impossible" as it's difficulty.
- Your ship is not properly outfitted for combat (wrong launchers / reactor / engine installed, no ammo, etc.)
- Did I mention you should run if you have any doubts?

Now fighting is certainly the most fun option, and the best assertion of typical male aggression. (I know it's my favorite.) If you're relatively comfortable with the area and you are suddenly attacked by forces you believe are most likely within your capabilities to handle, first thing you should do is target the nearest moron – erm, enemy. Pressing "H" will target the nearest hostile mob. If this target is something that poses no problem to you, and a quick glance around the edges of your screen show no extra blinking red (attacking) mobs then open the gates of hell and show this rude excuse for a lifeform what a Terran missile

launcher can do. (If there's extra attacking mobs, but you still feel you can handle it, by all means go ahead.)

One thing to always keep in mind when attacked unexpectedly and you decide to fight them off, you should never "toy" with these mobs. You are in an area you're not entirely familiar with (or you wouldn't have been surprised in the first place) and you cannot accurately predict whether more friends of this bad guy are going to show up. No mercy, no games, no way. Just pour everything you've got into the attack, Recharge Shields early, etc. Pound them down fast and re-assess the situation. That is, after all, what they were planning to do to you.

Always remember that a Tradesman, above all else, should be alert. This doesn't mean that if you're surprised that you did something wrong, that happens to the best of us. All it means is that you should always strive to remain as "on top of things" as possible. Work towards knowing more about the immediate area than the things that would like to hunt you. Ideally, you'd like to always be the initiator of combat, never the responder. When you are forced to react to an attack, counter-attack as viciously as possible, or retreat immediately. Depending on the danger, you may wish to retreat roughly 10k or so, turn around and evaluate the threat. Then if you so choose you can retreat again or serve some nice revenge. (Don't forget the side order of butt-kicking.)

It's Not Running Away, It's a Tactical Retreat:

In a company there are three ways to do everything: your way, the smart way, and the company way. Forget about the first and last ways. The smart way is the way every businessman or woman does things when the boss isn't looking. (At least that's what they do if they want to go very far.) The simplest way is the best, and always will be, and that is just as true for "retreating" as anything else.

Luckily for Earth and Beyond™ it isn't particularly important which way you run. (In real life, it's very important to run away from the bad guys, but with warp, everywhere is "away".) The trick with running away with warp is to have the right target (or none at all). If you started to fight, or targeted the enemy to evaluate them, the last thing you want to do is just engage warp – that would fly you right to the bad guys. There's two basic ways to run away in style: "WDQ" and "Free warping".

"WDQ" is a purely defensive technique named aptly enough after the keypresses you do to execute the technique. Pressing "W" will target the nearest nav point, starbase, or gate. Pressing "D" will target the next nearest object of the last selected type (in this case, nav points). And finally as we all know (hopefully) "Q" will engage or disengage the warp drive. So pressing W – D – Q will target the nearest nav point, then the next nearest nav point, and then engage your warp drive. This should result in you jumping to warp with a target significantly far enough from the immediate danger to get you safely away. (Provided nothing goes wrong, such as sudden death or interruption of your warp drives.)

“Free Warping” is one of the most flexible tools available to players, allowing you to blast into warp in any direction with only your available reactor power to limit your range. Where targeted warping uses only the startup energy of your warp drive, free warping will use that power as well as produce a constant drain on your reactor while you travel. This drain is determined by the efficiency of your engine (bigger engines use more power). Bigger reactors will provide you increased range, but as long as you’re keeping up both reactor tech and engine tech, you should always have sufficient range to get well clear of any danger, unless your reactor was already low on power. The mechanics of free warping is relatively simple, but can be difficult to pull off in the heat of battle, especially if there is lag. All that is required that you cancel any target you might have by right-clicking inside the target window and then press “Q” to engage warp. Unfortunately there is no hotkey as yet that will allow you to cancel your target another way. Free warping as an escape has the advantage of being less likely to take to towards a nav point that may or may not be safe, but has the disadvantage of taking you in a direction you likely haven’t prepared for, and may leave you without sufficient power to flee again.

Both types of escape warping are greatly improved through the use of a “Warp Charge” device such as the Lazarus. (Some missile launcher types also have this effect, but generally not at the same level of effectiveness as the Lazarus.) Warp Charge effect reduces the amount of time required to jump into warp and recover from warp once disengaged. This allows much faster re-engagement of the warp drive should you find yourself arriving in a dangerous area. Also, the Navigate skill provides the same effect and is cumulative with Warp Charge devices. Together they can produce extremely fast startup/cool-down times.

Also, you can add in a Shield Recharge to your escape warp by pressing the tilde key “~” and then pressing the hotkey where your Shield Recharge skill is (you do have it up at all times, right?). You want to be sure to only do this *after* you engage warp, since you can’t warp with yourself targeted. While this doesn’t significantly improve your odds of surviving that escape, it does make it more likely to survive the next problem should there be one.

Surviving Exploration

Most everyone will come across the situation at some point where they will be exploring, or “discovering” new nav points without anyone to assist them (such as a tour guide). While this may not be the safest way to explore the galaxy, safety is for accountants. We’re here to escape the “safety” and “boredom” of real life, and nothing gets the ticker pumping like flying your ship solo through an area that is far too dangerous for you to be alone in. Due to this almost irresistible draw, we’ll cover some techniques that will make this “fun” less frustrating and more... well... fun!

Free Warp: As discussed above, this gives you the ability to warp without having a target that your ship will automatically stop at. Since most places that mobs congregate around are marked with nav points, stopping at such a place can be decisively dangerous depending on your ship's strength. At warp speed it is very difficult to see a danger before you've already arrived nearby, so you need a way to not stop. Enter free warp.

Using free warp to explore nav points is deceptively simple. First of all, you need to make sure your ship is aimed precisely at the nav point you wish to "discover". Since the manual steering controls for your ship are not precise enough to do this, simply use your navigational computer to do it. Target the nav point and engage your warp drive, but *before* the red power indicators meet at the top, press "Q" again to disengage the drive. You end up going nowhere, using a little energy, but most importantly, your ship automatically turns to face the target. (Sometimes it may be necessary to repeat this step to get an accurate aim.) Now that you're pointed exactly where you want to go, simply let your reactor recharge, clear your target, and free warp. Provided you have enough power you should neatly go screaming past the nav point, "discovering" it along the way, and going far enough past it to safely disengage the drive and recover your power. Since you are somewhat limited in your range, it may be necessary to warp close (but not too close) to the nav point before using free warp. (As a general rule, 20-25k is far enough from a nav point to be relatively safe. Remember however, that this is not 100% accurate in all cases.)

Pre-Mapping: By free warping along a path parallel to a "hidden nav" path you can uncover the "?"s on your map allowing a return trip that includes all the points you'd otherwise have to warp to one at a time. This is helpful in dangerous areas where certain nav paths are not included on your map by default. To do this, simply free warp off to one side of the first "?" until the next one pops up on your map. Then stop and adjust your course to go parallel to this budding path. Once you arrive near a "?" and no new one is uncovered, warp past that last nav a little bit and target the gate you arrived at. Your nav computer should plot a course connecting all of the hidden nav points you uncovered, allowing you to safely warp through all of them back to the gate "discovering" each one along the way without having to stop at each one.

Gravity Wells: Gravity wells are the bane of exploration, a region of space where warp travel is not possible (at least not under normal situations). High level engines (level 6+) can give you a certain chance to continue warping through a gravity well, but this is not reliable enough to warrant using as an exploration technique. Besides, by the time you're using engines this size you should have most if not all the galaxy explored already. The best way to deal with gravity wells is to avoid them. The most notable gravity well is found in the north western corner of Aragoth Prime. This is where the Red Dragon Supply base is, and under no circumstances should a young character try to explore this area alone. Until you've become big enough to appreciate exactly what that base is

capable of, you're best off leaving this area alone. It is one of the most dangerous areas in the game.

Planets: Planets are basically a huge gravity well with a major boost to thrust speed. While this increased speed can work to let you explore areas by simply flying through them so fast the hostile mobs get very little opportunity to attack you, remember that the mobs are similarly sped up and can give chase at remarkable speed. It's best to consider planets much more dangerous than the mobs that inhabit them would suggest, and explore accordingly. Without warp to get you out of trouble, it's all or nothing.

When Survival Tactics Fail

No matter how good you are or how careful you are, eventually you'll end up on the wrong side of an ass whuppin'. There's basically two choices when this happens, get a tow back to your last registered base or wait for a Jumpstart (JS). The tow back to base is usually much faster, but if you're registered far from where you got blow up, it could take a long time to get back to what you were doing. Towing also forces you to incur the full effect of your experience debt. Jumpstarting, while reducing your experience debt and returning your function right where you are, is more dangerous and requires you to enlist the help of at least one other player. Since taking the tow is as simple as pushing a button, this section will cover how to get a Jumpstart quickly and effectively.

First off, you must remember that the person that is coming to Jumpstart you is not getting anything out of the deal. They don't earn experience, they don't get paid, and generally they receive no benefit beyond placing themselves in harm's way. Because of this many players aren't inclined to go out of their way simply because you've turned on your distress beacon. Therefore you need to know exactly how to cater to them and entice them to help you out.

Most players sincerely enjoy helping other people out, and JS is a skill that often requires just as much if not more skill and prowess as any other skill. The trick is to make Jumpstarting you as enjoyable and easy as possible.

How To Get a Jumpstart Every Time:

- Be courteous and considerate. Send all the information you can over the Broadcast channel. The JE or PE who'd be coming to your aide will need to know if there are hostile mobs in the area, and if so how many and what level they are. Keep Broadcasting this information as it changes.
- Try to attract only one JS'er. As soon as you find someone who is coming to rescue you, Broadcast that you have a JS incoming so that other JE's and PE's know they don't need to show up. It's frustrating

for them to fly a long distance out of their way to help you only to discover that someone else has already hot-wired your ship.

- Remember Kindergarten. Say “Thank you”. Say it when they agree to come help you. Say it when they show up. Say it again after they leave. Thank them as much as you feel you can without being annoying. Believe it or not, that “Thank you” is the payment they’re usually expecting, and if they don’t get it they *will* be annoyed. They may also write down your name on their “Impolite Jerks” list.
- Don’t be a Death Magnet. If the area is too dangerous for a Jumpstart and you simply don’t want to tow, organize a combat JS. Usually people who can’t JS but who can kill things very well will also respond to a distress beacon if you ask them. Make it safe for the explorer to come save you.
- Be entertaining. For heaven’s sake, don’t ever Broadcast “JS plz”. At least pretend to be intelligent and type out all the letters in a word. If you actually want to be rescued, make people smile. People like to smile, and they like people that can make them smile. If a JE or PE likes you, they’ll JS you. Instead of a plain-Jane “Need jumpstart please” send something fun like “<static> Mayday, mayday! This is InfinityCorp hauler Flaming Swiss Cheese calling <static> assistance. Need rescue <static> life support failing. Repeat, need rescue and clean pair of shorts.” If you make it *fun* to Jumpstart you, people will practically fight to do so.
- When necessary, bribe ‘em. If you’ve tried everything and no one’s coming to help, offer money. 10-50k should be enough to get the extra attention you need, and it’s entirely likely the person who shows up to help will refuse it anyway. Also, if you can’t find anyone in that sector who can (or will) help you, turn on the Explorers channel and ask there. (Be sure that when you ask on Explorers that you give all pertinent information about mobs, what sector you’re in, and the fact that you’ve already asked on Broadcast.)

Keep in mind that when you’re waiting for a JS you’re aren’t earning any experience, money, or having very much fun. On the rare occasion that you simply can’t find a JS, waiting 15 minutes for one won’t accomplish much of anything beyond annoying the heck out of you. Sometimes you just have to take the tow and get to work burning off the debt.

Chapter 9: Combat Tactics

Whether you've decided to be a hard-core combat TT or a Manufacturing Terminal-riding builder, combat tactics will be important to you. Even the most dedicated builder will need to raise their CL simply to earn the skill points they require to purchase those valuable build skills. Luckily, the Terran Tradesman is anything but a boardroom weakling while at the helm of their ship. Their combination of repair skills and long-range missiles allow the TT to not only contribute valuable skills to a combat group, but to pose a formidable force entirely on their own.

The key to the TT's combat prowess is their ability to make themselves extremely difficult to kill. The combination of the Shield Charge skill which boost the capacity and recharge rate of their shields, and the Shield Recharge skill which can rapidly "heal" significant shield damage makes the TT perhaps the most durable ship in combat. While they lack the brute offensive power of a warrior class, this staying power allows the TT to fight longer in the same situations than any similarly equipped vessel could otherwise.

This chapter will cover the basic combat tactics available to the Terran Tradesman as well as many of the more advanced techniques in both the solo and grouped combat situations.

Solo Combat

Kiting: (Basic Technique) Kiting is a technique employed by many classes using both missiles, and at the higher levels, even projectile weapons. The basic concept is to use the superior range of your weapons to strike an opponent while constantly moving to remain outside the range of their weapons. Against mobs with only short-range weapons such as beams, this can allow the player to destroy a foe without ever taking any damage in return. Even against mobs which possess long range weapons this tactic is valuable, as that mob's long range weapons may not be as far-reaching as your own, and also because mobs rarely employ only long range weapons. This means that while the mob may be able to fire back at you with long range weapons, you are not taking the full force of their damage capability due to remaining outside the range of one or more short-range weapons.

(Example: Most medium to high-level Red Dragon Pirates have missile launchers as well as beams and/or projectiles. By staying at missile range you can be shot by the RD's missiles, but not by their beams or projectiles. You on the other hand can have exclusively long-range weapons which allows you to do full-damage at long range while taking only partial damage yourself.)

The process of kiting is simple. Merely approach your target until you are in missile range and begin firing. Once your rounds hit or the enemy otherwise detects you, it will begin moving towards you, trying to close the distance so that it can use its weapons. Simply thrust backwards (or if necessary turn and fly forwards since missiles can fire in any direction) to keep the enemy from getting too close, but not running so fast that the enemy gets outside your missile range.

Some mobs, particularly those of higher level, can use warp. (Red Dragons are notorious for this.) This can make kiting them more difficult since they will warp to you in order to get close enough to fire. This doesn't make them impossible to kite, simply harder. To kite these type of mobs, you will want to employ forward thrust for its increased speed. When the mob warps to you, it will get in a few shots, but you should quickly out-range its weapons. Shortly after this it will warp to you again, but there will be a significant period of time when you are able to fire unanswered.

Slugfest: (Basic Technique) Essentially this is the Progen approach to combat. Fly into weapons range, turn weapons on, wait for opponent to die, rinse, repeat. This is not a strategy as much as a "trained monkey" reflex. It works nicely on lower level targets, but against powerful foes is more likely to get you killed than anything else. Only use this if you're fighting things very easily overcome, can handle it if a few extra buddies show up to pound you, and you don't want to spend the extra mental megahertz to kite the mobs.

One For You, One For Me: (Advanced Technique) This is actually a modification to any normal type of attack more than a stand-alone technique. Essentially it is the process of rapidly adjusting your targets so that you can recharge your own shields while sending an uninterrupted stream of missiles at your foe. This technique allows you to survive under what would normally be withering fire from an opponent. In situations where you cannot avoid being shot at by kiting, this will allow you to emerge virtually unscathed and victorious. Here's how it works:

The whole technique plays upon the peculiarities of the Shield Recharge skill. In order to start the skill you must have a valid target (in this case, yourself). However, you do not have to maintain that target the entire time the skill is "powering up", only make sure that your target is valid when it's done powering up. So, if you're quick with the keys you can target yourself, activate Shield Recharge, re-target your enemy, fire missile launchers, and then re-target yourself in time for Shield Recharge to heal your shields. It's good to start practicing this early since as your Shield Recharge skill increases the time required to "power up" the skill decreases.

Considerations: First of all, Shield Recharge does use a fair amount of power. Depending on how powerful your reactor is, it could be difficult for you to keep

your shields pumped up *and* maintain a constant fire of all launchers. (If this happens, you may need to run off a little ways and let the reactor recharge if your damage to the opponent is not going fast enough.) Second, it requires you to be rather familiar with your launchers' recycle rate. You want your launchers to become ready to fire in those few seconds between activation of Shield Recharge and execution of the Shield Recharge. If it doesn't, you'll miss the window of opportunity to fire them, or possibly fail to have yourself re-targeted when the skill power-up is complete. If you are not targeted when that happens, the skill will have no effect and the reactor power used will have been wasted. Finally, it is important to remember that all skill use can be interrupted by incoming damage. The harder you're being hit, the more likely it is that your Shield Recharge will be interrupted. If you're relying upon this healing to win the fight, you can rapidly find yourself overpowered if you miss one or more recharges. This may make a rapid retreat necessary.

A slightly simpler version of this technique is to simply skip the firing during skill use by activating immediately after your missiles fire and keeping yourself targeted the entire time. If your launcher recycle is longer than your skill activation you can still re-target your enemy before the launchers become ready to fire again, producing an uninterrupted stream of fire. This simpler technique also has the advantage of allowing you to immediately re-activate the skill in the event of interruption, possibly sacrificing a little damage output but better guaranteeing you a successful shield recharge.

Be a Scout, Be Prepared: (Brain-dead Technique) This is painfully obvious, but often overlooked as we become too overconfident in our abilities. Basically this means bringing the right tools and having the right preparations in place before entering combat.

- Have Shield Charge up. It doesn't matter if you've got the skill maxxed or it's level 1. Use it. You never know when those few extra shield points could mean the difference between success and a tow to base.
- Don't hammer nails with a screwdriver. Bring the right tools for the job. If you're hunting Henchmen, don't bring plasma launchers. If you're hunting Claimjumpers in Carpenter, don't bring explosive launchers. These mobs are very resistant to those types of damage and you're wasting effort by using it on them.
- Make the enemy hammer nails with a screwdriver. Exactly the opposite of the above, only the enemy doesn't get a choice in weapons. If you know the enemy uses only beams (such as the aforementioned Claimjumper), bring some energy deflect items (when possible). Just as it's stupid to bring the wrong tool for the job, make yourself the wrong job for your enemy's tools.
- Double-check your ammo. Nothing is as frustrating as starting a fight you can't finish because you ran out of missiles to fire. Make sure you have enough to finish the job before you start a fight, and check your ammo supply often during a hunt.

Group Combat

Missile Fleet: (Basic Technique) This is about as basic as they come. All you do is fly around in formation with your group mates and shoot at whatever everyone else is (follow your group leader's lead, or if you're the leader make sure everyone follows you.) Several missile boats in formation can launch veritable nebula of missile clouds, decimating targets with sickening speed and ferocity. Often times you'll find this is somewhat boring, but it is quite effective and typically very safe. When the danger is higher, you may be called upon to use the next technique.

Medic!: (Basic Technique) Here you play the role of being the healer first, and extra firepower second. (You will spend most of your time healing group mates, and only fire when it won't interfere with those duties.) In this case, the group should ideally have one person who's job it is to do the most damage (thus gaining the most attention from the enemy, also known as "aggro"). This will make it so that the bulk, if not all of the incoming damage is directed at this one person. This makes it much easier for you to concentrate your Shield Recharge efforts on this individual keeping him alive in situations he could not otherwise survive. The trick to this technique is to use your recharge effectively. This means not recharging your target when he is moderately damaged, but rather activating the skill when your target should have no less than 10-15% of his shields remaining by the time the skill completes. This guarantees that your shield recharge will do the most good, as well as allowing more damage to be done to the target (creating more "aggro") before your Shield Recharge hits. Recharging someone's shields causes a tremendous amount of aggro on yourself, which can result in the mob rapidly turning it's attention to killing you. Thus being the Medic for a group requires you to have considerable shield strength yourself (and you should always have yourself and the main damage dealer Shield Charged). If things get really hairy, it may be time to switch to the next technique.

Look Ma, I'm a Tank!: (Advanced Technique) What's that you say? You're a Tradesman not a Tank? Oh ye of little faith... Basically this plays upon the two main roles of a "Tank" in online RPG's. First, to hold aggro. Second, to absorb obscene damage without dying. Technically, a Tank doesn't really have to do any damage as long as they can hold the mob's attention and survive the ensuing abuse.

So how does a Terran get a mob's undivided attention? Simple: Shield Recharge. As soon as someone starts taking damage, slap a Shield Recharge at them. Bingo, instant aggro. Now start spamming yourself with Shield Recharge (using the skill over and over as fast as it recycles). If all goes well your repeated use of Shield Recharge will anger the mob so much that it never pays attention to the group of people blowing it to small uninteresting pieces.

The danger in this method is that powerful mobs will find interrupting your Shield Recharge much easier, killing first you, then your remaining group members.

If you want to get really evil, get two TT's in the group. You simply "fight" each other for aggro. Whenever someone's shields go down, all healing efforts go to that person. One of the two of you will gain aggro. Then both of you spam Shield Recharge on the new "Tank". If this causes the aggro to switch, the new "Tank" becomes the focus of healing. Theoretically, two TT's could keep this up indefinitely unless the enemy's power is simply too great, and quite frankly if they're that powerful you probably shouldn't be hunting them yet in the first place.

Other Details

Real quickly we'll go through a few other things any good Combat Tactics chapter should have.

- **Hull Patch:** Don't use this in combat. Always use Shield Recharge instead. Skills are much more likely to be interrupted by incoming damage to your hull, so you will need shield power much more than hull points. Repair hulls between fights.
- **Self-Destruct:** Also known as SD, Self-Destruct is a Progen Warrior skill employed by some of the less pleasant mobs. Primarily only seen by mobs CL35 and higher, it begins when the mob is down to approximately 20% hull points (or shield points if it's biological). It is identified by beams of white light shining out of the mob and a flashing number countdown on the mob itself from 10 to 1. That gives you a ten second warning that the mob is going to explode. Get away, far away. 5k should be sufficient, and since missiles fire in any direction, turn your tail and run as fast as you can while maintaining fire. After a mob self-destructs it is completely helpless for a few seconds, allowing a fish-in-a-barrel type shooting gallery.

Determining Incoming Damage Type

Having great deflects is all well and good, and of course an excellent idea. Many times a Terran can get by simply with their good shields and solid combat abilities, but sometimes even those won't be enough. So what does a Terran Tradesman do if they don't have the higher levels of Shield Charging that gives deflect boost or the spare device slots to devote to deflect equipment? Well, you have to outfit yourself specifically to the type of damage you expect to be taking. Some mobs make this especially difficult by employing a combination of attack

types, but these are typically higher level mobs that you'll only be fighting once you're big enough to have the nice across-the-board deflects anyway. Until you're at those levels, you'll need to know how to determine what type of damage you're taking so that you can go 'test the waters' and then stop by a station to equip yourself for an extended hunting party. This means picking a fight you intend to run from simply to see what type of damage the mob does to you. And here we're going to tell you how to determine that.

- *Plasma Damage:* Plasma can be done by any attack type – beams, projectiles or missiles. This makes it unique in the damage categories. Plasma is persistent damage, also known as “Damage Over Time” (DOT). This means that after the initial hit of damage, the plasma ‘clings’ to your shields or hull doing damage repeatedly for the next several seconds. It can be exceptionally devastating, and for this reason missile launchers that do plasma damage are very popular among players. Plasma damage will show up as purple numbers over your hull/shield bar. Plasma weapons also tend to appear purple in flight and the missiles typically move slower and track straighter than other types.
- *Chemical Damage:* Chemical can be projectile or missile in source, and behaves a lot like plasma in that it does persistent damage. (Chemical does better damage to hulls while Plasma does better damage to shields and organics.) Chemical damage will show up as green numbers over your hull/shield bar and the rounds typically appears greenish in flight.
- *Explosive Damage:* Explosives are missiles only, and do their damage only once per hit. Normally a visible explosion will occur around your ship and the damage numbers will appear over your hull/shield bar in red. Explosive missiles also tend to appear reddish in flight and typically spiral or weave more than other missiles.
- *Impact Damage:* Impact is projectile weapon only, and does its damage only once per hit. Astute listeners may detect a distinctive ‘thudding’ sound as the rounds hit and the damage numbers appear in a darkish-yellow/orange color. The rounds are also this same color while in flight.
- *EMP Damage:* EMP damage is from either beams or missiles and does its damage only once per hit. EMP also drains your reactor and displays white text reading “EMP” over your reactor bar while the damage numbers appear over your hull/shield bar in white. EMP missiles tend to also appear whitish and track much like plasma missiles.
- *Energy Damage:* Energy damage is done only by beam weapons, and does it damage only once per hit. Energy beams typically appear blue in color, but this is not always true. The damage numbers will appear over your hull/shield bar in blue.

Hunting Grounds

This is just a quick run down of some of the better places to hunt, and is by no means comprehensive. (Such a list would be as long as this entire guide.)

Mob Levels 0 – 10

- “Newbie Areas” – all of the newbie areas have various mobs in this level range as well as limiting the access of other classes, making for a less crowded hunting area.
- CL6 Maelstrom hounds around the Mazzaroth Maelstrom in Swooping Eagle. Extremely high respawn rate, quite dense flocks of mobs. Can easily overwhelm you so play it cautious here. Loot is also quite good here so cash and Trade exp can go up quite a bit.
- Bogeril Bashin’. Witberg in Alpha Centauri is home to the backward, banjo-playing Bogeril. Don’t feel sorry for these hicks though, they’re naturally aggressive to all players, so just give them the stompin’ they’re so deserving of. Some of the equipment they drop as loot is valuable to players (most notably the solar sails) so you can earn some decent money here as well. Bogeril under level 9 do not have missile launchers, those level 9 or higher do. Bogeril also have relatively poor sensor range.
- Danger Grelks! New Edinburg has many Grelks distributed between the nav point aptly named “Danger Grelks!” and Loch Brae, increasing in CL as you approach the Loch. The biggest are the Ancient Grelks at CL10.

Mob Levels 10-20

- Bigger Bogeril. Southeast of Nav Witberg 5 you’ll find a series of Bogeril Markers where higher level Bogeril can be found. They tend to be up to CL12, with rare sightings as high as CL16.
- Denshou. In Asteroid Belt Beta (ABB) you’ll find Denshou ranging from CL9 to 14 at various Nav points including Saturn 3. These critters use projectile weapons and can be dangerous in large groups but individually don’t pose much problem for most classes. Spawn rate is generally high enough to support several hunters per location.
- The Aganju Shield. All around the shield in the southern area of the sector you’ll find CL16 Landauer drones. These drones are beam-only, non-aggressive, and plentiful. CL20+ Outlings sometimes wander into this area, are very aggressive and very dangerous, so be careful. Also watch out for the CL21 Drone Controllers which can end a successful hunting expedition in a painful explosion. They aren’t naturally aggressive, but if you aren’t careful what you shoot at you may hit one by mistake.

- Carpenter Hunting/Mining. At Lagrange Point 4 and 5 you'll find a nice collection of asteroids and CL20 Claimjumpers. These Claimjumpers are beam-only, and there are also some Dzurai around this level. Occasionally there are some "named" Claimjumpers of higher level, CL23-26 which can be quite challenging.
- Aragoth Prime. Northeast of the planet of Aragoth Prim you'll find a Satellite nav point surrounded by CL20 drones. These drones have respectable scan range, but only beam weapons. Their beams are very fast and give solid hits, so these drones are best fought from outside their 1.8k weapons range. You will find it easy to make short work of these drones. (A CL9 TT with two level 2 launchers can solo these mobs, but it takes a lot of time and ammo to do so.)
- Don't let the Scuttlebugs bite. Far to the west of the Carpenter gate you'll find an unmapped nav point for a wrecked ship. Around this is a nice swarm of CL20 Scuttlebugs. Another beam-only mob, these critters have relatively low total hitpoints making them prime targets for all kinds of hunting, especially long-range kiting.

Mob Levels 20-30

- Fenris. Behind the Fenris Observatory there's a resource field that's patrolled by high-teen Zenshai, and as you travel along the path that curves around the northern edge of the sector towards the planet of Fenris you'll come across progressively higher level Zenshai. Zenshai travel in groups of three and if one aggro's the other two will as well. Zenshai also use missiles quite a bit, so they can be a tough fight.
- Odin Rex. In an area from the beginning of the Hook, Line, Sinker path towards the small moon in the northeastern corner of the sector you'll find patrols of 4-5 Chavez pirates in the high-teens to mid 20's. These groups can be challenging, and additional groups occasionally show up and join the fight. The drops here can be quite good though.
- Valkyrie Twins. Arguably the best hunting for this level, mobs in this sector range from the mid 20's to the mid 30's. Avoid hunting on the Path of Fire until you either have a very powerful reactor and shields (level 6 or higher) or unless you have a JE grouped with you for Environmental Shield. (JE's probably will not want to hunt there solo until they are much, much higher level than most other classes hunting there.) The "Spore type" mobs and crazed miner types in VT are excellent hunting but most if not all of them can use missiles and an uncautious hunter can quickly become overwhelmed. However since this sector is well-known for it's superior hunting there is a great deal of competition for mobs which can be both good and bad. (Good in that people are likely to

rapidly kill off any additional mobs that might give you trouble, bad in that people are likely to kill off the mob you're trying to kill.)

Mob Levels 30-40

- Valkyrie Twins. Still good hunting here if you can function on the Path of Fire. (Solar radiation from the star Aragoth Major will drain your shields and/or reactor.) The Sundivers range from the low-mid 30's there are good hunting, but highly resistant to plasma damage and prone to recharging their shields and the shields of other Sundivers. This makes them moderately tougher, but most mobs at this level are getting better at not letting you kill them easily.
- Grissom. This is one of the largest sectors in the game, and home to some of the most vast hunting areas. The end of nearly every path and every resource field is populated with targets of varying combat level. Baikonur Resource Field in particular is great hunting (and mining too), with many level 30-36 Podmothers, Crystal mobs and Red Dragons. The other marked Dzurai Hunting Grounds have varying levels of mobs, but are often highly camped.
- Cooper. Cooper is an excellent place to turn yourself into a blinking orange distress beacon, but for a skilled (and appropriately paranoid) hunter it can be very useful. First of all, stay the heck away from the Tada-O gate area. All you'll find there is a swift and painful death. The RS navs form a semi-circle around the south side of Cooper and are patrolled by many, many Red Dragons and Crystal mobs in the 30-40 level range. The inner ring navs are patrolled predominantly by Crystal mobs and therefore make better hunting unless you can handle the Red Dragons in numbers.
- Ragnarok. Along the northern side of the zone is a short path and some scattered navs to the southwest of that path. Along the path you'll find some 30-40 Chavez pirates traveling in groups, and at the navs to the southwest of there you'll find a great many Zenshai and some other mobs. Combat here can be extremely fast-paced and excellent exp, or extremely fast-paced and death-intensive. Use caution and brains the first time you try this spot out.
- Arduinne Planet. This place is thick with gas clouds, critters, and EarthCorps patrols. Most of the mobs are in the 30-40 range, and all of the biological critters are completely immune to plasma damage. This is an excellent place to hunt in a combat/mining group, and if you so desire, the EarthCorps patrols can make excellent hunting as well. Just don't bring plasma weapons unless you like blinking orange.
- Freya/Nifleheim Cloud. Along the Nifleheim navs in Freya you'll find gigantic critters called Nagifar. These come in four sizes, CL36, 40, 43, and a CL46 called a Sult. Nagifar can hack, use missiles and various other annoying attacks, but in general are rather easy to defeat for their CL. Nagifar are also found inside

Nifleheim Cloud in greater numbers, concentrated primarily around the northern and southern “Modi moons”. Nifleheim is considerably more dangerous than Freya because of occasional patrols through the area by Einherjar and Vindi’s. Both are ship-type mobs with the Vindi’s being by far the most dangerous. Nagifars are excellent hunting, both in terms of exp and cash from their loot.

Mob Levels 40-50

- Nifleheim Continued. Everything in Nifleheim falls into this category with the exception of some of the smaller Nagifars (a.k.a. Nags) and Einherjar. Particularly powerful combat types may find Vindi’s to be good hunting, but care must be taken since they travel in groups, make heavy use of EMP missiles, and self-destruct when about to die. A single Vindi using self-destruct can kill or cripple most players if they are too close. Even so, Nifleheim is excellent hunting all the way from the mid 30’s in CL right up to CL50 if you so desire.
- Grissom. Many players spend a great deal of their upper CL’s hunting the Grissom Patrols. These ships are all CL50 but rather weak for their level. The main drawback is that they are on Centuriata faction (the PW faction) and killing a great deal of them can severely hurt your standing. This can be countered by doing jobs from a Centuriata station, but you must be careful to not lose too much faction or you won’t be able to get jobs, making the repair of Centuriata faction difficult to impossible.
- Deneb. The mobs in Deneb come in two basic sizes. Pathetically small and unbelievably huge. There is a good amount of CL25 critters running about, but they’re often accompanied by CL48-50 mobs, which makes hunting them impractical. All of the resource fields numbered 3 and up have these high level mobs and can be excellent hunting for a tough enough player or group of players. Be aware that these critters are no sissies and some are immune to energy or plasma. They also travel in groups. The Bullywere Leeches are the CL48’s and Bullywere Majesty’s weigh in at CL50. Typical groups are one Majesty flanked by two Leeches. Solitary Leeches are also not uncommon.
- Cooper. To the south of RS 6 and west of Faith you’ll find a resource field patrolled by RD’s in the CL40-48 range. A similar field can also be found to the east of RS 7. Also the observation navs around the Tada-O gate are patrolled by CL40+ TenGu, but these are significantly tougher than most similarly leveled mobs so greater care should be taken before engaging them.

Chapter 10: Building

Love it or hate it, the facts remain that no one can build as many things as cheaply as a Terran Tradesman. Lacking only the ability to build reactors and the powerful skill of negotiation, TT's can build more different items than any other class and do so with less cost than anyone else. This means that their profit margin given a fixed market value is higher. That's more money in your pocket, which is what a Tradesman is all about.

However, there's more to being a builder than simply plugging a few components into a Manufacturing terminal and pressing a button. You need to know how to maximize your profits, how to get the best possible item quality, what to build, and how best to market your services. Once you've read this chapter you should find yourself well-equipped to become a powerful and wealthy builder.

The Basics:

First, the basics. Nearly every station has a Manufacturing terminal. These are found in the main room of the station and are identified by the spinning gear icon around the terminal. Each thing you can build is comprised of usually between two and four "ingredients". If you have the required ingredients in your cargo hold or vault the Manufacture button will light up when you select the item you wish to build. Clicking this button will assemble the ingredients into the final product, and it's quality will be determined by a random factor and your applicable Build skill.

Ingredients come in three types. First there is the most common type known as Components. Components can be purchased from vendors or also constructed with the Build Components skill. Some components cannot be constructed (denoted by the "Non-Manufacturable" tag on the right-hand side of the item description window obtained by right-clicking an item). Component lines such as the K3 line fall into this category and must always be purchased from vendors (or found as loot from mobs). Other components cannot be purchased from vendors and must be built or looted. The CE3K, BlackBox and Athanor lines are examples of this type (also known as "ABC components" in reference to the beginning letter of the component name). No station carries all levels of components, so travel is often required to collect all the components required for a build.

Next, there are resource ingredients. Usually only required for building components, these ingredients are obtained either from the ore vendors found in Jove's Fury or Aragoth Station, or by purchasing them from players who can prospect them. (They can also be found as loot from various mobs, but this is typically a less reliable method of obtaining materials for building.) Generally speaking you will need to have the resources refined by a player with the

Prospect skill if the component you're building is used in a piece of equipment while raw resources (unrefined) are used in components used to build ammunition. The best way to determine if the resource you need is raw or refined is by right-clicking its image in the ingredients list in the Manufacturing terminal and looking to see whether it says "Refined from X" or not. A complete list of all resources in the game is included with this guide, as well as the best vendor price a Prospecting class can sell them for and the cost they are likely to incur for refining them. (This will let you offer prices for these resources that gives the Prospector a solid profit without sacrificing your own profit margin.)

Finally, there are equipment ingredients. Nearly all types of equipment run in "lines" where a higher level version of the line is built using the lower level versions as a construction platform. For instance, a certain missile launcher line might run from level 4 to 7. The level 4 version would be built from three components, the level 5 version would be built from a level 4 and another component, the level 6 version built from a level 5 and another component, and so on.

Now you're probably wondering how do get the schematics to build stuff in the first place. Many of your build skills will provide you with some starting components when you first get them, but you'll soon find you need to learn some new ones to build bigger and better gear. New schematics are learned by way of the Analyze terminal, the cursed cousin of the Manufacturing terminal. Typically found near the latter, the Analyze terminal is identified by a magnifying glass icon rotating around it, and is one of the biggest causes of foul language in the entire game. This is because of the painfully high rate of failure this terminal puts out.

In order to obtain a new schematic, a non-player-made version of the equipment must first be placed into the Analyze terminal and torn apart to see how it's constructed. This process destroyed the item completely regardless of success or failure. It also costs a certain amount of credits. Upon success, the item's schematic is added to your Manufacturing terminal interface, upon failure nothing is returned. Items can also be disassembled in the Analyze station if you already own the schematics for them. A random number of the ingredients are returned upon a successful disassembly. This is often a useful way of obtaining schematics for the lower level items required to build the higher level versions of the line. For instance, if you know a place where the level 3 version of a level 2-4 Missile Launcher line can be found as mob loot, you could get several level 3's to analyze. Upon successful analysis of the level 3, you could then disassemble the extra looted 3's in hopes of recovering a level 2 to analyze. While you cannot analyze anything that was built by another player, you can disassemble another player's wares if you have the schematic already. (Often useful to get lower level schematics of particularly rare items.)

There is essentially no way to improve your odds at the "slot machine" that is the Analyze terminal. Known infamously as "The mislabeled wood chipper", the

“Tada-O-No It’s Gone Machine”, and several other names not appropriate for print, the only way to even slightly improve the odds of analysis is to improve the appropriate build skill. Unfortunately, even this seems to have only a marginal effect. For this reason you should *never* spend a significant amount of your money on analysis. That can leave you poor and unable to build the desired new device in the event of a failure. Also, budget for buying 2-3 of every item you wish to analyze. While you might analyze it successfully the first time, if you’ve budgeted for failure it won’t break your bank when it happens. (Prior Planning Prevents Piss Poor Performance – The Six P’s. Learn ‘em, love ‘em, live ‘em.) Nothing is more frustrating then spending every cent you own on trying to analyze some neat piece of gear only to fail every time. Incidentally, component and ammo analyzes never fail.

Cutting Overhead:

Now that we’ve covered the mechanics of building we’re ready to move onto the important stuff. Next we’ll cover how to maximize your profits by cutting your overhead costs. There’s two basic things that will determine how much it costs to build something: the cost of the ingredients and the cost of the manufacturing itself.

Reducing the cost of the ingredients can be done three ways. First and most obvious is with the Negotiate skill. The higher your Negotiate skill, the less you pay for parts from a vendor. Also a factor in this is your faction standing with the vendor in question. While various stations are on various factions, all component vendors on all stations are on InfinityCorp faction (TT faction). This means that you’ll likely get excellent prices on components. Taking the time to raise this faction is of paramount importance to a builder, and raising your other factions will likewise help out greatly not only in reducing terminal costs (discussed later) but also in reducing the cost of buying equipment for analysis from non-TT stations. The weapons and equipment vendors on a station are on the faction that station belongs to. The Trade and Ore vendors on a station are on a separate non-listed faction and prices at those vendors will be fixed. Everyone has the same standing with these vendors (neutral standing) so while Negotiate will improve these prices somewhat, you will generally get poorer prices than you would at another vendor. Unfortunately, those two vendors offer items sold nowhere else, so they effectively have their market cornered.

The next way to reduce the cost of components is to build them yourself. However, as with all building care must be taken to determine the cost-effectiveness of this route. Some resources are in such rarity and high-demand that the cost of the individual resources are so high that you cannot build most components more cheaply than they can be purchased at vendors. Also, the sheer number of the various resources means that you won’t be able to store all of them in your vault and it can be very difficult to find the resources you need quickly when you need them. Certain components will be in enough demand in your building that you may find it profitable to retain quantities of the resources

required to build them so that you can create them as needed at a reduced cost. Also, with the build/loot-only components you will want to either purchase these from players who have looted them or purchase the resources needed to build them yourself. This is vital for building those items in high-demand that require those “rare” components in their construction.

Finally, you can significantly reduce the cost of ingredients by obtaining them from combat or purchasing them from someone who did. This is the most difficult to accomplish, but also results in the biggest cut in overhead. Typically only the build/loot components are saved by players for later sale, the common components typically are sold off to vendors for much-needed cash. As a builder you’ll want to keep a close eye on what components go into your most popular equipment so that you can save these items when you find them. This is where keeping careful records of your schematics proves vital.

You can also reduce your overhead costs by making it cheaper to assemble the ingredients at the Manufacturing terminal. Each item will carry a certain “build cost” that must be paid upon creation at the terminal. Level 5+ Negotiate reduces these costs, as well as your faction with the station in question. For cheaper items it is less important since these effects are percentage-based, but on particularly high level items it is well worth the time to travel to a station where you have high faction before constructing an item. Remember, every credit saved on building is a credit earned when you sell.

Maximizing Quality:

If you’ve played very long at all you’ve doubtless heard a dozen different superstitions about how to maximize your build quality. Due to the extreme random factor in item quality these various theories are effectively impossible to prove, but you have the benefit of my months of research into exactly what can improve quality, and what trends I’ve seen that lead me to suspect additional methods. All of these will be shared here.

First, we’ll cover the basics of what is known 100% to affect build qualities. This is your build skill compared to the level of the item you’re trying to construct. The lower the item’s level in comparison to your skill, the more likely it is to come out at 200% quality (the best quality possible). For the most part, you’ll find that trying to build items for sale to players is impractical until your skill is at least level 4. At level 4 you can build level 2 items at 200% reliably, and level 3 items at 200% pretty often. However, level 4 items will come out wildly varied and therefore be impossible to profit from (since players will almost always demand 200% on level 4 items). This trend continues linearly to level 5 skill, and changes somewhat with level 6 skill which allows the construction of items up to level 7 tech. Level 6 skill will allow up to tech 5 items at 200% reliably (with some exceptions, see below) and level 6 tech items at 180-200% commonly. Level 7 tech items will remain too wildly varied for effective profit.

Once you reach the maximum build skill of level 7 you will be able to build all tech levels of items in that category, but you will find that only tech level 7 items can be built at 200% with any regularity. Even then it won't be uncommon to build lower quality items at level 7. Tech level 8 and 9 items will be difficult to build at 200%, but not completely impossible. Luckily, most players capable of using and affording such equipment are well aware of this difficulty and therefore do not demand 200%. They are also typically willing to pay extra for extra quality so when you do manage to build an item to especially high standards you will often find they tip you a healthy amount.

The other known effect on item quality is the quality of the ingredients. This primarily refers to "upgrades" where the final item is built from one or more lower level versions of the same item. The higher the quality of the lower level item, the more likely the upgrade is to be high level. Thus if you are trying to build a level 8 shield that requires a level 7 version of that shield as an ingredient, you would have almost no chance of building the 8 to 200% unless the level 7 was a 200% as well. Using player-made components in construction is said (by game documentation) to improve build qualities, but this is highly debated. In general no difference has been documented and proven, but if quality is of paramount importance you may want to take the time to get all player-made ingredients simply to hedge your bets.

Lesser known and "hazy" techniques for improving quality do exist. We'll go to a list-style breakdown of the various techniques and describe how they are supposed to work as well as any observable results that have been recorded.

- Faction: Some people claim that having high faction can improve build qualities. In general this does seem to be true, but other tests have shown it to be false. However since faction does influence the cost of building you should always build at stations where you have very high faction anyway.
- Money: Another theory is that the amount of money you have influences quality (more money = higher quality). This is unverified and should be considered essentially superstition. It never hurts to err on the side of superstition though.
- Assistants: Some claim that being grouped with other high-level builders can improve the odds of both high-level building and analyzing. Many players do this simply to hedge their bets, but as yet it is unverified.
- Building Experience: A lesser-known theory that essentially says the more a player builds, the better a player builds. Theoretically, when a new schematic is added it begins to accumulate "points" as building of the same type of equipment occurs. As these points add up, the odds of building high-quality versions of that schematic improve. While not concretely proven, there are numerous reports that suggest this to be true. (For instance, my JE can build a 200% level 7 Dhambier reactor much more reliably than he can build a 200% level 6 Dhambier. Since

he has had the level 7 schematic far longer than the 6, it has theoretically accumulated more “points” than the 6, improving it’s odds.)

- Good/Bad Days: Many people have noticed that some days they just can’t seem to miss a 200% build, while other days they can’t build worth crap. This led to the testing of a theory that each time you log on a certain variable was set on your character that influenced your build percentages. So far this theory has held water. Simply try to build something you have moderate difficulty building to 200% (preferably something you can either sell easily under 200%, or that is relatively inexpensive since this is a “test” of your building abilities for this log-in). If it comes out 200%, great. You may be in “Good Day” mode. Begin building. If it does not, or in the course of your building it seems you’re not performing up to par, simply log out and back in and re-test. I have personally done this and I use this technique every single time I want to do a great deal of high-end building. It seems to work well.
- Rebuilding: Some evidence exists that when you tear-down an item in the manufacturing terminal to rebuild it (it didn’t come out high enough quality the first time) that the build quality on the rebuild will actually be lower. To some extent this seems to be true, but in some cases it actually comes out much higher, taking the wind out of the sails of this theory.
- Good Stations: Some people report getting better builds at certain stations, presumably stations they do more building at. This could be true or it could be an effect of the Good/Bad Day technique. Either way it doesn’t really matter since the station you build at is usually determined by what components it sells.

Knowing What to Build: Of equal importance with knowing how to build well and how to build cheaply is knowing *what* to build. Becoming the server’s premier builder of Spiderweb devices is not going to make you rich – no one buys them. You’ve got to know what’s hot, what’s not, and get the schematics to build that equipment. What’s the “cool” equipment everyone wants does vary somewhat by server and over time, but we’ll cover some of the basic staple goods every builder needs to know.

Build Components: Every builder who does components will want to collect all the ABC components. If it isn’t sold at vendors, looting them or building them is the only way to find these components. Some are harder to find than others, and some are in greater demand than others. However since the market on these is a little volatile it’s almost impossible to give any concrete advice on which components will be the best to collect. Certainly those of level 7+ will be the most useful, and those level 5 and under will be almost useless. (All level 5 components of that type can be purchased from a traveling merchant in Saturn sector.) The components that can be purchased from vendors are essentially in no demand at all, and should only be analyzed as opportunity and boredom

allow. They can reduce your personal build costs sometimes, but you won't make any money selling them to others.

Build Devices: The easy-to-find devices that you'll want to be certain to learn are (in no particular order) the Monoceros, Sculptor, "Miner", RoadRunner Plus (RR+), Lazarus, RoadRunner, Hidden Eye, and Guardian lines. The harder to find (at least at higher levels) devices you'll want are the Corona Borealis, Atrophy, Decay, Cat's Paw, "DV" line (Targe, Heater, Tower, Kite, Buckler and Pavis), Eagle Wing, Shark Fin, and Laser Scope. Finally, the much rarer Pirate tech devices you'll want to learn are the Salamander, Chimaera, Basilisk, Roc, Harpy, and Gorgon.

While this doesn't even begin to cover the full gambit of devices available out there, these are by far the best-selling devices you're likely to come across, and that's what building for money is all about. Having all the most ultra-rare schematics doesn't matter if no one is interested in buying them. Learn as much as you can about the various classes if you pick this build skill, since almost no equipment type is as varied by class as devices. Talk to your friends and anyone else you can, learn what devices they consider to be "must have", and then seek to learn to build those. If a class can't survive without a device and you can build it, that's an easy sale.

Build Engines: Since building engines is a difficult market niche to make a fortune in, this is one place where it's especially important to concentrate on the critical engine choices. For Jenquai and Progen stealth nothing touches Solar Sails. Your ultimate goal on that engine is to get the level 4 version (extremely rare and the highest level). For Terran stealth the engine of choice is the Mercurius/Halley/Trifid line. Another great seller is the Breton line, and to a lesser extent the Welsh line. Many Progen like the Poseidon/Hades line of engines as well as the Apollo/Zeus line for the boost to projectile range. Terrans typically prefer the Falcon/Eagle line for the boost it gives to missile range. The Pirate tech "Wing" engines are also popular for their maneuverability boost, but they are harder to find.

However, since engines are hard to become rich building, you'll probably find it best to concentrate on engines that suit your needs and the needs of your guild mates and friends, leaving other build skills to be your big money-makers.

Build Shields: One easy tip right off the bat is to completely ignore all Jenquai tech shields. Almost no one uses them, so spending the time and money to analyze them is a bad idea. Virtually everyone uses Terran or Progen tech shields for the significantly higher capacity they have.

Shield types you want to learn are the Falkirk (drop), Hounfour (drop), Model Y (drop), Pirate tech "Scale" and "Plate" (drop, scale being most important), Normandy (drop), Gettysburg (vendor), Sumter (drop), and Model Z (drop).

Among these the most coveted are the Normandy's, Model Z's, and the level 8-9 Pirate "Scale" shields.

The Falkirk and Normandy are Progen-only shields, and the most coveted shield for that race. They have the highest capacity and best buffs of all Progen shields.

The Model Y and Z shields are missile range boosting shields often used by Terrans who can't get a missile range boost some other way. Typically they prefer to use a different range booster and use higher capacity Progen tech shields. Jenquai will also sometimes request this type of shield for it's good capacity, and in the case of some JW's the missile boost as well. (Some JW's use missiles instead of or in addition to beams).

The Hounfour and Gettysburg shields are popular among Terrans (as well as Progen who can't find or afford a Falkirk or Normandy). They offer the highest capacity shields available to Terrans.

Jenquai typically use the "Not Weak" line you get the schematics for upon learning Build Shields skill and the Scale or Dragonplate line of shields after that. Many Terrans prefer this shield as well. Since Jenquai can only advance to level 8 Shield Tech, the level 8 Scale (Platinum Scale) is especially important to them.

Build Weapons: Weapons cover a vast array of equipment due to the three basic types of weapons in the game (beams, projectiles and missiles). For the sake of brevity we'll simply list the best sellers here and leave the explanations up to common sense.

- Beams: White Dragons, Blue Dragons, Yellow Dragons, Orange Dragons and Purple Dragons for Jenquai tech beams. The rarer and coveted beams are the Brown/Black Dragon, Sango/Shango/Xango line (pirate), Vega/Orion/Hydra and the mighty Golden Dragon. For Terran beams, the Bobcat, Dingo, Tiger, Great Dane, Lion and Pitbull plasma beams will be your most popular (Pitbulls being rather rare). You may also find some market for the Diamondback, "Fang" (pirate) and "Claw" (pirate) lines.
- Projectiles: Since for the most part only Progen use projectiles you'll do best to concentrate on the guns that cater to this class only. Muskets, Dragonspikes (pirate), Crossbows, Shotguns, Rifles, Mortars, and Longbows are by far the most popular weapons among the Progen. Then of course there is the Archos, extremely rare and highly revered.
- Missiles: If you missed it, go back to the chapter on TT equipment and re-read the part on what missile launchers to use at what levels. It stands to reason that if those are the best launchers, those are the ones that are going to sell the best.

Mastering the Market:

The final ingredient in being a successful builder is being able to effectively market and sell your wares. This means knowing how to advertise, what to charge, and how to turn a small sale into a bigger sale.

Advertising is the simplest of the three. Your ads should be clearly written, properly spelled, and as short as possible. You could be the best builder around but if your advertisements on the Market channel are difficult to read and extremely wrong you'll get fewer people interested in buying from you. Take some time and put some thought into how to word your advertisements. Use your build lists to make certain you're spelling the equipment names correctly.

If you build several different types of equipment, consider making separate ads for each type. Once you've written an ad that fits the bill, type it into your comms and then save it to a hotkey by pressing ALT + F1-F10. You can then use CTRL + F1-F10 to repeat the message in your current channel. This saves a great deal of time and allows you to use the same ad for quite awhile. By pressing ENTER and then CTRL + F1-F10 you can recall that particular message, edit it, and then re-save it using ALT + F1-F10.

The next thing to remember in advertising is to not "spam" the channel with your ads. Even if you're using two or more different ads, you want to make sure that you do not cause other player's comms windows to scroll unnecessarily. If you become too annoying people will simply place you on their ignore list, which will make it impossible for you to sell to them. As a good rule of thumb, your ads should appear no more often than once every 10 lines of text in the Market channel, or approximately once per minute.

Examples of good ads:

>WTS Custom-built weapons up to level 7. Crossbows, Shotguns, Rifles, Oguns, Dragonfires, most types of ammo and much more. Send tell for complete list.

>WTS Player-made shields. All Falkirks, Hounfours, Type Y's and Scales. Most other popular brands available as well.

(WTS means Want To Sell, WTB means Want to Buy)

Knowing what to charge is a bit trickier. As a basic rule of thumb, a 200% quality item usually goes for about two times the cost to build it. However since various players incur various costs to build the same item depending on their faction, Negotiate, etc, the accepted "Fair Market Price" for an item may be higher or lower than twice your build cost. Even if it were possible to write a complete list of all equipment and include the Fair Market Price of each, it would rapidly become out of date as changes are made to the game, player influences on the market shift the value of the credit, and new equipment comes out making old equipment obsolete and therefore less valuable. For this reason, knowing what your wares are worth is up to you to determine. Luckily this isn't so much hard

as it is time consuming. If you plan to be a builder, you will want to turn the Market channel on early in your career – long before you actually begin building things for profit. What you're looking to learn is who the major builders of a given type of equipment are and what they charge for specific items. You'll find that if you send one of these builders a friendly tell identifying yourself as a hopeful builder and politely ask them if they will let you know what they charge for certain items so that you can know what to charge when you're able to build them, most of these builders will be more than happy to help out a new builder. By paying attention early on and asking around you'll be able to get a feel for the Fair Market Price on the gear you plan to one day sell, and by keeping your finger on the pulse of the market you'll be better equipped to make a fortune than the average player.

Once you've got a good idea what to sell and for how much, stick to your guns on the prices. Also, avoid undercutting the major builder's prices as much as possible (provided those prices are not over-inflated). If you make a name for yourself as someone who severely undercuts other builders, you'll rapidly find yourself very unpopular on the server, and quite possibly unable to find people willing to sell you the things you need. Generally speaking, the Fair Market Price of equipment on the Market channel is the best price to sell at. These prices are decided upon by consideration for the profit of the builder and the affordability to the buyer. Charging less may get you more sales initially, but you could quickly find yourself earning less money than if you'd stuck to what the market collectively agrees is a fair price.

Also, remain aware of the fact that prices will vary slightly over time. Usually the price of anything will slowly decrease as the various people seeking to get a quick sale make the buyers more and more accustomed to a lower price. On the flip side, as people become wealthier, the value of their credits actually goes down. When the average player has 1 million credits, a 500k item is expensive, but if the average player has over 10 million credits that same 500k item is not expensive and players are increasingly willing to pay a little extra for superior quality or fast delivery. It's supply vs. demand.

Finally, keep an eye on the market channel for WTB's. If you see someone looking to buy something you can build, but you haven't answered because you're busy with something else, keep an eye on them. If they go more than 15 minutes looking for that item it may be worth your time to send them a tell letting them know you can build it but that you're a little busy at the moment. Often times players will offer extra credits as an incentive to build the item for them. Those who are not hard-core builders are market wheelers and dealers will happily pay extra just to not have to spend time looking for a builder. These customers can significantly boost your profits.

The last aspect of mastering the market is knowing how to turn a small sale into a big sale. This requires you to know your wares intimately, and how each item

is useful to each class. For instance, if you build engines you may find Terrans asking you to build a Solar Sail for them. Ask them if they realize that a Jenquai stealth engine actually will give them a lower signature. Inquire about what other engines they're using to see if you have something that might be better for speed or combat. Many players are not even aware of all the options available to them. Even if they decide not to purchase your suggested items, they will remember that you know your stuff. When they are ready to buy their next engine, shield, or whatever, they may just ask you for suggestions about what will work best for them. And then guess who they'll buy from?

Those of you who've worked in fast food or sales before will recognize this as "Suggestive Selling". Many times you'll even find that buyers ask you to do this, though they won't word it as such. Device builders in particular are likely to see this. Someone will send you a tell asking about a specific device, and then asking if you can build anything else they might be interested in. I did this countless times when I was a young wide-eyed newbie, and every single time the reply was, "I dunno, what are you looking for?" If they knew what they were looking for, they'd ask for it.

Learn what various classes place at paramount importance. Know what they like to have, what they want to have. When you get a customer of *any* kind, ask them if they need something else, giving them a list of what that race/class combination usually needs that you can build. Never forget that even if players do not buy the extra stuff, your goal as a builder is to sell things. Selling now or selling later is really not that much different. Being known is the most important thing of all. Once you've gotten people to remember you as the guy who knows his stuff and can build X, Y and Z, you'll be getting tells regularly without even advertising. And it doesn't even require that you be one of the builders who can crank out some ultra-rare goodie. You could have only the basic store-bought equipment in your menu and make millions if you can simply get your name synonymous with building whatever type(s) of equipment you build.

Example: A Jenquai Warrior sends you a tell asking how much you charge for a level 4 RoadRunner Plus. You answer him and ask him if he'd like something to boost his thrust speed along with that. I've yet to find a JW that didn't want to go faster (since they have to get up close to do the most damage, and the faster they can do that the better). If he doesn't already have a Cat's Paw, he'll probably buy one from you right then, or a little later when he's saved up the money. On the other hand, if you hadn't mentioned it he might have found out about Cat's Paws from someone else who could build them and they would have gotten the sale.

Also, don't forget to remind people if what you've sold them is upgradeable by you. If they purchase a level 6 Gettysburg shield for instance, once the transaction is complete, wish them well and let them know you'll be happy to upgrade it to a level 7 when they need to upgrade. (Also mention they can find

your name by right-clicking the equipment icon so they don't have to worry about writing it down or remembering it.)

Regardless of what you choose to build, always remember that a guide at best can only strive to catch up with market trends. If I were to update it daily, the guide could come close to remaining accurate with regards to the market, but doing so would rapidly drive me more insane than I already am. Any good salesman must be alert to any new developments that might affect his little corner of the market. If a new weapon or shield or whatever is suddenly discovered, the first builders of that equipment (assuming it's both manufacturable and worth using) will always reap the lion's share of the profit. Likewise, changes can happen slowly over time.

Pay attention, listen, ask questions, and learn. This guide is brimming with useful information, but this can only take you so far. This will be farther than most go in the same time, but the rest is up to you. I could write for days and never teach everything about the Market. A lot of being successful is familiarity with the market, so study it every chance you get. (Even the best builders must maintain this vigil to hold their spot.)

Chapter 11: Odds and Ends

This chapter is the haphazard collection of all the data that didn't seem to fit in well anywhere else, and will be the primary location for update information in the future (to save long-time customers the trouble of trying to re-read the entire document for new data.) Expect this chapter to grow a lot more as time passes and new patches and content make modifications and updates to this guide necessary.

Free Warping Tricks:

Avoiding trouble: While you typically won't run into any problems in warp, since you're using Free Warp you do have to concern yourself with energy drain and the possibility that you could run out, dropping you from warp in a place that may or may not be safe. One way to minimize this problem is to angle your ship sharply upwards before engaging warp. This will cause you to rapidly fly to the 'ceiling' of the sector and then warp along it. Those few extra K can make a lot of difference should you find yourself suddenly nearby something that would like nothing more than a stuffed Terran head mounted in it's den.

Hitch a Ride on a Distress Beacon: Sometimes you'll see a blinking orange distress beacon far away in the direction you want to go. You can warp directly to this beacon without having the warp drain of free warping or the zig-zag route of your navigational computer. Heck, you can even stop along the way to help rescue whatever poor soul you're using for a nav point. Just remember, ships don't spontaneously explode. Something is probably still nearby that ventilated your impromptu nav point.

Ammo Switching:

If you're quick on the mouse you can swap out one type of ammo for another to capitalize on the damage difference between shields and hull. Plasma and EMP damage is especially harmful to shields, while Chem damage is extra painful to hulls. By switching from one to the other in the middle of a fight you can capitalize on these bonuses and kill things especially fast. While the total damage done is not amazingly higher, that little difference can easily give you the edge in a particularly hard fight.

Appendix A: Level 50 Promotion Missions

Unfortunately unlike the level 30 Bonus mission, the level 50 Promotion mission is not optional. You cannot get your hull upgrade until you've completed one of the three missions offered you. The three choices given you are to go see either Nostradamus Smythe, Kahn, or Loric and complete the mission they give you. Kahn's mission involves a decent amount of combat, Loric's mission requires a great deal of travel, and Smythe's mission requires neither of these. Therefore we'll run through that mission and ignore the other two. You can do one of them if you like, but the object of this guide is to make playing the game as easy as possible and as such, we'll cover the easiest mission.

So let's get down to it. This is a quick and dirty step-by-step of Nostradamus' mission, and doesn't bother with any of the storyline behind it. If you can read this guide, you can read the NPC talk trees as well and learn it there if it interests you. If not, just follow these steps.

1. Report to Nostradamus Smythe at Kinshasa-Mbali (KM) (Aganju, 61 Cygni System). Take the mission he offers.
2. Talk to Anselm Ville in Somerled Station (SS). He's a component vendor in the Bazaar, way off in the back across the catwalk.
3. Report to the InfinityCorp Shipyards in New Edinburg. (TT's get a break here, their shipyards are much closer than anyone else's.) Note: refuse the device mission offered here. It has no effect on the outcome of this mission and requires extra time. If you want the device (which is essentially worthless) do the mission.
4. Talk to Anselm again (SS).
5. Fly to the nav point Path of Atonement 2 in Aganju. Target and talk to the InfinityCorp ships there until one admits to carrying detonators.
6. Talk to Anselm again (SS).
7. Talk to LaMotte on Inverness Down (Planet Inverness, Tau Ceti System). Purchase a Psi from her. (If you haggle you can get a cheaper Psi, the quality of your Psi determines how many ships you must talk to in the next step.)
8. Fly back to Path of Atonement 2 in Aganju. Talk to the ships again until you convince them to give you their detonators.
9. Talk to Anselm again (SS).
10. Talk to Nostradamus to receive your reward (KM).

Note that you do not need to talk to LaMotte again. All she does is get mad because the Psi you had escaped from your ship.