




X3 Handbook

**A compilation of guides, facts and wisdom,
for X3 Reunion and X3 Terran Conflict,
from the players of the X Universe, created by .**

(Warning : May contain insanity, irrelevance, irreverence and bad spelling. Read at own risk.)

Compiled by Timothy Ellis, aka Apricotslice.

Version 5.00

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**The official Forum Thread for the X3 Handbook is
<http://forum.egosoft.com/viewtopic.php?t=130176>.**

**This location contains Download Site Links and version history information.
Visit this forum thread to see if an updated version has been released or for Handbook discussion.**

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While the writing is publically available on the Internet, any use of this material must be authorised by the individual authors.

There has been no attempt to standardise any of the words, language, phrasings or in some places the punctuation.

The guides presented here were written all round the world by people with different levels of literary ability,
from different cultures, different language bases, and with different concepts of spelling and grammar.

I have corrected the obvious spelling mistakes and typos and inserted some level of punctuation
where I thought it was warranted, but I have left a lot alone.

"Your", "You're" and "You Are", all mean the same thing to us reading this,
as do "color" and "colour",
so correcting spelling isnt doing anyone a favour,
and detracts from the character of each piece of different writing.

I did put this through a spell checker,
but 99% of what it objected to was X3 jargon,
or country oriented jargon in character with the writing style,
and so I gave up !

And in the end, I decided that the forum threads should be left substantially intact, warts and all. As the typos make them funnier.

And so, anything you find in here which twitches your 'proof reader nose',
should be taken out on the nearest Paranid.



Contributors List :

Apricotslice, Giskard, Chips, esd, Simon Moon, Relief, Storm666, teladianium, Apocholypse, WillWilk's, Krusade, Tsar_of_Cows, The Cuban Nightmare, Burianek , CBJ, The_Abyss, Andaius, spcutler, Merroc, Nicholas Kabourakis, RavenIII, Ryuujin, softweir, Milo Rambaldi, Tracker001, Fud, supakillaii, Cycrow, Volition, NUKLEAR-SLUG, Goldfinch, Painman, DeadlyDa and RedSpot, Gazz, Carlo the Curious, clevider, Jakesnake5, Graphil, Tenlar Scarflame, Observe, Snowship, Stu Austin, Spychotic, EmpororJon

and all the people behind these people who contributed in some way to the finished guides, known and unknown,
and all the people who sent me screenshots to use for illustrations,
and everyone who supported the X3 Handbook Project.

Thankyou, everyone.

Bookmarks and links by 98abaile



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- [A Slice of X - TC Walkthrough and Guide, by Apricotslice](#)

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- [Treasure Hunt Walkthrough, by Mizzle](#)
- [False Patches, by EmpororJon](#)
- [All Plots Complete, by dillpickle](#)
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Part One : Welcome to the X Universe.

Introduction.

G'Day. Apricotslice here. Welcome to the X3 Handbook, a compilation of the all the best guides and wisdom from the X3 English Forums.

The English forum address is <http://forum2.egosoft.com/viewforum.php?f=2>. If you wish to visit the guides presented here in their original online homes, the url for the sticky thread of guides is <http://forum2.egosoft.com/viewtopic.php?t=162408>.

I made the mistake one day of commenting that it was about time all the guides got put together into a single download file so that it would be easier for first time users in any area of the X3 game to find all they needed to know. Needless to say, it was immediately pointed out that as it was my idea, it was now my task. So here it is.



I've tried to retain as much of the original html formatting as possible, and still make it readable in the pdf format. All the links to the original threads in the forums are printed here as well. All guides have their own forum thread. Clarification may be found there in some cases, and players comments. Also questions and (sometimes) answers.

The handbook is somewhat colour coded. Red is for Handbook material and my personal additions. Black is for original Guides. Blue is for web links. A few of the guides use colours for highlighting and these have been retained.

The objective of this handbook is to provide you, the X3 Player, with a source of information about getting the best out of your game as you can, without needing to spend vast amounts of time in the forum, when you could be playing instead. I hope this is achieved for you with this handbook.

While some of the guides will overlap, each one presents information a different way, so the overlaps have been retained as written.

The URL of each guide is provided. They are updated sometimes, as the game matures, and these updates may not be reflected here. It is recommended that you check out the original threads if you find anything that may seem out of date.

In a lot of places you will see  SPOILER . This is telling you that what follows until you see a second one of these, is information about the game that to be reading it now, could in fact spoil something of the discovery element of the game. In the forum threads, the text between the spoiler tags is actually hidden from you unless you choose to reveal it. Unfortunately, this cannot be done in pdf format, so at this point, you will need to make a choice as to if you continue to read further or skip over the entire spoiler section.

Why do we need all these guides ?

X3 is Unique. It was deliberately designed to be played over an extended period of time, and to take that time to get there.

Most games are designed to be completed within a few weeks. And this is the expectation of most gamers, before they discover the X Universe.

Expectation collides with the X universe and often results in frustration and irritation. People often go into the game expecting to make quick money and buy all the biggest, most expensive items in the game, within days. The game wont let them.

X3 is deliberately designed to take 6 months or more to play, and there are still X2 players who have been playing the same game for 18 months or more. All the high end products take a lot of time to get, during which time you will build some sort of trading empire and achieve a quite respectable combat rank.

It can take days to just learn how to survive. The learning curve is very steep. Starting out, you need to spend time learning, exploring and doing. Only after you know what you are doing, will you be able to take advantage of the real money making features.

The X Universe is huge and diverse. The X3 manual barely dips your toe in the Boron's water. Every player has a different strategy for playing the game. Every game is different. Comparing games in the forums quickly highlights that for everyone who says one thing is the best way of doing something, another will say the exact opposite, and they will both be right !

The bottom line is Player Choice. And to make a choice, you need to understand the options. It also helps if you are aware of just how much gameplay variation the game is capable of, and how to go about starting into it. The guides were written from all the continuously re-asked questions in the forums, many of which were along the lines of "Why cant we do ? ", with an answer of "You can, just do".

The guides are not going to tell you how to play the game. They will show you some of the ways it can be played, suggest ways of doing things, show you amazing things you can do, shortcuts that save time, and inform about game issues that will not be obvious to the casual player.

Read. Try things out. Make up your own mind. Dont be afraid to save the game, try something, decide you didnt like it, reload and try something different.

Your the one in your ship. Its your survival. Your credits. Your strategy. Your tactics. Your death. Your Empire.

How you play is your choice.

Adjust your expectations now, broaden your horizons, open your eyes, pick up your glass of SpaceFuel, and prepare for addiction, no social life and losing contact with loved ones !

Go to it. Good Luck !

Apricotslice, March 2006.



Introduction to Version 2.

Welcome to version 2 of the X3 Handbook. Even as version 1 was completed, material was in the progress of being written and a version 2 of the Handbook was planned, but for numerous reasons, never happened.

With the release of the X3 Version 2 patch, and the long awaited Player Headquarters finally appearing in the game, it became more important to do a version 2 of this Handbook. But alas, it still didnt happen.

Then I got an email from Egosoft, and all that changed. It gave me great pleasure to learn that Egosoft wanted to include the X3 Handbook within a special version release of the game, and on behalf of all the guide writers and contributors, I'd like to thank Egosoft for validating and valuing our work and making it much more available to players.

What was included in version 1 of the Handbook remains relatively unchanged in version 2. While a lot of the guides have been updated, the sheer amount of work needed to change the Handbook version made doing this impractical. But links to the original guides are included here, so by all means, go and read the orginal guide threads.

Version 2 of X3:The Reunion was long awaited and well greeted by players. Theres lots more to do, own and use, and some things are now more useful than before.

So, if you finally managed to kick the addiction and reacquaint yourselves with your family and freinds, prepare to kiss them all goodbye again ! 😊

Apricotslice, February, 2007.



Introduction to Terran Conflict.

Welcome to the 3rd version of the X3 Handbook, and the last installment of this great game; X3 Terran Conflict.

The game has morphed once again, and been reborn bigger and better, using influence from the great XTM Mod. There is new terminology to remember when distinguishing games now. X3R (or just R) means X3 The Reunion. X3TC (or just TC) means X3 Terran Conflict.

As always, the guides first written for X2 and X3R are still completely useful for TC, although some will need some updating. Those included in the Handbook have not been updated here, so remember to check their forum threads for updates to TC.

Colours in this Handbook remain the same. Red is Handbook only material and my comments. Black is existing guides, or extra X3R material added in for this version. Blue is new material for TC.

There are new forums for TC. The main forum is now <http://forum.egosoft.com/viewforum.php?f=97> which is the new Spoilers forum for TC only.

It is hard to beleive that 2 years has gone by since the last version of the X3 Handbook was done. The Handbook is consistently downloaded between 800 and 1,000 times a month and shows no signs of slowing down.

I hope that this new version will continue to help people enjoy the game more than they otherwise would have.

To all those new to the X Universe, Welcome !

And I have to say, if you managed to kick the addiction in the last 2 years, your fix awaits, welcome back !

Apricotslice, January 2009.

Version 4 of the Handbook has been done for TC v2.1. Version 2 saw the addition of the Aldrin Plot, and a few extra things, and the fixing of many issues and bugs. These continue to be addressed and added to with each new patch. Some sections of this Handbook have been updated again to reflect the continuing evolution of the game and all the new mods and scripts being written.

Apricotslice, August 2009.



The Ultimate X resource and guides list, compiled by Graphil

<http://forum.egosoft.com/viewtopic.php?t=162408>

as at 7-Aug-2009

The purpose of this sticky is to list the links to various game guides that have been written by the community. If you have a new link to add or find a dead link please report it in this thread. Note that guides are only for the latest versions of the X games.

Just so everyone is aware. There is a review process by the moderators for each proposed new link. If it is viewed as too incomplete (lots of content missing on the subject matter) or not substantial enough (only a few paragraphs not really adding much) then it will not be included. That is not to say it will never be included. We will always re-review if you've added new content. Sometimes the process can take a bit of time so please give it a week before chasing.

Note that the date for story guides is when the link was added, not when new episodes are added.

Key:

XB - Links relating to X Beyond the Frontier

XT - Links relating to X-Tension

X2 - Links relating to X2 The Threat v1.4

X3R - Links relating to X3 The Reunion v2

X3T - Links relating to X3 Terran Conflict

The date in brackets is when the link to the page was last updated.

WARNING Many of these guides contain spoilers.

Capping

[X2] [Ship Capture Guide by AI](#) (1/12/2006)

[X2] [Ravenlord's Guide to Capturing the Xenon K](#) (1/12/2006)

[X3T] [An illustrated guide to boarding a Boreas using an M7M by Orion1632](#) (18/2/2009)

[X3T] [Capping, stealing, boarding and carjacking ships in X3 Terran Conflict - THE HOWTO by delay](#) (18/6/09)

Combat

[X2] [A guide on using Capital Ships by Tsar_of_Cows](#) (1/12/2006)

[X2] [Care and Feeding of M6 Craft by Damar Stiehl](#) (1/12/2006)

[X2] [Rustams Guide to M6 Corvettes](#) (1/12/2006)

[X3R] [Pixel's X3 Guide to configuring your weapons](#) (1/12/2006)

[X3R] [Capital Ships, Equipping and General info](#) (4/12/2006)

[X3T] [Tenlar's Guide to Lasers and Tactics](#) (13/1/2009)

Complete Guides

[XB] [Argonopedia](#) (1/12/2006)

[XT] [Argonopedia](#) (1/12/2006)

[X2] [Argonopedia](#) (1/12/2006)

[X2] [A great list of Tips and Tricks for playing the X games](#) (1/12/2006)

[X2] [A guide for new players starting out](#) (1/12/2006)

[X2] [The Commander's space station by CJ and Skyman](#) (27/5/2008)

[X3R] [Roguey's - "Guide's to everything"](#) (1/12/2006)

[X3R] [Apricotslice's X3 for Pacifists](#) (1/12/2006)

[X3R] [Keyboard layouts by BugMeister \(excel\)](#) (1/12/2006)

[X3R] [Play as Kha'ak \(and living to tell about it\) by Jakesnake5](#) (21/12/2006)

[X3R] [Getting started by Relief](#) (11/4/2007)

[X3R] [Rabiddiety's video guides](#) (7/3/2008)

[X3R] [Saved Games by Cheeseburger](#) (18/5/2008)

[X3T] [X3T - a default keyboard map by BugMeister \(excel\)](#) (2/11/2008)

[X3T] [Apricot Mapping Service Guide to starting off in X3](#) (09/12/2008)

[X3T] [A Slice of X, a TC All Main Plot Walkthrough/Guide by apricotslice](#) (16/6/2009)

[X3T] [X3TC Stats and Resources Compendium by ianrobo75 \(excel\)](#) (31/7/2009)

[X3T] [X3 Handbook v3, inc. 93 Guides/Articles/Threads/Info, by Apricotslice](#) (13/1/2009)

Maps

[X3R] [Nicholas Kabourakis's Yet another X3 sector map - v1.0](#) (1/12/2006)

- [X3R] [Merroc's gate coordinates](#) (1/12/2006)
- [X3R] [Scorp's X3 map version 1.2](#) (4/1/2007)
- [X3R] [Coordinates of hidden items by Gotcha!](#) (11/4/2007)
- [X3R] [X3 Poster map by Nvax](#) (22/5/2007)
- [X3R] [X3 Sector Planner by LordSuch](#) (21/11/2007)
- [X3T] [Yet another X3:Terran Conflict sector map by Nicholas Kabourakis](#) (02/11/2008)

Mobile Mining and Asteroids

- [X2] [TD's Guide to mobile mining](#) (1/12/2006)
- [X2] [X2 Asteroid Seeker Util](#) (1/12/2006)
- [X3R] [X3 Asteroid Seeker Util](#) (1/12/2006)
- [X3R] [Merroc's asteroids list](#) (1/12/2006)
- [X3R] [Bunny's mobile mining guide](#) (2/5/2007)
- [X3T] [Merroc's asteroids list](#) (18/2/2009)

Plot

- [X3R] [Chip's X3 TUTORIAL - Starters controls Mission 1 Walkthrough](#) (1/12/2006)
- [X3R] [Simon Moon's X3: Reunion Complete Walkthrough](#) (10/12/2006)
- [X3R] [Roguev's Bala Gi Walkthrough](#) (11/4/2007)
- [X3T] [Starting Points by supakillaii](#) (19/1/2009)
- [X3T] [The TC Main Plot Walkthroughs by apricotslice](#) (16/06/2009)

Ships & Equipment

- [X2] [Ship stats by Darshu](#) (1/12/2006)
- [X2] [3D Models and Stats Viewer by exogenesis](#) (10/2/2009)
- [X3R] [Missile stats](#) (1/12/2006)
- [X3R] [Printable Ship Stats bala gi by Klyith](#) (11/4/2007)
- [X3R] [Ship size comparision - A,B,P,X by Player.](#) (11/4/2007)
- [X3R] [Weapon stats by Dunno \(excel\)](#) (20/7/2007)
- [X3R] [Apricot software guide](#) (20/7/2007)
- [X3R] [X3 ships database by V2200\(excel\)](#) (23/7/2007)
- [X3R] [3D Models and Stats Viewer by exogenesis](#) (10/2/2009)
- [X3T] [Weapons, Shields and Ships Spreadsheet by tatakau \(excel\)](#) (30/10/2008)
- [X3T] [Ship/Weapon/Missile Stats and a Map by krait daoc\(excel\)](#) (14/11/2008)
- [X3T] [Software Upgrades and Corresponding Ship Commands by clevider](#) (6/1/2009)
- [X3T] [3D Models and Stats Viewer by exogenesis](#) (10/2/2009)

Stations and Complexes

- [X2] [TD's Guide to the World of SPPs.](#) (1/12/2006)
- [X2] [esd's X² guide to loops](#) (2/12/2006)
- [X2] [Factory loop calculator by em3e3](#) (13/1/2009)
- [X3R] [Merroc's All-in-one Complex Profit Calculator including asteroids\(Downloadable\)](#) (22/12/2006)
- [X3R] [Rvuujin's How to make cleaner, sexier looking complexes](#) (1/12/2006)
- [X3R] [Factory node counts by spcutler](#) (1/12/2006)
- [X3R] [Complex building guide by apricotslice](#) (12/12/2006)
- [X3R] [Factory Complex Calculator by exogenesis](#) (11/9/2007)
- [X3R] [HQ Construction Chart by exogenesis](#) (11/9/2007)
- [X3R] [Station and complex building tutorial - A guide for aspiring manufacturers by kotekzot](#) (10/3/2008)
- [X3R] [Mine table by Cheeseburger](#) (18/5/2008)
- [X3R] [Complex to supply HQ by Cheeseburger](#) (18/5/2008)
- [X3R] [Complex planning by Cheeseburger](#) (18/5/2008)
- [X3R] [Online complex calculator by em3e3](#) (13/1/2009)
- [X3T] [Online complex calculator by em3e3](#) (13/1/2009)
- [X3T] [Merroc's All-in-one Complex Profit Calculator including asteroids\(Downloadable\)](#) (25/02/2009)
- [X3T] [Xadrian: Factory Complex Calculator for X3TC by kavahr](#) (22/3/2009)

Story Guides

- [X3T] [The story of Squiddy McSquid, 'A Possibly Short Life' by NUKLEAR-SLUG](#) (20/4/2009)
- [X3T] [Zen and the Art of Running away.. {spoilers guaranteed} by NUKLEAR-SLUG](#) (20/4/2009)
- [X3T] [Wanton use of nukes and the path to galactic conquest! by NUKLEAR-SLUG](#) (ongoing)

Trading

- [XT] [Basic Trading by Gandalf The White](#) (17/7/2009)
- [XT] [Empire building by Gandalf The White](#) (17/7/2009)

[X2] [Sector Planner](#) (1/12/2006)
[X2] [Making money by Omicron](#) (1/12/2006)
[X2] [Making money by Creston](#) (1/12/2006)

[X3R] [Sector and Universe trader guide by WillWilk](#) (2/12/2006)
[X3R] [Commodities prices by MrBigTime \(excel\)](#) (20/7/2007)
[X3R] [esd's Guide to MORTs](#) (5/8/2007)
[X3R] [Supply and demand trade chart by strataholic \(excel\)](#) (22/12/2007)
[X3R] [Commercial Agent Reference Sheet by BugMeister](#) (27/3/2008)
[X3R] [Commodity Logistics Software Mk1 Reference Sheet by BugMeister](#) (27/3/2008)
[X3R] [Commodity Logistics Software Mk2 Reference Sheet by BugMeister](#) (27/3/2008)
[X3R] [CAG & CLS Pilot trainin by Cheeseburger](#) (18/5/2008)

[X3T] [X3TC Resources Spreadsheet + Flow diagrams. \(+ Ware analysis\) by MeatBag \(excel\)](#) (17/11/2008)
[X3T] [Trade Command Mk3 - Technical Datasheet](#) (17/06/2009)

The ultimate source for everything [here](#).

Last but not least the [FAQ](#).

The X3R Universe Map by Nicholas Kabourakis

<http://forum2.egosoft.com/viewtopic.php?t=116035>

I decided to create these maps because the ones already offered didn't confront with how I was accustomed to view the various races. For example, Argon sectors were illustrated with pink or blue color. Since the time of X-btf, I used some maps that illustrated Argons as yellow, Borons as blue etc. Now it seems that the very nice person (sorry, but I don't know who it is) who made those maps all these years didn't produce one for X3, so I tried to copy his/her style and create one that resembles those maps, both in style and color-code.

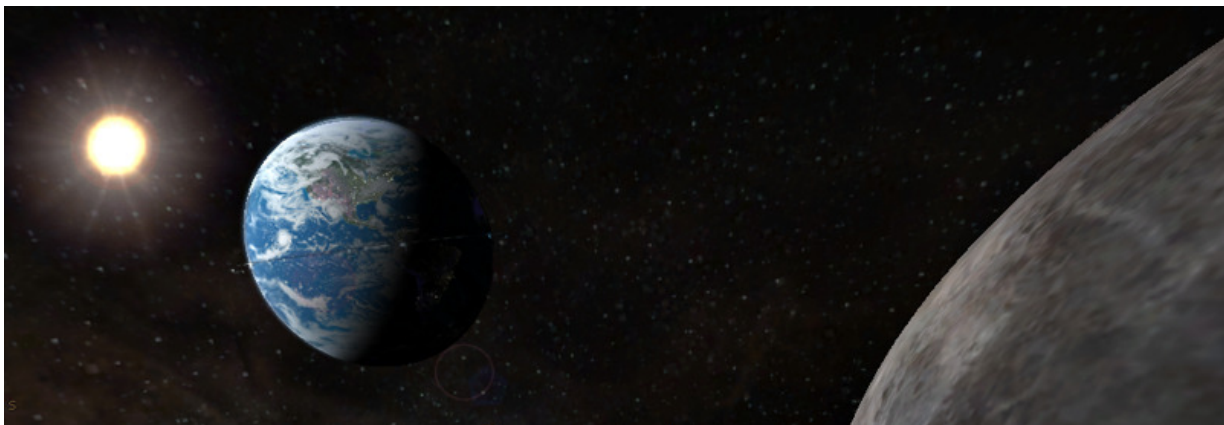
One added plus to this design IMHO is the fact that the map is actually printable. That is, it's actually readable if printed on a single sheet of paper.

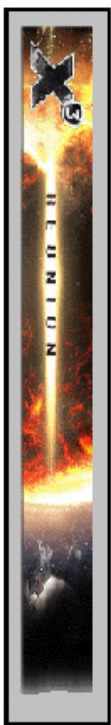
There are two versions offered, both in pdf format. A small one of 74Kb which provides only the essential information of sectors, shipyards, etc and a large one of 436Kb which is the same in terms of the information offered, but has a bit of eye-candy also. **The latter is reproduced below.**

The original Excel version is also available on request.

The X3 game does not reveal the Universe to you at the beginning of the game, you have to explore to fill it in on your nav map. If you do not wish to see the map and spoil the discovery of exploring, scroll rapidly past it, NOW.

»» SPOILER «« **Alert.**





The X3TC Universe Map by Nicholas Kabourakis

<http://forum.egosoft.com/viewtopic.php?p=2613734>

Hi all, this is "yet another" sector map for X3: Terran Conflict.

The style and feel is derived from my older map for X3:Reunion, but this time there are a couple of improvements:

- Derelict ships have their own icon for easy spotting on the map. On the legend page, you can find detailed information about the sector coordinates each ship is, the type of the ship, and also it's position within the sector.

- Super shipyards have their own icon too.

- Company Headquarters have their own icon as well, and on the legend page you can also see the names of those corporations and the sectors their HQ is in.

Also, due to the fact that Terran sectors tend to overpopulate the map, and in order to minimize the clutter caused by sector connections, I chose to represent some sector connections by altering the border color for those specific sectors. For example, the already known (from X3R) connection between Family Whi and Shareholder's Fortune instead of being represented by a line, now is represented by red border color for both those sectors. The side of the sector that hosts the gate that connects them, is a dotted line (i.e. Family Whi: east side, Shareholder's Fortune: west side). For those who don't have access to a color printer, there is a full list of sector connections in the legend page.

Other feature, carried over from the X3:R map include:

- Different icons for Shipyards, Equipment docks, Pirate bases, Special facilities.
- Differentiation between border and core sectors for all races.
- Pretty good readability on grayscale printouts.

As before, the big plus of this map is that it can be printed on a single sheet of A4 paper and still be able to make out all the information you need.

Well, that's it, hope you like it, and *please* if you spot an error or omission, let me know!

» SPOILER « Alert.

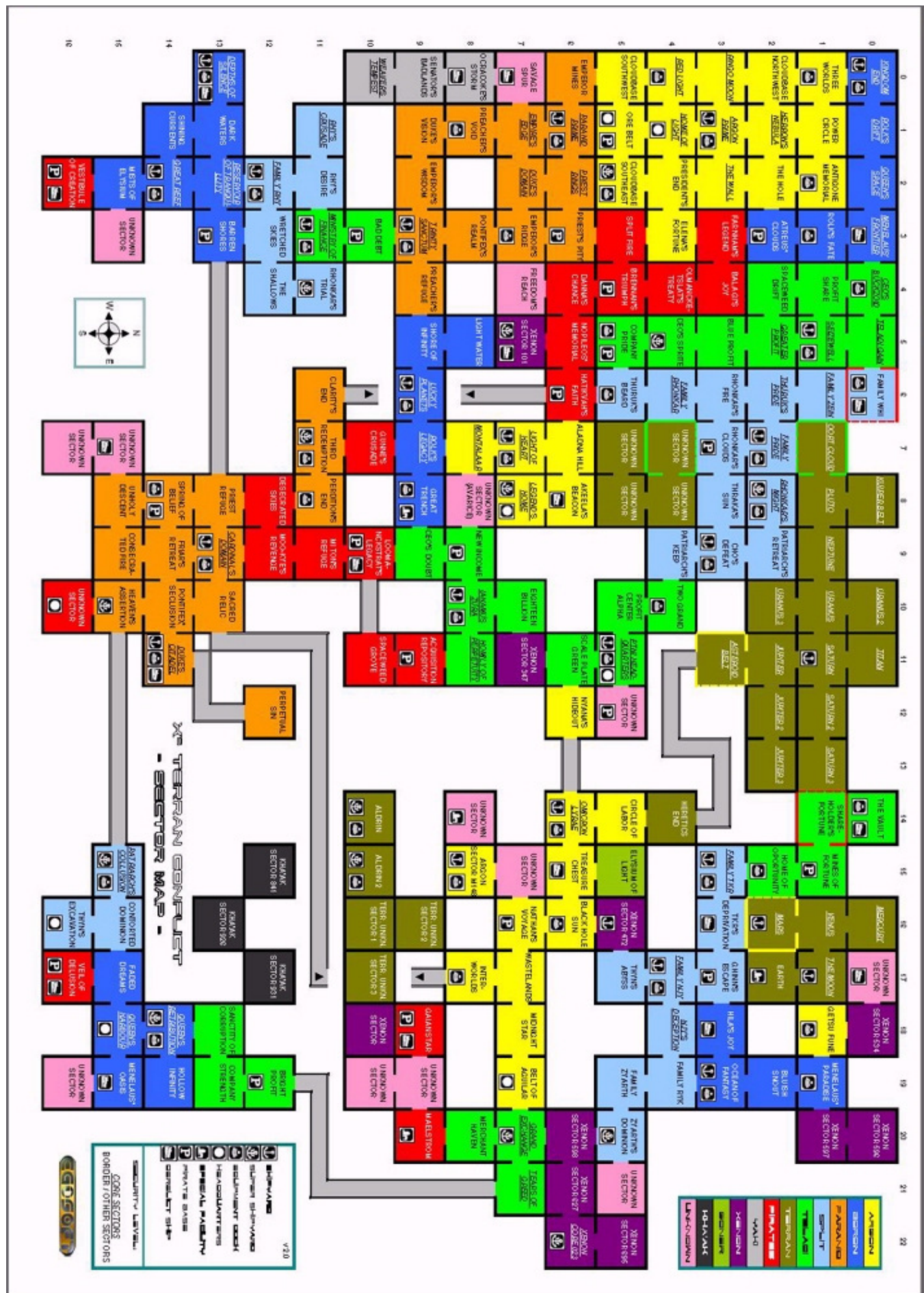
The X3 game does not reveal the Universe to you at the beginning of the game, you have to explore to fill it in on your nav map. If you do not wish to see the map and spoil the discovery of exploring, scroll rapidly past it, NOW.





The X3TCv2 Universe Map by Nicholas Kabourakis

<http://forum.egosoft.com/viewtopic.php?p=2613734>



X3TC Game Starts, by supakillaii

<http://forum.egosoft.com/viewtopic.php?t=222810>

Here's a list of different starts you can unlock/that are unlocked:

Name of the Start: Terran Defender

Sector: Uranus

Ship: Sabre (M4)

Weapons: 2x Electro-Magnetic Plasma Cannon

Credits: 1,000 Cr

Prerequisites: Available

Name of the Start: USC Commander

Sector: Uranus

Ship: Scimitar (M3)

Weapons: 6x Electro-Magnetic Plasma Cannon

Credits: 1,000 Cr

Prerequisites: Terran Plot Completed, Fight Rank 3,333

Name of the Start: Argon Patriot

Sector: Omicron Lyrae

Ship: Elite (M4+)

Weapons: 4x Particle Accelerator Cannon

Credits: 1,928 Cr

Prerequisites: Available

Name of the Start: Humble Merchant

Sector: Herron's Nebula

Ship: Mercury (TS), Discoverer (M5)

Weapons: N/A

Credits: 9,650 Cr

Prerequisites: Available

Name of the Start: Bankrupt Assassin

Sector: Aladna Hill

Ship: Mamba (M3)

Weapons: 2x High Energy Plasma Thrower

Credits: 0 Cr

Prerequisites: Available

Name of the Start: Unholy Traitor

Sector: Family Rhonkar

Ship: Medusa Prototype (M3)

Weapons: 2x Particle Accelerator Cannon, 6x Pusled Beam Emitter

Credits: 21,331 Cr

Prerequisites: Terran Storyline complete, Fight rank 3,333, Trade rank 3,333, Split rank "Split Privlidged Associate of Rhonkar"

Name of the Start: Teladi Trafficker

Sector: Seizewell

Ship: Vulture (TS)

Weapons: N/A

Credits: 12,693 Cr

Prerequisites: Teladi rank "Teladi Company Owner"

Name of the Start: Savage Split

Sector: Family Pride

Ship: Jaguar (M5)

Weapons: 2x Particle Accelerator Cannon

Credits: 1,400 Cr

Prerequisites: Not Known

Name of the Start: Anonymous Argon

Sector: Argon Prime

Ship: Discoverer (M5)

Weapons: N/A

Credits: 2,400 Cr

Prerequisites: Argon Rank "Argon Accepted Advisor"

Name of the Start: Pious Paranid
Sector: Paranid Prime
Ship: Demeter (TS)
Weapons: N/A
Credits: 3,633 Cr
Prerequisites: Fight Rank 3,333

Name of the Start: Tormented Teladi
Sector: Sanctity of Corruption
Ship: Harrier Hauler (TS)
Weapons: 2x Impulse Ray Emitter
Credits: 1,960 Cr
Prerequisites: Trade rank 3,333

Name of the Start: Aldran Adventurer
Sector: Aldrin
Ship: Spitfyre (M3)
Weapons: 5x Experimental Electro-Magnetic Pulse Cannon
Credits: 4,090 Cr
Prerequisites: Finish Terran plot, Fight Rank Battle Master, Argon rank "Argon Federal Marshal"

Name of the Start: Boring Boron
Sector: Kingdom End
Ship: Octopus (M5)
Weapons: N/A
Credits: 2,000 Cr
Prerequisites: Trading rank 3,333

Name of the Start: Lost Lar
Sector: Xenon Core 023
Ship: Angel (TP)
Weapons: None (???)
Credits: 1,350 Cr
Prerequisites: Hub plot, Boron Rank "Boron Queens Protectorate"

Name of the Start: Poisoned Paranid
Sector: Preacher's Refuge
Ship: Demeter Hauler
Weapons: 1x Impulse Ray Emitter
Credits: 9,268 Cr
Prerequisites: Complete the Mission in the beginning of the Tormented Teladi start

Name of the Start: Goner Witness
Sector: Elysium of Light
Ship: Ranger
Weapons: N/A
Credits: 350 Cr
Prerequisites: Finish the Goner storyline

Your in-game Entity, by Apricotslice

I recommend everyone plays X3 with an in-game entity.

Choose a player name.

**Choose a style of playing the game. Industrial magnate ? Combat Fleet Commander ? Paranid Enemy ? Goner pacifist ? Pirate ?
Are you friend to all or enemy of all ?**

Choose an entity name that reflects the way you play the game.

Name your ships, complexes and stations to fit your entity.

For example, my in game name is John (Apricot) Slice, my entity name is the Apricot Mapping Service, my PHQ is Apricot Headquarters, my main complex is Apricot Industrial Complex. Etc. I'm friend to everyone who does not shoot at me. I play a mixed game using most aspects of it. I get bored with combat, but can spend hours watching my complex tick over.

Create an out-of-game corporate headquarters on your own web space. Give it a logo, a banner, and explain to people your philosophy on X3 gameplay.

If you need somewhere to create an HQ, you are welcome to use <http://apricotmappingervice.com/X3forum/viewforum.php?f=12>, which is an area of my forum specifically for creating game entity threads.

Include your entity name and link your HQ site to your forum postings in your signature.

Be creative about playing X3. This includes what you will allow in your game, and what you will not. There are plenty of good mods and scripts, some of them make your life easier, but some of them will not fit your entities philosophy of playing. Decide on what fits your character and what does not. Be true to your character in the game you play.

Never be afraid to do things other people consider cheating. The important thing is for you to have a reason why this is legitimate in your game. For example, I often remove the cost of things in 3rd party scripts. A lot of it for me is part of the organization I run, so why am I paying for it ? One example is the script to train marines on my ships. I removed the cost, because as far as I'm concerned , the ships come with a holographic drill sergeant and training is what marines do when they are not doing missions. Its up to you what is acceptable and what is not. Its your game, play it how it suits you best !

Apricot Mapping Service Guide to starting off in X3

<http://forum2.egosoft.com/viewtopic.php?p=1407216>

Apricot Mapping Service Guide to starting off in X3.

By Apricotslice

G'Day mate ! 😊

Correct me if I'm wrong, but you look like someone who's just finished a few rounds in a simulator and been thrust straight into the cockpit of a fighter and been given orders to go engage the enemy. And you cant even figure out where the good guys are ?

Am I right ?

And so here you are in this bar getting a bracer before rushing off to put your life on the line.

Am I right or am I right ? I knew it, you have greenhorn written all over your face. Here's a towel mate, wipe it off before anyone else sees it 😊

Well, you are lucky you met me. I'm full of it, and you need it. Information mate, what else did you think I meant ? Sheesh. Working for the Apricot Mapping Service, I've been everywhere man, been there and got the t-shirt.

So, you just got orders from god-high Ban Danna himself.

Ok, first thing to do is let em wait.

If you havent upgraded your software yet, theres an upgrade to 1.4 available. Just register here, download and install.

You have a Mercury freighter sitting out in space doing nothing except being vulnerable. Park it. For mine, the Argon Prime Equipment Dock or Shipyard are the safest for now. But keep in mind that stations have a habit of disappearing these days taking your ships with them. I'm not sure you noticed, but its not a nice place out there these days. So park it somewhere safe.

Hey, I'm not here to tell you how to pilot your ship, pal. There are some things you need to work out for yourself.

Next, park your Buster at the Equipment dock, and use some of those credits they gave you up front to get maximum speed and rudder upgrades. You need 'em, might just save your life.

Next, when your in space again, hit the k button twice, so the guns are set to auto-aim. This means that when you line up to shoot someone, the guns will correct for your lousy aiming and a few more shots will actually hit.

The first mission is in the next sector. The Argon military bean counters are so lousy I bet they didn't even give you a nav map of Argon sectors did they ? *sigh*.

Ok, so....On your nav map (sheesh, press dot), you will see in the list something called the South Gate. The gates are how we navigate between sectors and each one leads to a particular place. Don't hassle it, you will get the hang of it rapidly.

Down arrow until you have the South Gate highlighted and press 't' to target the gate. Don't shoot it !

Now hit dot again or escape, and then press the u key to engage your autopilot. The ship will now fly to the gate at maximum speed and will perform the jump through it.

When you come out the other side, you will be in the sector called Home of Light. Your ship will target the Flight Leader of your patrol for you (the one and only time it will do this mind you), so autopilot over to him. When you get close, the mission will start. Just keep following him.

At some point, you will be attacked by Khaak. These will show up as little red dots and the object of the exercise is to kill them before they kill you. As soon as you see them, kill the autopilot and go get 'em. Good luck pal, your going to need it 😊

Assuming you survive your first mission, you will find yourself in Cloudbase SouthWest.

Dock at the Goner Temple. They have a few things you need. Jumpdrive and transporter are useful items, but you cant afford them now. But remember they are here for later on.

What you do need now is Salvage Insurance. Buy at least 10.

The X universe is a dangerous place full of unseen hazzards and random glitches. You can die in the wink of an eye for no apparent reason. If a pirate mine doesn't get you, the asteroid belts will. And sad to say, the electronics in your ship are subject to random malfunctions, and about 1 in 50 docking operations will splat your sorry arse into the station instead of parking you.

By the way, never jump into a gate and then engage the autopilot to go back through the same gate without putting in some distance first. It will quite happily splat you against the inside wall of the gate and send your wreckage through the gate instead.

That's why we save. So you can resurrect yourself and try again. If you don't save, you start again. If you saved a long time ago, you lose everything you did since then.

So, SAVE OFTEN. Cant emphasize that enough. Every time you do something you don't want to have to do again, dock. An Autosave happens every time you dock, but these are overwritten every 3 dock/saves. Manual save as well. This gives you a choice of 20 save points to go back to if you really have cocked something up badly and need to go back further than the last save.

As you save, remember to use the next save position or you will keep overwriting the same one. When you get to position 19, go back and overwrite position 1.

When your in space, you can only save if you have Salvage Insurance. There are times when this is essential, so buy some now.

Complete a mission ? Save. Capture another ship ? Save. Survived a particularly nasty situation ? Save. Save every time you change sector, and save yourself the bother of having to redo it sometime. About to take on something tricky ? Save first, do it, then save after.

Determine for yourself how much you are prepared to redo if necessary and save at that point. And for heavens sake save immediately you do something that may not happen again if you have to reload and do it again, especially anything random that happens. You will work these out as you go.

Save Save Save.

Ok, so you've saved. What now ? You got a message from someone at the Goner Temple they want to talk to you. If you want to, use the station com to contact him. You will get told what to do next.

But here's some advise pal. Don't do it, not yet. You know bugger all about what's out there. You don't know where your going or what you will find when you get there. Your flying a ship that can barely get out of its own way, and

while its kick-arse against M5's, any M3 will have you for breakfast until you get some combat experience under your belt.

Money. Yep, you need it. And its not that easy to come by.

Take it from me, most of the well touted ways of making money are just plain hard work and not worth what you spend on them, and besides, you haven't got either the credits to do them now anyway, or the race ranking.

Talking of which....each race has ranked you according to how well they like you. If they don't like you, they will stop you landing, prevent you from trading or just shoot you on sight. You increase your rank with them by making them happy. Shooting Pirates/Xenon/Khaak in their territory makes them happy, and so does trading with them after they will let you land somewhere. Establishing a station in their territory also helps your rating as their ships buy your products.

About stations, you cant buy any yet, you don't have the credits or the ranking. My advise is that you hold off building any until you can protect them. There are enemy Battle groups out there that will take your station apart in a hot second if you haven't protected it. Protecting stations is something you will need to learn yourself.

If you get hull damage while fighting, this will slow you down, not to mention making you vulnerable. You need to dock at a shipyard to get the damage fixed.

So you need money. You need something to do. What now ?

Well mate, I'm glad you asked that question.

We in the Apricot Mapping Service suggest you do just that. Go Map the Universe.

Commercial maps are available, go find one you like. But these cannot be uploaded into your ship. Sorry about that.

From Cloudbase Southwest, I suggest you go north, until you hit Kingdom End, which is Boron Space. Say hi to the Queen for me. Then go East until you get to Menelaus Frontier. Then south until you get to Split Fire, which incidently is Pirate territory so watch yourself. Then west to Emperor Mines which you will find takes you back to where you started from.

Then fill in all the sectors inside this square.

While in each sector, check for gates in all directions and try and find all the stations. You never know when you want to find one later. Be careful of your y co-ordinate value. If you go too high or too low, your scanner will miss things. If you know a gate is there but cannot find it, check your height and travel up or down a ways in case your too far away. By the way, some gates are hard to find, in funny locations or hiding behind large asteroids. Sometimes the old mark one eyeball will see them before your radar will. Talking of which, there is a better radar scanner out there, so check all the equipment docks as you go. Scanners are not one of the things the Argon do well. The more range your radar scanner has, the faster you find things.

The bad guys are out there. You see a Khaak cluster, run like hell, your not ready to take them on yet. KM3's are lethal, the interceptors and scouts are ok to take in small groupings. Capital ships, don't even go near them ! Pirate Harrier, yeah, have a go. Pirate Buster, your evenly matched. Pirate Falcon, your outclassed unless you can fly and fight really well. Xenon N's are easy, M's are matched and L's are like Falcons. Anything else Xenon, run.

Back to Menelaus Frontier for a mo. There's a little 'gift' in that sector. An abandoned ship. You will see it on the list when you find it. Its got a really short ship name. When you look at its details, you will see it doesn't have a pilot listed. Autopilot up to it. Eject from your ship, fly until your 30m from the gift ship, and then enter the ship. Its now yours. Eject again and return to yours.

This is claiming an abandoned ship and its perfectly legal. Its yours to do what you want. You can keep it for future use, or give it orders to send it to the nearest shipyard so you can sell it.

When you have killed enough enemy ships, they start to get wary of you. Some of them decide they don't want to be killed and bail out. Their ships are now abandoned and can also be legally claimed. They tend to be badly damaged

and often have almost no fittings, but they are still worth money. Do yourself a favour and wait until the area is safe before you claim them. And by the way, there is Mk1 and Mk2 Claim software available from pirate bases to make this easier. But beware, claim software is illegal. But mk2 is undetectable, which is why it costs so much. (Getting Mk2 needs an extra script loaded, making it a 'modified' game. You will need other advise before doing this).

A word about claimed ships. The onboard computers are stupid ! If you tell them to fly somewhere they will, by the most direct route, even if that means going through a known enemy sector. So before you send them anywhere, think about the route and maybe do it in several stages to be safe. Telling ships to follow or protect you also brings out the stupidity of the computers. A ship following you will happily crash itself into the station you dock at, so tell them to do something other than follow you before you dock and save yourself some wreckage.

There's other abandoned ships out there if you want to look for them. Some have a challenge attached either to find them or recover them safely.

If you wish to see the following list, hold down the Alt key as you left click mouse highlight between the spoiler messages.



System Ship Co-ordinates

2nd Unknown Sector by Maelstrom - Nova -12, 1, -19
 Menelaus Frontier - Toucan Hauler 43, -7, 35
 Family Whi - Iguana Vanguard 0, 0, 40
 The Vault - Harrier Sentinel -25, -10, -14
 Unknown sector by Xenon 534 - Falcon Sentinel -20, 3, 2
 Family Tkr - Buzzard Hauler -35, -7, -10
 Akeela's Beacon - Buster Sentinel 30, -10, -30
 Treasure Chest - Buster Sentinel 0, 50, 0
 Xenon Sector 101 - Scorpion Raider 0, 0, 80
 Depths of Silence - Mako Raider 1, -3, 38
 Unknown sector by Unholy Decent - Pericles Vanguard -10, 10, 10
 LooManckstrat's Legacy - Mamba Raider. -17, 0, 0

The Nova is the prize. But it's a long way away. Follow the recommendation of where to go that follows to find it.

The Mamba is tricky to recover, as it has 2 ship killer mines by it. You need to identify the mines first without setting them off, and approach from the safe side.

The Falcon has a big surprise and you may want to use this as your personal ship for reasons that will be obvious when you find it.



There is a set of hidden containers out there as well.



System Co-ordinates Contents

Unknown sector by Pontifex Seclusion at -55, -10.2, -50 - 50,000 credits
 And At -55, -10, -50 - 10 missiles
 Empires Edge At -50, -15, -9 - 10 missiles
 Patriachs Retreat At 0, -36, 36 - microchips

Spaceweed Drift At -30.1, 10, 20 - Spaceweed
 Atreus Clouds At 13.1, 0, -13.1 - 10 missiles
 Orebelt At 10, 4, 52 - 75,000 credits
 Unknown Sector by Myst of Elysium At -30, -20, -30 - 2 125MJ Shields
 Midnight Star At 132, 0.04, 4 - 10 missiles

Altogether, this is a nice little haul of usable missiles or free credits.

»» SPOILER ««

Added in Version 2 :

»» SPOILER ««

Starburst Ship - Freedoms Reach - (1128, 36181, 43285)
 15 Wildfire FF Missiles - Heretics End - (25706, 17845, 32345)
 Containers of the new Concussion Impulse Generator (this is a shock cannon).
 Family Rhy - (35, 12, 4)
 Senators Badlands - (-1.5, 11.5, 8.9) - (location varies because of rock, use ADV Sat to locate)
 Merchant Haven - (0, 50, 0)
 Light Water - (7.9, -5.2, -13.6)
 Black Hole Sun - (12.7, 4, -7.☺)
 Priest Pity - (31, 5, 26.7)
 Bala Gi's Joy - (-35, -8.6, -37.5)
 Unknown Sector (by Patriarch's Retreat) - (-39.4, 8.9, 1)
 Cloud Base North West - (32, -35.5, -25.6)
 Xenon Sector 597 - (-62.5, -17.2, 22.7)

»» SPOILER ««

X3 Terran Conflict Derelict Ships List

»» SPOILER ««

There are 19 derelict ships in TC.

Here is the list of ships, in the order I found them. Sector, ship type, co-ordinates x,y,z. (Remember to find 'y', you need to hit the insert key on the nav map)

Unknown Sector next to Xenon 534, Falcon Sentinal, -20km, 3km, 2km. (Wont specify the kms again.)
 Hilar Joy, Advanced Barracuda, -33,1.5,36
 Treasure Chest, Buster Sentinel, -32,-5.4,-33.5
 Savage Spur, Enhanced Pericles, 44.7,9.12,-28
 Oracoke's Storm, Advanced Eclipse, 30.1,-1.5,-8
 Gaian Star, Elite, 66,0,-10
 Vestibule of Creation, Eclipse, -7,-13.5,37.5
 Veil of Delusion, Blastclaw Prototype, 47.6,3.5,-41.5
 Menelaus' Oasis, Skate Prototype, 38.5,1,32.5
 Xenon 101, Scorpion Raider, 20.1, 0, 61.6
 The Vault, Harrier Sentinel, -18, 0.375, -51.6
 Unknown Sector by Unholy Decent, Pericles Vanguard, 13.7, 17.3, -27
 Thr's Deprivation, Buzzard Houlter, -4.2, -0.058, 62.7
 Family Whi, Iguana Vanguard, 38, 0, 35.5
 Depths of Silence, Mako Raider, 2.34, 0.729, 40.3
 LooManckStrat's Legacy, Mamba, -12, 1.16, -19.3
 Akeela's Beacon, Buster Sentinel, 100, -10, 77.2
 Duke/s Citidel, Advanced Perseus, 42.2, -0.250, 31
 Menalaus' Frontier, Toucan Hauler, 43, -7, 35

»» SPOILER ««

I'm not telling you how to collect containers. That little frustration and satisfaction I leave to you to figure out ☺

Needless to say, every time a battle occurs there is stuff lying around after for you to pick up. You can make a nice packet of credits by collecting everything you can and selling it. Take missiles to an equipment dock, every thing else to a station that buys it. If you find an Unknown object, it's a prize to take to a equipment dock and I guarantee you wont regret it ☺

So, you have finished mapping the Argon and adjacent sectors. Where now ?

Head to Priests Pity. Then head south until you get to Reservoir of Tranquility. Now head East until you get to Interworlds. North a sector, then east again until you get to Grand Exchange. Then South to Maelstrom. This is the South eastern corner of the universe. Off here are 2 unknown sectors. Finding the gates can be tough, but I know you will do it. In the second sector, there's a little something special waiting for you 😊 Just be careful of stray mines on your way back.

This is a long journey I know. But I also suggest you explore off to the side of it as you go, so that all the sectors along the way are mapped.

When you get to the end of this particular rainbow, the pot of gold is worth the trip, believe me 😊

By the time you have mapped the whole universe, you should have the credits for station building and other money making enterprises. And be ready to make your own way in the X Universe. If you want, you can go back to the Goner Temple and talk to the guy you left on hold. At least now, when you get told to go somewhere, you will know where that is.

I'll leave you with the advise the Hitchhikers Guide to the Galaxy gives on the subject of getting drunk.....

Go to it, Good Luck ! 😊

Apricotslice

Edit : The Mercury mentioned above is available in the quickstart option of X3R. When I wrote this, I assumed that people would start with that option, especially if having trouble getting on in the game and hence needing a guide. Sorry for any confusion caused. There is a definite difference in gameplay between the Quickstart, Normal and Xtreme starts. If the latter 2 are making it hard to play, then restart with Quickstart. Play that for several days, then when you have a grip on the game, you can choose to restart on a harder setting.

In X3TC, you need to use the Humble Merchant start to get the extra freighter.

Technical tip for several of the abandoned ships, if you really need help :

»» SPOILER ««

To locate squash mines, hit the key for "Find nearest enemy" and proceed slowly. When you are in range, it will appear on the map.

To get the Falcon out successfully, go in with a maxed speed disco carrying a jump drive and ecells, transfer these to the falcon and jump it out, then run yourself out in the disco.

The gate for the sector west of Maelstrom is very very west, and off the map. Make sure that you are not too high or low when looking for it. The next gate you want is a south gate, but its more SSW than south. Again, watch your height (y co-ord).

»» SPOILER ««



What do all those Three Letter Acronyms and abbreviations mean?

From the Egosoft Interactive FAQ

By CBJ

http://www.egosoft.com/support/faq/faq_answer_en.php?answer=162

A TLA is a Three Letter Acronym. Not all the acronyms used have three letters, of course!

Ship Classes

Ships are divided into classes according to their purpose. Each race has one type of ship in each class.

M0	Battleship class ships
M1	Carrier class ships
M2	Destroyer/Cruiser class ships
M3	Heavy fighter class ships
M4	Medium fighter class ships
M5	Scout class ships
M6	Corvette class ships
TS	Transport Ship
TL	Transport Large (moves the Station kits)
TP	Transport Personnel/Passenger
M7	Frigate class ships
M7M	Missile Frigate class ships and Boarding ships
M8	Bomber class ships
TM	Small Carrier Freighter class ships

Ship Equipment Levels

When buying a ship at a shipyard, different models are available with different levels of equipment. Not to be confused these with cargo classes.

S	No weapons, minium shielding
M	Basic weapons, medium shielding
L	Maximum weapons, maximum sheilds

Cargo Classes

Classes of cargo that a ship may, or may not, be able to carry. Not to be confused with ship equipment levels.

S	Small
M	Medium
L	Large
XL	Extra Large
ST	Station

Weapons

Weapons are divided into types. Each type has a version, indicating the strength of that weapon. Most weapon types have several variants: Alpha, Beta and Gamma. The Alpha costs the least, has the fastest fire rate and uses the least energy, but does the least damage. The Gamma variant is the most expensive, slow firing and energy-draining, but does the most damage. Unsurprisingly, the Beta variant is somewhere between the two. The variants are normally abbreviated to A, B and G and added as a prefix to the laser name abbreviation.

IRE	Impulse Ray Emitter
-----	---------------------

AIRE
BIRE
GIRE
PAC
APAC Particle Accelerator Cannon
BPAC
GPAC
HEPT
AHEPT High-Energy Plasma Thrower
BHEPT
GHEPT
PPC
APPC Photon Pulse Cannon
BPPC
GPPC
PSG
APSG Phased Shockwave Generator
BPSG
GPSG
ID Ion Disruptor
IonD
MD Mass Driver
LT Laser Tower
FD Fighter Drone

Stations

There are many different types of space stations in the game, but only a few types have commonly-used abbreviations.

EQ
EqD Equipment Dock
ED
GT Goner Temple
OM Ore/Silicon Mine
SM
PAP Pirate Anarchy Port
PB Pirate Base
TCHQ TerraCorp Headquarters
TD Trading Dock/Station
TS
SPP Solar Power Plant

Equipment

These are a few of the many kinds of equipment that can be used, either to equip a ship or to be deployed from one.

1MW
5MW
25MW Shields
125MW
AdvSat Advanced Satellite
NavSat Navigation Relay Satellite
JD Jump Drive
MARS Motion Analysis Relay System (not used in X²)
SETA Singularity Engine Time Accelerator

ST Sector/Universe Trader (Trade Command Software Mk3 commands)
 UT
 AEGIS
 BPH Additional upgrades available when the [Bonus Pack](#) is installed
 SDS

Sectors

A few of the space sectors in the game also have common abbreviations.

AB Akeela's Beacon
 AP Argon Prime
 BHS Black Hole Sun
 CBNW
 CBSW Cloudbase North West/South West/South East
 CBSE
 GF Getsu Fune
 KE Kingdom End
 IZ Ianamus Zura
 NH Nyana's Hideout
 OB Ore Belt
 OL Omicron Lyrae
 PE President's End
 PP Paranid Prime
 UES Unknown Enemy Sector

General

And finally a few miscellaneous items.

AI Artificial Intelligence (usually refers to the computer's ships)
 AL Artificial Life
 BBS Bulletin Board System
 Cap slang term for capturing other ships
 CTD Crash To Desktop
 ETA Estimated Time of Arrival (used in ship menus)
 FAQ Frequently Asked Questions
 HEN Hull Eating Nebula
 HUD Heads Up Display
 [L] You have a Police Licence with the race the letter appears next to
 NPC Non Player Character
 OOS Out of Sector (i.e. a sector you are not personally in)
 OOSD Out of Sector Defence (defence of the above)
 SEN Shield Eating Nebula
 SON Sensor Obscuring Nebula
 UO Unknown Object
 UFO Unidentified Flying Object
 XI Xenon Invasion (a mission type)

The Ranking System Chart, by Fud

<http://forum.egosoft.com/viewtopic.php?t=168409>

One of the things in the game that confuses a lot of people is the ranking system.

Each race has its own set of rankings, and decisions on allowing you to dock, who is enemy and who is not, are you allowed to buy something or not, are made by the game program depended on your current rankings.

As you do things, the rankings are adjusted up and down, and sometimes both. How both ? Well the races have their own likes and dislikes, so if you do something good for one race, it will annoy another race, and when you do bad to one race it can actually please another race.

The game rankings are displayed in the Pilot Statistics screen. They are displayed as a current rank for each race. However, the game keeps track of them as a number. For many people, this number has been confusing, particularly those trying to modify it.

In the chart below, Fud has charted the ranks for each race, and the number range that is associated with each rank for each race.

All the ranks for TC are in the TC pdf manual.

Points	Argon	Boron
333,333 ~ 1,000,000	Hero of the Federation	Knight of the Kingdom
99,999 ~ 333,332	Protector of the Federation	King's Protectorate
33,333 ~ 99,999	Federation Overwatch	King's Knight
10,000 ~ 33,332	Federation Marshall	Queen's Protectorate
3,333 ~ 9,999	Federation Guardian	Queen's Knight
1,000 ~ 3,332	Trusted Ally	Queen's Guard
333 ~ 999	Accepted Adviser	Noble Peer
100 ~ 332	Confirmed Friend	Trusted Courtier
33 ~ 99	Federation Associate	Accepted Friend
10 ~ 32	Federation Member	Friend
-10 ~ 9	Citizen	Acquaintance
-11 ~ -100	Suspected Foe	Antagonist
-101 ~ -1,000	Known Antagonist	Confirmed Advisory
-1001 ~ -10,000	Confirmed Insurgent	Enemy of Menelaus
-10,001 ~ -100,000	Confirmed Enemy	Queen's Nemesis
-100,001 ~ -1,000,000	Enemy of the Federation	Enemy of the Kingdom
Points	Split	Teladi
333,333 ~ 1,000,000	Honoured Strong Arm of Rhonkar	Company Director
99,999 ~ 333,332	Honoured Imperator of Rhonkar	Venture Capitalist
33,333 ~ 99,999	Inner Circle of Rhonkar	Venture Profiteer
10,000 ~ 33,332	Privileged Associated of Rhonkar	Company Owner
3,333 ~ 9,999	Family Protector	Company Manager
1,000 ~ 3,332	Distinguished Associate	Majority Shareholder
333 ~ 999	Family Friend	Shareholder
100 ~ 332	Comrade	Company Trader
33 ~ 99	Friend	Company Helper
10 ~ 32	Know Venturer	Profit Opportunity
-10 ~ 9	Creature	Profit Initiate
-11 ~ -100	Shameless Creature	Profit Liability
-101 ~ -1,000	Family Outcast	Mercantile Rebel
-1001 ~ -10,000	Family Enemy	Commercial Anarchist
-10,001 ~ -100,000	Enemy of Rhonkar	Commercial Enemy
-100,001 ~ -1,000,000	Enemy of all Split Families	Enemy of the Corporation
Points	Paranid	Goner
333,333 ~ 1,000,000	Honour Guard of Xaar	Protector of the Goners
99,999 ~ 333,332	Seeker of the Holy Light	Holy Order of the Goners
33,333 ~ 99,999	Emperor's Protectorate	Goner Evangelist
10,000 ~ 33,332	Friend of Emperor	Goner Preacher
3,333 ~ 9,999	Priest Protectorate	Honoured Pilgrim
1,000 ~ 3,332	Friend of Priest King	Trusted Pilgrim
333 ~ 999	Friend of Priest Duke	Faithful Believer
100 ~ 332	Priest Confidante	Believer
33 ~ 99	Friend of Priest	Follower
10 ~ 32	Friend	Accepted Member
-10 ~ 9	Nomad	Sceptic
-11 ~ -100	Unholy Nomad	Agnostic
-101 ~ -1,000	Tainted Wanderer	Heathen
-1001 ~ -10,000	Desecrator of the Holy Light	Blasphemer
-10,001 ~ -100,000	Enemy of Priest Duke	Heretic
-100,001 ~ -1,000,000	Enemy of Priest Xaar	Defiler of the Truth
Ship Class:Points	Ship Class:Points	Ship Class:Points
M5:10	TP:15	TL:250
M4:15	TS:25	M1:250
M3:25	M6:250	M2:250

The Newbies Guide, Advise from a SpaceBar.

Compiled by Apricotslice.

<http://circleofatlantis.com/games/X3/newbie.html>

A Newbie Pilot walks into the SpaceBar on the Argon Prime Trading Dock with a glazed look in his eye.

Lost Ark

Ah young pilot, so you come in here looking for a drink? No? Oh... new underwear? Right...

...You obviously have just found out how massive this place really is! EH BARKEEP, A COUPLE OF WHISKEYS! Lemme tell ya, if you think its gonna be easy creds out there... You've got learning to do.

Lemme tell ya this, don't go looking for a goal. Goals are things you make in life, you're not handed them on a plate. Don't expect someone to tell you what to do - that is your job.

Also start small - its ok to have a long term goal, but expecting to be able to fly a Destroyer - let alone own one - within days of your first entry from Planetside is rather foolish to put it at best.

You've got to make a name for yourself for that luxury, and even then you need the money to afford it! No, start small. Your path is something you decide.

Pirates are something you should avoid unless your confident enough to start a fight, or at least smart enough to run from one.

If you must start a fight, make it on small groups. Don't go and attack one of those stolen Nova's unless you know what you are doing, and keep your wits about you.

Needless to say its easier to stay safe. From here in Argon Prime, you can make it to Boron and Paranid space in relative safety - beware of the Paranid, they are a cocky race that should be taken down a peg or two.

If you stay legit, Argon and Boron space gives enough oppotunities to give a young pilot such as you a good start in life. Remeber, the Argon hate the Paranid, and the Boron hate the Split, so attacking Split ships in boron space is a sure fire way of increasing your rep amongst the Fish, same with taking out those Paranid git's here in the Argon Federation.

I know what you thought when you first left that shipyard - "Christ I'm lost... now where?"

Problem solved, go and explore the Argon sectors, get a bearing on your surroundings - don't go any further east than Elena's Fortune, and even when your there its best to turn back west and head north via the Graveyard (Presidents End if you don't know).

This avoids Pirate space and several problems.

Dont go any further south than Cloudbase South West to begin with either, Paranid space is lying past the south gate there and you will miss the hospitality the Argon and the Goner Temple that is there supply you...

...Boron space, at least that north of here, is safe for trade.

Ah, money, you can't get anywhere in the Universe without it! Best way to earn money legit is to capture pirate ships and sell them off. Of course, your just starting out, so I'd practice on a paranid freighter or two until you get the idea - you can even keep one for your personal trades.

That would be a good plan.

If you turn to more, shall we say... shady routes, there is a Distillery in Herrons Nebula (just one gate north of here!) that sells to the local Trading Station. You can make a good bit of money doing that trade run, but avoid being scanned by the Argon Police, else you will either loose your profit... or your life. They are not picky.

Whatever you do, to begin with making money is a pain in the bastu. But the best way I find to start making it

big comes when you can afford your first Frieghter. If you don't want to wait... Demeters are lovely ships...

Once you have your TS class frieghter, start doing trade routes - silikon always sells well in Argon space, as does BoGas, which also sells extremely well with the Fish. Ok, the Boron look more like squids but Fish does them justice.

Once you have enough money in the bank, try entering the world of Mining to begin with, word is there are some mighty fine 'roids in orebelt that are well worth using. Of course these take money to set up, but set it to buy energy high, sell silikon low with a small profit margin and it'll produce long enough for you to get some more ships to buy and sell for it.

Also don't forget to transfer funds, else it'll be nothing except a 200 megaton Paperweight.

Now, I'm out of whiskey, and I aint buying seconds, I've got an Empire to run.

Apricotslice

G'Day mate !

Correct me if I'm wrong, but you look like someone who's just finished a few rounds in a simulator and been thrust straight into the cockpit of a fighter and been given orders to go engage the enemy. And you cant even figure out where the good guys are ?

Am I right ?

And so here you are in this bar getting a bracer before rushing off to put your life on the line.

Am I right or am I right ? I knew it, you have greenhorn written all over your face. Here's a towel mate, wipe it off before anyone else sees it

Well, you are lucky you met me. I'm full of it, and you need it. Information mate, what else did you think I meant ? Sheesh. Working for the Apricot Mapping Service, I've been everywhere man, been there and got the t-shirt.

So, you just got orders from god-high Ban Danna himself.

Ok, first thing to do is let em wait.

If you havent upgraded your software yet, theres an upgrade to 2.0 available. Just register here, download and install.

You have a Mercury freighter sitting out in space doing nothing except being vulnerable. Park it. For mine, the Argon Prime Equipment Dock or Shipyard are the safest for now. But keep in mind that stations have a habit of disappearing these days taking your ships with them. I'm not sure you noticed, but its not a nice place out there these days. So park it somewhere safe.

Hey, I'm not here to tell you how to pilot your ship, pal. There are some things you need to work out for yourself.

Next, park your Buster at the Equipment dock, and use some of those credits they gave you up front to get maximum speed and rudder upgrades. You need 'em, might just save your life.

Next, when your in space again, hit the k button twice, so the guns are set to auto-aim. This means that when you line up to shoot someone, the guns will correct for your lousy aiming and a few more shots will actually hit.

The first mission is in the next sector. The Argon military bean counters are so lousy I bet they didn't even give you a nav map of Argon sectors did they ? *sigh*.

Ok, so....On your nav map (sheesh, press dot), you will see in the list something called the South Gate. The gates are how we navigate between sectors and each one leads to a particular place. Don't hassle it, you will get the hang of it rapidly.

Down arrow until you have the South Gate highlighted and press 't' to target the gate. Don't shoot it !

Now hit dot again or escape, and then press the u key to engage your autopilot. The ship will now fly to the gate at maximum speed and will perform the jump through it.

When you come out the other side, you will be in the sector called Home of Light. Your ship will target the Flight Leader of your patrol for you (the one and only time it will do this mind you), so autopilot over to him. When you get close, the mission will start. Just keep following him.

At some point, you will be attacked by Khaak. These will show up as little red dots and the object of the exercise is to kill them before they kill you. As soon as you see them, kill the autopilot and go get 'em. Good luck pal, your going to need it 😊

Assuming you survive your first mission, you will find yourself in Cloudbase SouthWest.

Dock at the Goner Temple. They have a few things you need. Jumpdrive and transporter are useful items, but you cant afford them now. But remember they are here for later on.

What you do need now is Salvage Insurance. Buy at least 10.

The X universe is a dangerous place full of unseen hazzards and random glitches. You can die in the wink of an eye for no apparent reason. If a pirate mine doesn't get you, the asteroid belts will. And sad to say, the electronics in your ship are subject to random malfunctions, and about 1 in 50 docking operations will splat your sorry arse into the station instead of parking you.

By the way, never jump into a gate and then engage the autopilot to go back through the same gate without putting in some distance first. It will quite happily splat you against the inside wall of the gate and send your wreckage through the gate instead.

That's why we save. So you can resurrect yourself and try again. If you don't save, you start again. If you saved a long time ago, you lose everything you did since then.

So, SAVE OFTEN. Cant emphasize that enough. Every time you do something you don't want to have to do again, dock. An Autosave happens every time you dock, but these are overwritten every 3 dock/saves. Manual save as well. This gives you a choice of 20 save points to go back to if you really have cocked something up badly and need to go back further than the last save.

As you save, remember to use the next save position or you will keep overwriting the same one. When you get to position 19, go back and overwrite position 1.

When your in space, you can only save if you have Salvage Insurance. There are times when this is essential, so buy some now.

Complete a mission ? Save. Capture another ship ? Save. Survived a particularly nasty situation ? Save. Save every time you change sector, and save yourself the bother of having to redo it sometime. About to take on something tricky ? Save first, do it, then save after.

Determine for yourself how much you are prepared to redo if necessary and save at that point. And for heavens sake save immediately you do something that may not happen again if you have to reload and do it again, especially anything random that happens. You will work these out as you go.

Save Save Save.

Zod

If your under fire do NOT fire missiles! Pretty much everything but Mosquito has a blast radius.

Bigger is not always better with guns... A Nova with 8xAIRE's can keep going, and going, and going. If you have ever been caught in a dogfight with 6+ you will appreciate this. Also tends to cause a LOT deaths if they launch missiles since they are under a continuous rain of fire, see above... Better them than you.

No one seems to mention it but you can swap out guns in combat, not just groups but type, i.e. swap out those cap-matic AIRE's for AHEPT's when you discover that falcon has the dreaded PSG. Unless, of course, your using a joystick...

Nanook

And just what does that have to do with the price of spacefuel in Getsu Fune? I use keyboard, mouse AND joystick, all for different tasks. Besides, you can't maneuver your ship with your mouse while in cursor mode anyway. But I can move my joystick with the left hand while clicking with the mouse with my right. So don't be giving those poor newbies false impressions. They have enough to worry about as it is.

moggy2

The best ship in the game is the one you're happiest flying.

If you're a racing driver or fighter pilot in real life, you'll probably do fine in a discoverer. For the rest of us mere mortals something with bigger shields is probably more appropriate.

Jammin1984

I cant figure out how to send one ship to some destination then to leave and control my other ship.

Nanook

Assuming you're not physically in the freighter, here's what you do from inside a station. Choose the 'Station' option from the main icon bar at the bottom. Then choose ships. Both your ships should be listed if they're both docked at the same station. Choose the freighter, then cursor down the menu that pops up to 'Command Console'. There, you'll have all the options to control that ship remotely, depending on the software installed. Even the basic Navigation menu should have sufficient commands for what you need.

You do something similar if the freighter is docked at another station. You just need to access that station's menu system first, and choose 'landed ships' to gain access to yours. If in space, then access your freighter through the sector map list. One final way to access all your ships is to use the Property Menu with the 'r' key.

Just remember, to control your remote ships, you always need to access that ship's 'Command Console'. Good Luck.

Carl Sumner

Or, if you are in space, hit "R" for owned ships and stations. Then select the line with that ship and hit enter, then select Command menu. You can give commands, from anywhere, to any of your ships or stations.

Note that, if you are in a ship and you give it a command and then jump out to go to one of your other ships, the command in the first ship is cancelled and it stops. Transfer first, and then give the command remotely to the first ship.

Tracker001

The flashing lights at the gates; Ya, they are traffic control.

Not that pilots follow the rules. But if you wish to ,at least lower your chances of running into a very large ship when you exit a gate. Follow the traffic sig's.

Finding that an "Orca" is entering a gate your exiting,

Kind-a looks like this > <

Even more fun entering into a nebula sector.

Your usually looking down,checking the >What to do next list < when this happens.

Mazer

if you have a glazed look i say lay off the spacefuel and start killing stuff

Apricotslice

Dont start killing stuff til you know how to stay alive yourself. Nothing worse than seeing a newbie blown to dust because they bit off more than they could chew somewhere they shouldnta gone in a ship they should have done some upgrading to before getting all gungho and triggerhappy.

Btw, if you cant find a gate, follow the ships, they will lead you to it. If you have a jump drive, set a goto point near where you think the gate should be, will pop your ship out of the very gate you are trying to find.

Pilot

How do I set a homebase ? Damn computer wont take one.

Apricotslice

You have to own a station or carrier to set a homebase. For a fighter, either an M1 or a TL. For a freighter, only a station. There is no point in setting a homebase on your personal ship anyway, so dont bother. The homebase is only used by your freighters for station supply and selling, and by fighters for protecting their base.

Pilot

I was looking at new ships, but could not find out any details about them.

Apricotslice

Huh, yeah, confusing that is. You highlight which ship your looking at, and then press the I key. All its specs then pop up.

Pilot

I also noticed at the equipment dock that no cargo extensions were available. Surely they keep plenty of stocks of those on hand ?

Apricotslice

Also confusing. They do have stocks on hand. But if your ship is fully maxed out with cargo space, the sales screen shows that there are no more available instead of telling you your an idiot for not knowing the specs of your own ship !

Pilot

Is the lottery worth entering ? I never seem to win.

Apricotslice

Haha, thats a joke that one. Never heard of anyone winning the BBS lotteries. I think they are scams myself, but never been able to prove it. I have heard there are other lotteries offered by the Modding Community that do pay out however.

Pilot

I saw a UFO on the way over here. Are they worth following ?

Apricotslice

Did you now ? No-one knows who they are or where they go, but following them can be beneficial, as they seem to fly all over, so if you havent been all over yet, its one way of getting there. If you have the time to dawdle along doing nothing that is. It'll give you frequent flyer miles I guess. hahaha. Just dont kill one. The Goners do not like it. But no-one knows why.

Pilot

Someone said something about video feeds from satelites. Didnt make any sense at the time.

Nanook

Here's how it works. Deploy an advanced satellite. Then bring up the sector map. Now hit 'k'. This brings up the video feed. It will be at the same scale as the sector map. Using the Home/End keys, you can zoom in and out. And using the numberpad keys, you can move the cursor around, which changes the center of the zoomed video feed. The insert key works to show the vertical as well. This can actually be quite handy when placing factories, because it will show up close and personal how they're oriented before you actually deploy them.

Pilot

Freind of mine has a jumpdrive but it never lets him jump. Any idea what the problem is ? The only time he did get a jump happening, my freind also had trouble getting his wingmen to follow him. Whats the problem there ?

Apricotslice

There are two ways of triggering the jumpdrive. By hotkey, or by the command console. Hotkey activation will jump only your ship. Command console activation will jump your ship and any ship that is protecting it or following it, assuming they have sufficient ecells on board themselves to make the jump.

Jumpdrives use ecells to power them. If your not carrying any, it wont work. So before you go somewhere, make sure you have enough ecells to get you there, AND get you out of there if you jump into a hostile area. Dont jump into a Xenon or Khaak sector without enough ecells to jump out again, unless your planning a quick death for yourself. Some pirate sectors too. Got to be careful, and always plan ahead. Its a nasty universe out there for the unprepared.

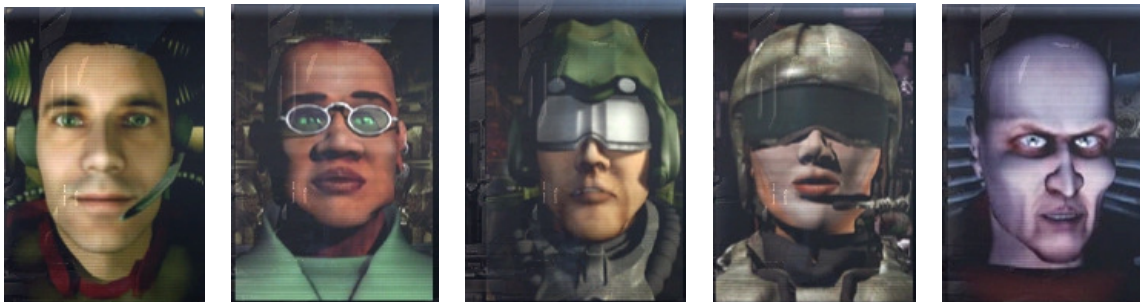
Do yourself a favour and dont get advise from your freind.

Are you alright ? You dont look so good.

The newbie pilot's eyes unfocus and he slowly slides off his chair on to the floor.

Apricotslice

Was it something we said ?



Part Two : The Plot.

X3, like most space games, has a plot.

Unlike most games, the plot, for many players at least, is the least important part of the game.

The X3 manual has an outline of X History in it. The plot for X3 takes up where X2 left off with a little time passing **between**. The Plot for TC is different. In TC you are a completely different character, at a time after the X3R plot is completed. TC also has 5 main plots instead of 1. Terran Conflict, Final Fury, Goner, HUB and PHQ. There are also secondary plots for each of the major corporations now in the game. Plots become available depending on your game ranks and where you are.

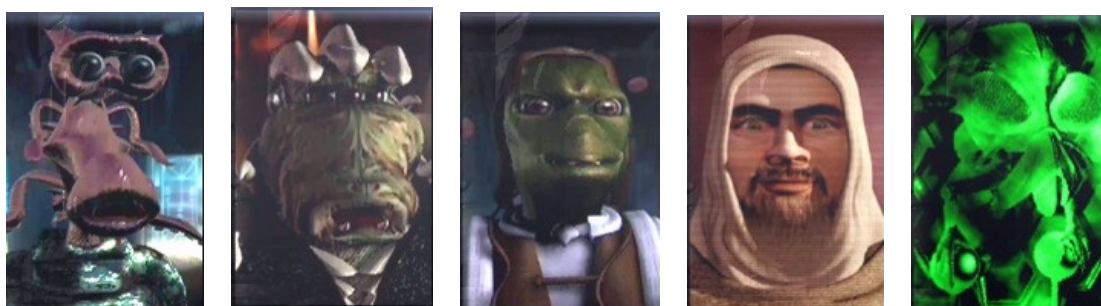
For those who like plot games, the plot is absorbing enough, but a word of caution for players new to the X games : If you start the plot too early, you can find yourself ill equipped and under-experienced to get through it without trouble. The plot does not have to be begun until you want to start it, and there are points through it where you can break as long as you want and go off and do your own thing. Just make sure if you that you didnt leave a mission started and waiting for you, because it wont be there when you get back if you did.

Many players simply dont bother with the plot at all.

There are advantages to finishing the plot, but some people prefer to do without them. Other people find them necessary. You will have to find out for yourself.

The following guides in this part of the handbook, need a plot **»» SPOILER ««** alert.

If you do NOT wish to see any information about the plot, then skip over to Part Three immediately.



About the TC Plots, by Carlo the Curious

<http://forum.egosoft.com/viewtopic.php?p=2708595>

The following is some details about each of the main plots in TC, including the starting sector, race ranks to activate it and any other requirement before the plot will begin.

Main Plots

Terran plot (Terran Conflict)

Omicron Lyrae (or wherever you start if you're Terran)

Argon rank 1

Terran rank 0

Kha'ak plot (Operation Final Fury)

Omicron Lyrae

Fight 333 or Argon Patriot start

Argon notoriety 10

Split notoriety -10

Hub plot (The HUB)

Boron sectors

Boron rank 8

Trade rank 6

HQ plot (Bala Gi's Legacy)

anywhere

6 hours after The HUB is completed

Goner plot (Building the New Goner Temple)

Elysium of Light.

Corporation Plots

Terracorp - Home of Light
 OTAS - Legends Home
 Jonferco - Belt of Aguilar
 Plutarch - Ore Belt
 NMMC - PTNI HQ
 Duke's Buccaneers - Unknown 10.16
 Atreus Shipbuilding - Queen's Harbour
 Strong Arms - Thynn's Excavation

Start-specific Plots

Tormented Teladi plot - wherever the Tormented Teladi start puts you .
 Poisoned Paranid plot - ditto.

TC Plot Walkthrough, by Apricotslice

<http://forum.egosoft.com/viewtopic.php?t=234882>

This is a cut down version of my "A Slice of X" walkthrough guide that contains only the basics of each plot, for those who want the plot, the whole plot, and nothing but the plot.

General Notes :

Note about mission enemies : X has a history of what you take with you defining what you get. So the higher your combat rank, and the bigger your ship or fleet with you, the more baddies you get to fight. In the final mission of X2, the temptation was to take in a carrier with as many M3's as you had, but all this did was increase the numbers of enemy ships and their respawn rate making the mission impossible to complete. All you needed was an M3.

Having said all that, taking an M5 into most missions is suicide. Don't even think about it. 75mj of shielding is barely adequate imo. M5 wingmen are just cannon fodder.

Increasing your combat rank by taking other non-plot missions, only increases the difficulty of the combat oriented plot missions. Once you get to high combat ranks, the plot combat missions become impossible, or require big fleets or substantial missile spamming to complete. Be warned.

Some missions require Cargo Life Support, available from Pirate Bases. TP ships come with this standard, but for some reason, the missions do not recognise a TP as having life support. So when you need to take on a passenger, you must have life support installed as a separate item on your ship, or the passenger will not come aboard. Best get this before you start.

Once you have a passenger on board, if you change ships, you must transfer both the cargo life support and the passenger to your new ship. Failure to do so, will break your current mission.

If you leave the passenger on another ship and it gets destroyed, as of 1.4, the passenger will appear in a spacesuit somewhere near you at random intervals, pick the passenger up to continue the mission.

If your passenger is in a suit and you do not pick up in timely fashion, the passenger will dock at a station. Once there, its impossible to get them, and you will need to reload and do it again. Jumping out usually results in the passenger docking at a station.

Many plot missions have a gap between them, and during that time, no mission will be listed in your mission list. This is normal. If however, you go more than a game hour before the next mission being offered, then you have probably failed the previous one and will need to reload and do it again. If need be, look on the forums for someone already having the same issue.

NEVER leave a started mission part way through. The mission may say "no time limit", but this is mainly to start it, not finish it. Once you begin it, don't get side tracked, complete it before doing anything else. Don't jump out of sector and expect to find everything waiting for you when you come back, it wont.

The Nav map has an extra 'section' to it in TC. At the top of the list, is your ships and stations. Underneath, is a little section for mission ships and stations. So if your following a particular ship, or looking for it, it appears in this little section directly under your ships. Same for mission stations you need to dock at or talk to someone at.

Follow the yellow brick road, so to speak. In the pilot section, missions area, you can click on the mission and activate the guidance for it, if it isn't already. This highlights where to go by giving you a gold set of arrows to follow, and gold tints to specific mission objects such as jump gates to go through, mission stations and mission ships. Very useful for telling if you are actually in the right sector or not.

Triplex scanners are best, if you haven't got one, your putting shackles on and making life very difficult for yourself.

Its useful if you carry 3 25mj shields with you. At times you do need to use a different ship, and having the shields gives you better protection or saves time finding them. Having a transporter Device also makes transferring things and you much easier.

Always give yourself a save point to go back to if the misison fails or appears broken.

Terran Plot.

If you start as the Terran, Skip to the next section.

When you enter Omicron Lyrae for the first time, you get contacted with a mission to escort some Terrans. Accept this. If you have already been offered it and ignored it, it will come back, so hang around until it does. Obviously for those playing non-Argon characters, to get the plot, you need to be friendly with the Argon. No point in rocking up and getting shot before the mission is offered.

You need to talk to someone in the EQ dock to get it going, fly to an eclipse your told about, a Terran Scabbard shows up, follow it to the Terran Orbital Defense Station in Heretics End. You get pirates to deal with in Circle of Labour, usually M5's.

When you get to Heretics End, you get some Xenon. Take them out then watch the scabbard dock, dock yourself and talk to Erin Lovis about a job with the Terrans.

Official Terran mission 1.

If you started as X denizen, you need to get yourself now to Uranus to meet up with Samuel Plinter, for a patrol he will lead.

Go north into the Asteroid Belt, north again into Jupiter, then west into Saturn and west again into Uranus.

If you started as Terran, then your already here and we have just caught up to you.

Find Plinter's ship, talk to him, (target his ship and comm, reasonably closely or it wont connect), then follow him until something happens.

An emergency call comes in. Some Xenon will turn up. Kill them.

Now, find the Xenon jump beacon, fly really close to it and your ship will scan it automatically. Once complete, kill the beacon. Mind out though, once its identified, everyone will be shooting at it.

Mop up any remaining xenons.

A message then comes in saying several message drones got away, and you get detailed to intercept.

Fly to Oort Cloud (go west), and then wait for the message drone to turn up. A cutscene will happen when it

does, so you cant miss it.

Follow the message drone to its destination. Its pretty fast, in the 300kph range, so if you chose a slower ship, you will get left behind, just keep after it, even if it gets out of scanner range.

You will come across a Nova and a jump beacon. Watch the Nova blow up the beacon. Then head east back into Pluto where you join up with Plinter again.

Next is 3 patrols of sectors, Pluto, Neptune and Uranus. Kill any Xenon that turn up, wait for the orders to move sectors before you do.

Once you get ordered to, dock with the Saturn Research Station and its mission complete.

Terran Mission 2.

You get ordered to dock at the Orbital Patrol Base in Asteroid Belt. Its on your nav map, so jump if you have it. Talk to General Mishsiamama. Fly to Mars (follow the arrows) and dock at the shipyard. Here you take possession of an M5. Doesn't matter if you sell it or keep it. You don't actually use it for anything. Its not a replacement for the ship your in.

Back to Asteroid Belt, and then orders to talk to Mark Jackson in Heretics end. Jump, don't walk. (Hey, walk if you want to, but why dawdle when its doing things that pays the bills !)

Talk to Jackson. (By now you should be getting the hang of this. The yellow highlights the ship or station, just com and look for 2 blue dots next to the mission persons name, and chat to that person.)

Chat, wait a bit, more chat. Finally you get ordered to Scale Plate Green where Xenon are attacking a convoy. Follow the arrows.

Now, Jackson needs a course in how to effectively communicate orders. The order is to identify and follow the non-Xenon ship working with the Xenon to its base, and scan it. Unfortunately if your not listening very carefully, you miss the station bit and assume he meant scan the ship. To scan the ship, you have to get very close, and that makes the pilot jittery and he will jump away. So don't. You need to scan the station, which means following the ship a good way behind so as not to frighten him, where ever he goes. If you screw up, the mission restarts after a wait, in another sector. Ignore the Xenon, just find and follow the Nova.

Eventually, you follow the Nova into the Unknown Sector next to PTNI HQ. Make sure its not in range of your turrent's if you have any at anytime, you do not want to fire on him. Let him dock at the station before you approach it. When you get close, it will go red on you, and may or may not attack you.

Fly up to the station so close you can peel off the paint (500 meters) and your ship will automatically scan the station. When complete, the station may or may not launch ships at you. Your choice what you do about them, but you do not need to stay and fight.

Jump back to Heretics End, and talk to Jackson again. Mission end.

Terran Mission 3.

Find the Sabre in Heretics End and talk to the pilot. You are given 3 M5's as wingmen and suggested to form them into a wing. It sounds like a choice, but the mission wont start until you do. Target each ship and give it the instruction to join a wing, and select the same wing designation each time.

You don't need the 3 M5's. In any sort of serious furball, 3 M5's as wingmen are just cannon fodder, so why waste them ? Your choice.

Patrol Circle of Labour. Kill Xenon, both waves. Ditto Omicron Lyrae.

Then fly to Treasure Chest, where you get something different. Theres a flight of reds in there called 'Decafs'. Easy to kill, so do that.

After, return to Heretics End and talk to Jackson again.

Terran Mission 4.

Plinter has an escort for you, so find him and talk to him. There's a Scabbard going to Venus and you have the duty. Follow it to Asteroid Belt and then Mars.

In Mars, you get a report of a Xenon ship. The next choice is yours, if you complete the escort, or go get the Xenon. If you continue the escort, the Xenon will be there when you get back, and you do need to join that fight. However, by the time you get back, the situation may not be advantageous for you in terms of what the Terrans still have around to fight with. If you go in straight off, you have the benefit of their help at maximum strength.

As it happens, the scabbard gets home ok without you.

There is a jump beacon here somewhere, if you find it, kill it. I never found it so I assume someone else did.

Shock number 1. They have a J. If you don't have the firepower to take on a J, keep well out of its way. Its guns have a 6km odd range, and if you're in an M3 or M4, 1 shot can kill you. So engage the fighters, and stay clear of the J. Eventually, a Terran M2 will turn up and make kitty litter out of the J. Enjoy the show.

Once all Xenon are accounted for, head to Venus, and catch up with the scabbard. It may already have docked with the Orbital Defense Station, if not, wait for it to do so. Then talk to Benthami on the station. End mission.

At this point, you don't have a new mission yet. Wait for the next one to be offered by message.

Terran Mission 5.

Talk to Jackson, who sends you to the Free Argon Trading Station in Nathans Voyage.

As you approach the station, you get commed by Heywood, who tells you about how the guy you're supposed to meet got arrested by the Argon. She asks you to follow her to Grand Exchange. You can speed things up by jumping straight there., She will appear shortly after you do.

At the Dream Farm Alpha, you have a chat with a Teladi. He's not happy, but he wants you to do some dirty work for you before he will help.

Fly to Tears of Greed (follow the yellow) and in there you will find 4 freighters in the special ships section of the nav map. One of them is the target and he should be highlighted in yellow.

Target and kill. For good measure, kill his escorts as well.

Now, the 3 remaining freighters need to be scanned one by one. As you do, they should turn red, so kill them.

Back to the Dream Farm for more Teladi talk. He has set you up a freight mission in order to get through Argon security.

You need a ship capable of carrying 200 Taladianium. If you don't have one, go to the shipyard and buy a Vulture. Now for some strange reason, this shipyard doesn't outfit ships, so this is where the spare shields come in handy. Transfer to the Vulture, with the shields. A jump drive is useful too, so transfer it and some ecalls as well if you have them.

Use the best buy key to find Taladianium, then go there and buy 200.

Jump or fly to Argon M148.

You will get inspected as you come through the gate and given clearance to the Military Outpost.

At this point its worth mentioning that this is a multi-racial sector, and if any of the races don't like you, someone will quickly show up to kick your arse.

Its also worth mentioning that if you haven't done the first Final Fury missions yet, then the whole sector will be red to you, as its actually a restricted space.

Dock with the station to deliver the goods.

Now, wait for Heywood to show up and bellow at you.

She and Pearle (the arrested one) will come flying out of an airlock in spacesuits. You need to pick them up.

DON'T use the Cbeam script. It works fine, but the mission will fail, you get a mission completed message, and that's the end of the Terran missions for you. Run over the suits, or use the pick up astronauts ship command.

Once you have both on board, Heywood will scream at you to get the hell out of there, so jump to Heretics End and dock with the Station that Jackson's at.

Mission ends.

Terran Mission 6.

Back to docking at the Orbital Base in the Asteroid Belt. Big discussion and then Pearle comes aboard.

Heads up, you need cargo life support for this one. You also need 3 satellites and there are none here.

If Pearle is NOT on your ship, the mission will not start. If you are not getting mission guidance, then something is wrong.

Jump or fly to Family Zyarth. If your lucky, there are satellites here. If so, get 3. Drop one anywhere you like, although I tended to cover the gate I jumped in on one edge and as much of the center as it would reach.

Jump or fly to Family Ryk and drop another one. Then to Zyarth's Dominion and drop the 3rd.

Now wait for Pearle to call you.

After a bit (10 game minutes or so), he does, and its back to Family Zyarth. In the special section of the nav, you will get 4 freighters to scan. Do each one. One of them turns red, so ever so gently attack it since we want to capture it. If your lucky, he will bail as soon as the hull gets touched, but if your unlucky he will bail when there is orange peel left and the last bullet you fire will kill the ship. If that happens, there is a laugh over the intercom and an assurance that another ship will come along. Better to reload and do it again.

So next step is to claim the ship. It has to be claimed manually, but getting into your spacesuit. Eject, target ship, fly in close, watching the claim option for it to light up. When it does, halt, claim, and listen as your told to enter the ship. Don't. Use your suit laser to fix the hull. Go back into your own ship.

Now transfer over your jumpdrive, ecells, those spare 25mj shields your carrying and Mr. Pearle. And then transfer yourself.

Send your ship into the next sector and have it stand by near the gate.

Now, your looking for an Elephant. With luck its in scanner range, if not, check SE 'wards.

You want to come up next to it so close you can inspect the paintwork and run your keys along it, while Pearle plants a tracking bug. Once that's on, 5 decafs come after you. Run like hell and jump to the next sector as fast as you can. Then float across to your ship and retransfer everything back.

The freighter is now yours to keep, so stash it somewhere safe.

Next destination is Ocean of Fantasy, and an Odin you find there. Chat starts when you get close. You get given a Cutless. If this is better than what your flying, transfer across to it, otherwise, another ship to stash somewhere safe.

Theres a party been organized in an Unknown Sector, so jump or fly there. Its already started when you get there. Split ships and Terrans and the Split are not enjoying it.

Do not use the CBeam script during this mission, as it will cause a crash to windows. All astronaut commands have been disabled. So have collect wares commands.

The Terrans knock off the Split without any help, and now the real action happens. 4 Freighters sneak past the last of the Split ships and marines board the tagged Elephant. A lone astronaut flees the captured TL, and your ordered to pick it up.

If you take to long, a Split will come along and pick him up. The yellow indicator lights up the ship, so I go after it, fire at it and destroy it, and the astronut will be back in space.

Once the mission is complete, commands for collecting wares and astronauts are turned back on.

Jump to Asteroid Belt, and then fly the rest of the way to the Moon. Dock and the mission is over.

Terran Plot, Mission 7.

Dock at the shipyard in Mars.

You get a Scabbard to command, with 10 marines.

Parked a little way away is a Vidar. Object of the exercise is board and capture it.

Now, approach steadily in your ship, select guns to take down the shields only, and open fire. Once the shields are down, order the Scabbard to board the Vidar. Board command is on the piracy menu.

Sit within gun range while the Scabbard does the business. When the marines launch, you need to keep the Vidar's shields from regenerating past 10% or else the shields will fry the marines. Having the shields showing in percent terms does help too.

Hint : turn your turrent's off if you don't want unnecessary damage to the hull.

After the third attempt (and these marines are so bad, they wont get in), the Terrans give you the ship anyway, and you get orders to talk to Jackson in the Moon sector.

The Vidar is yours now. Stash it somewhere safe, or outfit it and use it. The Scabbard is also yours. You wont either ship again.

Jackson mobilizes the fleet and everyone jumps to Aldrin.

Finding Aldrin. Its not on the gate network, so you have to jump there. The easiest way to find it on the nav map, is press the A key until the sector is highlighted, going through the A named sectors in alpha order.

Aldrin is a strange system. You jump in by a beacon in the middle of a ringed asteroid belt around a moonsized asteroid. So instead of the middle of the sector being empty, the center is solid and everything happens around it.

The sector is HUGE. You don't realize how huge until you zoom in enough to see ships on the nav map.

First task is checking out a station. As you approach, Jackson starts talking, and then a ship detaches from the station and heads to the Tyr (M2) flagship. There is a lot of talk.

The next thing that happens is some Xenon attack. Help take them out.

This sector is so huge, I had a substantial lag issue in here, especially since I'm on a borderline computer, but there is so much in here, that many will have lag issue even when normally they don't.

There are so many Terran ships here that you don't really need to do anything if the lag is bad that you cant anyway.

Now the task is escorting the Tyr, and so follow it along. Its target becomes apparent long before its actually on the scanners.

At this point you are again given control of a Scabbard with marines.

As soon as the shields come down on the target, send in the marines.

Once again, you can expect 3 failed attempts to gain entrance to the target. If the marines don't come back, reload and do again.

A while later, a Terran Scabbard finally moves in, seems to drop off a single marine and shortly after, the target turns blue and the battle is over.

The second Scabbard is yours, so tell it to pick up the marines if they are still in space.

Now we get to drive some locals to Earth for talks. You need to dock at the station indicated, need life support and enough room for them. So double check before you leave that you have them.

Jump to Heretics End, then follow the arrows to Earth.

At the Moon sector, take the time to look at both the Moon behind you, and the Earth ahead.

Once in the Earth sector, do NOT turn on the auto-pilot ! If you do, the damn thing goes crazy, since it cant figure out an approach to the dock. So it tries to go around it, and the moment you cross a line of lasertowers, they will destroy you. Don't do it.

Crank up the speed and go straight ahead. After a bit, you start passing station on both sides. On the left you will see a nice sign saying "Dock >>>>". Keep going straight. When it looks like your going to start hitting something, slow right down. Now you can try the docking computer. If the auto-pillok starts up, cancel it before you hit anything, and keep going closer. Then try the docking computer again. It should by now, auto-dock you.

Theres a nice little pep talk to end with and its Terran Plot Over !

Theres a Claymore sitting in the next docking bay for you.♀

Final Fury Plot

Mission 1.

The plot starts in Omicron Lyrae.

A high race ranking with nearly everyone is essential. And you need a middle range combat rank.

Comm the Exterminator, and you get offered a place in the Final Fury Mission.

Follow him to Black Hole Sun.

On arrival, a big attack by Xenon commences, including quite a few P's.

Clear out the Xenon. The more you kill, the bigger mission bonus you get.

When all the Xenon are litter, follow Exterminator again, south to Nathans Voyage, west into the Unknown Sector, and south into Argon Sector M148.

Dock at the Military Base.

End of mission, payday bigtime if you got the job done.

Final Fury Mission 2.

Take an advanced satellite into Khaak Sector 931, and drop in the center of the sector. Then go scan the station.

To get there, shift-J to get the jump map, then hit K to get the map to find the Khaak sector for you, which should be highlighted in yellow. Accept that and you jump in.

Don't Panic. The sector is heavily red.

Punch f for freight bay, select the advanced satellite, and eject it, as fast as you can.

Now hit maximum speed and go to the station. Try very hard to get there before anything can catch up with you. If your in a slow ship, rethink your ship ! Speed helps here. Shielding is good but if you can do this fast enough, you don't need it.

At the station, you get a warning to slow down so the scanner will work, do so, keep moving, keep close to the station, but don't make yourself a target.

When the scan is complete, jump out as fast as you can. Anywhere that comes to hand fastest.

With luck, speed and a steady hand, you should get out unscathed.

Jump back to Argon M148, where you get a message asking you to go to another Khaak sector to retrieve a flight recorder.

Jump there, and the recorder is shown as a container on the nav map.

Pick up the container containing the recorder. And the others if you have time.

Then get the hell out before the red becomes nasty.

Jump back to Argon M148, and its mission over.

Now at this point (in patch 1.4), there is a program bug. The Split commander starts talking before the computer voice is finished, so you don't get to hear the Split at all.

As it turns out, the mission is complete, theres no mission for now, you will get called back when the next mission is ready.

Final Fury Mission 3.

Dock with the Military Base. Straight forward mission, jump into next door Unknown Sector and scan the roids for high yield ones.

So, jump and scan. Obviously, you need an Asteroid scanner.

They found 3 roids with your scan data, so they are sending in a TL to build mines on them, the job is to keep the TL safe.

The TL jumps in at the East gate. The sector turns red with Khaak in all directions. I recommend you jump straight to that gate asap.

If you do not have a ship capable of taking on at least 4 Khaak Corvettes in rapid succession, then you have very little chance of completing the mission. This is a major combat and you do not get any help.

TL's will continue to spawn through the east gate each time one is killed, so losing the TL is not a mission failed condition.

Speed helps keep you between the TL and the Khaak waves. But firepower gets rid of them quicker.

Once the third mine has been built, the mission is over.

Final Fury Mission 4.

Jump to East gate of the Unknown Sector just north, and you have a convoy of ships to escort. The makeup of the convoy is variable and could be any race, type of ships and convoy speed.

If you get a convoy that will not move, reload and start again.

Once the convoy has jumped through the south gate, the first part of the mission is complete.

New orders, theres a scout heading away, follow it. It will lead you to a station. When close enough, you get new orders to take out the station.

You do have support, so if you cannot do this yourself, it does not matter.

But seriously, if you cannot take out the station by yourself at this point, you should stop the plot until you have a ship that can. Don't go back to M148 until your ready for serious heavy duty combat operation against all types of ships.

Mission complete, compliment from the boss.

Final Fury Mission 5.

Dock at Military Base in M148.

Death or Glory time !

Jump to Khaak Sector 931 and clean it out, because someone got toasted there recently.

Some support, so not all that trying. Take out everything and its mission complete.

Final Fury Mission 6 +.

At this point in the plot, the convoy and Khaak 931 missions will be rotated as many times as it takes for you to get to the top end of the Final Fury rank structure. They continue until you get to at least First Lieutenant.(Don't be fooled by the Commander rank you get early on, this isnt conventional navy structure and here, commander is very low rank.)

Final Fury Mission in M148.

Dock at the M148 Military station as usual, and a harried Split tells you that the Khaak are attacking.

Undock and straight in, as they are almost onto the station. Kill everything and its mission over.

Final Fury Mission in Unknown Sector.

Just for variation, you get a sweep and clean mission instead of a convoy escort. This easier since you have nothing to protect.

Final Fury Mission Second Last.

You are recalled and jump directly into the middle of an attack on M148 with orders to defend the sector.

When the Khaak are all dead, new orders come in, as another battlegroup has jumped in directly next to the Military Base (and consequently one irate Split Commander) and your ordered to defend the base.

This is a high paying mission, so the more you take out, the better you are paid.

Final Fury Mission Final.

“Sacrifice your life if you must” is the order, but the final offensive is at hand. Jump into Khaak Sector 926 and waste it.

There are 3 Khaak stations in here, each with 3 Guardians.

The orders are to take out the Guardians, and then take out the stations.

The last station has to be done last. Best to follow the guidance as to the order to kill the Guardians and stations in.

When the last station is killed, its Plot over.♀

HUB Plot.

Note : Each patch of the game has changed the Hub plot 'deliverables', so the ones here are just a guide.

In a random Boron sector, after you have a very high Boron rank and middle range trade rank, a distress call comes in from some Boron. “Hello I need urgent help”. This ones name is Mahi Ma.

Turns out the Boron has friends who have gone sightseeing in the Xenon sectors. Will you go find them ?

Fly to Xenon Core 023 via Xenon 598, south gate, being the entrance to Xenon space if one was flying the whole way. Fly through following the guidance arrows and through the gate to Xenon Core 023.

This is NOT 023 ! This is the inside of a small Dyson Sphere, with what looks like 6 different gates around the walls.

There is some sort of facility here as well, but the only other thing showing is a blue dot on the nav.

Get really close to the blue dot, which proves to be ship debris, an automatic log reacts and sends 5 messages from Julian Gardner.

If you don't have cargo life support, go get it before going any further.

Instructions now to go get Mahi Ma. Jump to Kingdoms End, one stupid Boron jumps out the airlock and then does everything he can to avoid being picked up.

Note : His ship is without pilot and not moving, which means it can be claimed, and btw, it is invincible.

Jump back to the Unknown Sector.

Mahi Ma hacks into the facility and gets docking clearance. Dock at what turns out to be some sort of Xenon Hub. Yonder Boron scampers into the facility and then announces he needs 400 computer components to get it operational again.

Deliver the computer components, and transfer them over to the Hub manually.

Now he wants 500 Microchips. Deliver and transfer.

Maha Mi has stuff to say after that and then asks you to repair 3 capacitors with your suit repair laser. So undock, target the first and fly to it, eject, get into range of the capacitor and fire your laser until its hull is repaired. Get back in your ship, go to the next, repeat, then repeat. Just be careful of Xenon, since they still have access to this sector.

Fly back into com range of the Hub and talk to Maha Mi again.

The first task is to realign the working gate pair. This will effectively stop the xenon from getting in, because your moving these gates somewhere else. However, as you get told, this is permanent, so choose wisely where to move them to. With the Hub targeted, there will be a Gate realignment option available. Select the gate you want to 'redirect'. It takes about 2 minutes to complete.

Deliver 150,000 Teladianium.

Then 250,000 Crystals.

When you do deliver the Crystals, Mahi Ma suddenly realizes he needs some help. So you need to jump to Priests Pity and talk to a Paranid called Otmanckstras. After he gives you the standard Paranid insult, he further insults you by demanding 15 million credits.

When you pay him by comming him again, dock at the Trading Dock, and then take him to the Hub.

Once at the Hub, Mahi Ma then ask for a delivery of 400,000 Silicon.

When you deliver the Silicon, you will be asked for another lot of 75,000 Microchips.

Once you deliver the chips, the work is finished and the other 2 gate pairs are ready to be assigned.

Mahi Ma wants a lift back to Kingdom's End, and when that's done, the Plot is complete.

Note : Each patch has a slightly different set of requirements, these are for v2.1.

Goner Plot.

The Goner Plot starts in Elysium of Light.

Comm the Goner Ozias and talk to Osamu Avens.

Deliver 2000 Ore to about 3km of Ozias, and its autodelivered.

Deliver 200 Silicon.

Next talk to Jani Hall on one of the stations. He also wants 2000 Ore and then 1,200 Telad.

When contacted again, dock at the Teladianium Foundry M in Bright Profit and talk to Jako Rider. He has 625 Telad Pannelling to be delivered to the Ozias.

Jump to Bright Profit and dock. Goods autotransfered, order to deliver, but no chat. Jump back to Elysium. RV with Ozias. Mission complete.

Talk to Hall. Deliver 3 X Argon TS to SPP M alpha. The destination shows up in the guidance, not the orders.

Theres a shipyard in Omicron Lyrie, so buy 3 Mercury Tankers S, don't bother outfitting them, and give them orders to dock at the SPP in Elysium of Light.

As each docks, you get a message with a "turn them over" bar, click to do so. When all 3 are docked and turned over, mission is complete.

Next, talk to Avens on the Ozias.

You are asked to build a Telad. Foundry in Elysium.

Buy a foundry M (they did not specify which size to get), have it delivered to Elysium of Light, and drop the station right on top of the navigation beacon and your done.

Orders to fly to Wastelands and protect the Goner Truelight Seeker which is under attack.

Jump into Wastelands west gate. Its about half way accross the sector and is under attack. Its best not to dawdle about getting there. Take out nits attackers as fast as possible.

As soon as the last one is toast, you get ordered to Bright Profit to protect a Telad foundry.

When close to the foundry and all enemies destroyed, new orders come in to jump to Company Strength and protect a Goner Mercury Tanker. Its being attacked by Pirate Syndicate forces, all jumping in the West gate. Theres a lot of them, so if you can get by the west gate and take them as they jump in, you don't have as many to deal with at a time. You can jump through the gate and finish them on the other side.

In the meantime, the Truelight Seeker has been captured by the Pirates, so you jump to Midnight Star east gate to start looking for it so you can capture it back.

The Pirate defense will vary according to your combat rank. When you have taken them all out, you can claim the Truelight Seeker, or board it. If you board it, you wont get your marines back, it will turn blue and sail off.

Hall who was on the Seeker the last time we saw it, isnt now. Jump to Merchant Haven to look for him on a Blastclaw owned by one Hurtis Tertasobas Yoganis IV. (Paranid of course.)

Theres a time limit to find the ship, but the arrows make this simple.

Once found, your told that Hall isnt on the ship, so ordered to follow the Blastclaw back to base, then get the Meeting Details (not told how).

This begins a slow trawl through 3 sectors, so get yourself positioned to follow about 12 km away and then go get some refreshments. The optimum distance is that 10km is too close and 18km is too far away. If you get too far away, your told you lost him, and then a little later get a new sighting report.

How hard this mission is will depend on your Pirate and Yaki ranks.

Follow him into Gaian Star. You get a cutscene of Hall in his space suit and orders to pick him up.

Hall isn't on scanner, but the arrows show where he is, and it's well SW in the sector. By the time your half way there, a Pirate base pops up on the scanner, with a sea of red around it, and him. This sector has 2 pirate bases. One in the center, that's blue, and the one near Hall that's red.

You need to pick him up and jump out. You can either fight everything first, or try for a quick pick up and jump.

Orders say to take Hall back to Elysium. At about 5km from the Ozias, he transfers over and it's mission complete.

Orders to go back to the Pirate station and take it out. So jump to Gaian Star.

Immediately you jump in, there's a stop order and please talk to Hall who is now on a Goner Heavy M6 in sector.

Apparently there is a Terran agent on the Pirate base, and you need to extract him before taking out the base.

So to get the Pirates friendly enough to dock you need to take them something they want.

Deliver 35 Spaceweed to the Pirate base.

Once you have the weed, there's the minor problem of the pirate base being red and not believing you if you come to them and tell them you have an urgent delivery for them.

So fly to the other Pirate base, staying well clear of any red pirates, since if you shoot them that close to a pirate base, it may turn that base red as well, come and look for someone offering to hack stations in the vicinity. Pay whatever he asks, making sure you get the right station hacked, and you can now dock.

Deliver the 35 Spaceweed.

Then deliver 60 Squash Mines.

Once done, the agent comes aboard, you head out of it, cutscene of the base blowing up, and then jump back to the Ozias in Elysium. At about 4km, the agent beams over, and it's mission complete, Plot complete, and a place in Goner history books.☞

PHQ Plot.

The PHQ plot starts about 6 game hours after you complete the HUB plot. You will get a message asking you to go to Ocean of Fantasy. Talk to Humi Wi on a Boron Ray. BalaGi is now declared missing (remember he went with Julien Brennen and you found their ship wreckage in the Hub) and the Yaki have been taking advantage.

Ordered to Menelaus Paradise. You jump into a whole heap of Yaki, and need to take them out.

Back to the Boron Ray in Ocean of Fantasy, about 5km away to get the next orders.

Jump to Cloud Base South West and talk to a Tomes Brano.

Jump into CBSW south gate. Tomes is on an Argon Cerberus.

Orders to scout Ocracoke's Storm and take out any enhanced ships you find.

There's a few Yaki in there, all blue and also a station in there you can't target.

Get within a few kms of the station, looks like a Military Base, it turns red and orders come through to return

to CBSW. No need to shoot anything.

Back to CBSW and talk to Tomes again. Prelude to an attack and theres a minefield around that Base, please go and take it out.

Jump to Ocracoke's Storm south gate, right by the base, and theres a whole heap of mines on the nav map now.

However, you cannot target them, and they wont show up using find nearest enemy.

All you can do is follow the guidance arrows until you run them down. That means you need a ship with sufficient shielding that mines wont be a problem.

When most are gone, the fleet jumps in, and you get orders to take out the base.

When the base is toast, you get told that Humi Wi wants to talk to you again in Kingdom End, so jump to the KE south gate.

Some Boron scientists have been captured by the Yaki and need rescuing.

First you need to dock at the Military Outpost in Atreus' Clouds.

Orders to fly to the Pirate Base in Olmancketlot's Treaty and prepare to protect the Boron scientists as they escape.

Jump to the North gate, fly towards the Base, taking out any reds on the way and at about 4km from the Base, you get told some scientists did escape.

Then your ordered back to Kingdom End.

The Yaki have located BalaGi's Command Ship. Its an Orca with registration TLNS-43.

The voice over says we must not let the Yaki capture BalaGi's ship. I've no idea why, because you cant stop it.

The most important thing here is to ignore the voice instructions, ignore the mission briefing which says nothing anyway, and only follow the guidance arrows.

However, the guidance is well and truly broken to start with (as of 1.4).

First thing, find the Orca. If you don't have any guidance to leave Kingdom End, then the Orca is still there. Locating it is not difficult with a triplex scanner. You will find it does not have a pilot, but is slowly meandering around the sector. You cannot claim it, and you cannot board it, so not worth trying.

Jump into the west gate of Shore of Infinity.

This should generate a voice over that says that the Orca has been located in a different sector captured by the Yaki, and the mission briefing should now specify Kingdom End and the arrows point to it.

If you jump into Light Water first, the mission appears to break, so don't go there, unless by some chance your still being guided there.

Jump back to Kingdom End and re-find the Orca. It should now be in the Mission part of the nav list, and be red. Once you have found it, the mission should change to board the Orca.

The first marines that hit the hull, will likely cause the Orca to jump out. You will get a message as to where it goes. The difference is that in KE, you had defence forces keeping the shields down for you, but in most other sectors, you will need a ship to do that for you yourself.

In 1.4, the boarding script is bugged, making things difficult if you don't like using scripts. Cycrow has a good hotkey script. Boarding Pods don't work.

Once the ship is yours, you get the usual end of plot thankyous.

The plot reward is in the cargo hold of the Orca, in the form of the station kit for the Player Headquarters.

Aldrin Plot.

You get a message from Craig Armston of the Terran Resource Evaluation Commission asking you to dock at the Orbital Patrol Base in Asteroid Belt.

Mission 1.

Use the unfocussed jump drive to scout for valuable or abundant minerals. Pays 20k + resource worth. No time limit. You will need a Mineral Scanner before you start.

Scan 8 asteroids. Khaak nearby, including a lot of corvettes. Run around the asteroids as they are targetted by the mission arrows, and scan each one when you come in range. Target roid, click I, then when 'scan' lights up, click 'scan'. Done. Move on.

A slow ship needs to be able to fight M6's. A fast ship may not need to fight at all.

Once all are scanned, you are asked to mine and deliver 100 Nvidium.

When you have mined your Nvidium, engage jump drive and it will automatically take you back to the Asteroid Belt. Dock to complete the mission. The Nvidium is taken off the ship automatically.

Mission 2.

Fly to the Earth Torus to meet Gen. Don Hammond of the ATF. You will need a jumpdrive as the mission will take you to Aldrin.

Follow the yellow arrows.

When you get to the Torus, remember, DON'T use the autopilot !

Deliver a data storage device to Lt. Jake Griffith at Aldrin Energy production Base XL epsilon. 30K.

Undock and jump to Aldrin.

The destination is 283 km away (or thereabouts), highlighted by the yellow arrows, so click your mouse on it to target it, then fly to it.

Mission 3.

Take Griffith to the USC Orbital Supply Base in sector Aldrin 2 in orbit of the planet Armstrong. Pays 20k.

If your using a larger ship that could not dock with the station you just left, make sure you remember which ship you leave Griffith in !

Fly to the trans-orbital accelerator for Aldrin 2.

Dock the ship carrying Griffith at the Supply Base.

Mission 4.

Fly to the Gate, following the guidance arrows. It's a normal gate, but as yet not connected to anywhere.

Cutscene.

Patrol Aldrin 2. Pays 750,221 plus. Xenon targets.

When all Xenon are chip dust, you will be told to fly to Terran Unknown Sector 1, through the gate.

This is a Xenon sector with capital ships and jumping J's. What you get will depend on your ranks, but go in here in something that can take on a lot of enemies.

The actual mission is to scan 8 asteroids, following the arrows. But there is good credits in taking out the Xenon first. I was paid an extra 4.5 Million.

Once you have scanned all the asteroids, it's a good place to save.

Next, escort the highlighted ship, Terran Science Ship Katana, to an unknown object.

When the object has been picked up, there is a cutscene.

Now fly to Terran Unknown Sector 2.

After transition, there are 2 quick cutscenes, then your ordered to fly to the Terran Tyr, back through the gate. Before I could do so, a Khaak fleet jumped in. Your choice if you take them on, or get out. You don't get paid extra though.

At about 7km from the Tyr, you get orders to wait for new orders. Don't go anywhere, it wont be long to wait.

Mission 5.

Recon of Perpetual Sin, for evidence of super weapon use or a destroyed Khaak stronghold.

Jump to Perpetual Sin south gate. Mission is to find evidence of the Khaak. There is ship debris in the distance. Looks like an old Titan. And another. Your looking not for ship debris, but an unknown object. When you get within a few km of one of them, you get told to scan it. Go up to about 500 meters, and you will hear "scanning.....scan complete". You then get a new message.

Mission 6.

Deliver a Nemesis to the Teladi Trading Station in Spaceweed Grove. Buy one from a Paranid Shipyard and get it to the Trading Station. You get the value of it back when its delivered. If your not flying it yourself, dock ahead of it first, so you are on the station when it docks.

When the Nemesis, you get a message and are asked to turn over the Nemesis. Click on "Your Nemesis" to deliver it.

You then get 2 messages, one from the Paranid, and the other from Griffin.

Tasks complete for now. Just wait for the next message.

Mission 7.

Time to shoot some Paranid ! The mission is to run interference while some Terran captives of the Paranid are rescued. 20k pay.

Fly to Unknown Sector by Unholy Descent. On entering the sector, everything Paranid is red. Take out all Paranid objects.

When the last is gone, you get asked to escort a Terran Yokohama which is going to board a prison transport.

Follow it until its boarding is complete. They leave the Paranid crew floating in space, so its up to you what you want to do with them.

Mission 8.

Fly to Terran Unknown Sector 3. I didnt get any guidance, so I jumped to Terran Unknown Sector 1, and the guidance then showed up with a new East Gate. Fly through that.

Search the sector. You will find a Boron Angel TP, piloted by BalaGi somewhere there. Fly close and you get a message to escort the Angel to Aldrin 2. A Xenon J and K jumped in almost on top of us, in TUS1. Then a second group of J, P's and fighters. This will vary of course according to your combat rank. A speed of more than 94 is needed to keep up, and decent firepower to protect the Angel.

When the Angel jumps into Aldrin 2, the mission is complete. No further mission is offered immediately.

Mission 9.

Repel Xenon in TUS3. Jump into TUS3. Go to the aid of the mining base ship. Take out the Xenon patrol.

Tow the Mining Base ship to Aldrin 2. You will need a ship that can mount a Tractor beam in the rear turrent, and of course, a tractor beam. There was a Khaak Battle group by the west gate in TUS1, so you will need to deal with whatever enemy you find there before you get the tow anywhere near there.

Once you get it inside the gate in Aldrin 2, tow it towards the Base. After a couple of km, you will get a message from Griffin. The Mining ship is now yours.

Mission 10.

Dock at the Orbital Patrol Base in Asteroid Belt for new orders.

Transport a Glowing Crystal to the Gate Production Complex in Neptune. A fast ships helps here.

Fly to within 5km of the Gate complex, and you will get a new message.

Now jump to Kingdom End to talk to BalaGi on the Royal Boron Trading Station. When in range, com. Next, dock at the Trading Station to pick up BalaGi.

Transport BalaGi to your Hub in the Unknown Sector.

Connect the hub to Terran Unknown Sector 1 and Terran Unknown Sector 2. Before you do, I recommend you ensure you do not strand your own ships using the hub in other sectors, thus endangering them when they try to fly home the long way.

Fly into TUS2. Find an inactive Gate. Its about 60km away. Should be visible to your naked eye, if you look around a bit. Fly up close to the gate. You get a new message and then a cutscene.

The gate is connected to Neptune automatically and the Plot is complete.

General Mission Guidance for TC, by Apricotslice

- **Be aware that some missions still have bugs or issues.**
- **Save before you accept a mission. This gives you a way out of it if you fail it or it breaks.**
- **Save after you take a plot mission. This gives you a place to go back to if you fail it or it breaks, that means you don't have to go through the briefing again.**
- **Save at key points during a long mission. Each time you achieve something important, save it.**

- **Save at the end of a mission.** You never know when a roid, passing ship, jumping ship or other homicidal being will kill you unexpectedly. As soon as a mission is complete, save it so you don't have to redo anything if the unexpected worst happens.
- **Save using slots 1 to 10 sequentially.** When you have used slot 10, go back to slot 1. If your saving a lot and think you may need to keep all of them, after you use slot 10, exit program, back up the save directory uniquely, then restart and use slot 1.
- **Always save the money !** If something will make you money, like you capped a ship or picked up a container with something really expensive inside, save the money ! If you need to reload for any reason, the game will do it a unique way and that special something you just got may not fall your way again.
- **Its quicker if you turn guidance for the mission your doing ON.** The arrows will point the way.
- **If your not getting guidance when it is on, then your in the correct sector, start hunting.**
- **Not all Plot voice overs are clear and unambiguous.** So if you did what you thought they said and the mission restarts, it means your not actually doing what they thought they told you to do.
- **Not all briefings are unambiguous.** It is necessary to listen to the voice over, as some of the really important stuff is in there, and is not copied to the briefing.
- **When you are told to scan a capital ship or station, it means you need to get close enough to stick your hand out and run it along the paintwork.** The scan starts automatically when you are in scan range, but that range is really really close to the target.
- **Between mission time in the Plot missions varies, but if you go more than an hour without getting the recall or next mission, then something is usually wrong.** The exception is the start of the PHQ plot, which is timed to begin 6 game hours after the completion of the HUB plot.
- **Your combat rank can have a huge affect on the mission.** Final Fury missions are hard for lower combat ranks, but rise to impossible on the very high combat ranks. Some Goner missions are very easy on lower combat ranks, but impossible on the highest combat ranks. The higher your combat rank, the bigger the ship you will need to complete the mission, but as the ships slow down, so the need for additional ships rise to compensate for your inability to get there fast enough. For example, some people flying M2's find it essential on the highest combat ranks to have M7M's along packed full of missiles so they can missile spam the enemy immediately they are found. Especially on protection missions.
- **THINK about the mission, BEFORE you accept it.** Is the time to complete it doable, with the ships you have ? Do your ships have the fittings needed to allow the mission to start ? (Eg. Enough cargo space, cargo life support, jumpdrive, enough ecells for jumpdrive.). Do you need to be in the ship the whole time or just on delivery ? Can your ship dock where the destination is ?
- **THINK about the mission, after you accept it.** Use the right ship. Take the right route, deliver the station or goods to the right place, follow guidance.

Giskard's X3R Plot Guide

<http://forum2.egosoft.com/viewtopic.php?t=123360>

After spending so much time explaining plot issues to various players who thought there where bugs in the Egosoft Tech support forum, I finally gave in and wrote a guide to the plot. Its not quite a walk through and not quite a tips page, its somewhere in between. Telling you what you need to know but making sure the important X3 game elements are highlighted as you get to them. So expect tips on how to do the mission but not the exact location of plot sectors.

This guide contains massive Spoilers plus some irrelevant info I thought you might find amusing. :)

Recommended reading only if you get stuck.

X3 Reunion Plot Guide.

Written for 1.3.1 beta and lower.

Major Spoilers exist right from the very start in this guide.

What follows is the closest thing you will find to a full mission list so far.

Mission 1: Your first Patrol.

This mission is relatively straight forward and needs no explanation. Just follow Gamma Leader on a 2 sector patrol which finishes in Red Light then fly to Cloudbase South West and wait for the Goner Noah to contact you.

Mission 1: Ending.

When Noah contacts you, he will ask you to dock at the Goner Temple in Cloudbase South West. All you need to do once docked is to talk to Noah. But before you do, consider this. You can now take a break and explore the Universe a bit if you wanted too. Noah will be there waiting for you when your ready to continue the plot.

Mission 2: Drone Training.

In this mission you start out with Drone training with Saya. Always ask for another go at the mission when Saya asks, if you did not manage to destroy all the drones before they turned around and came back at you. Its not only possible to destroy them all before they attack, its actually very easy too do it once you get the basic idea behind the mission and use the fire controls correctly. Skipping this part quickly will only result in you being forced to do it again when you Die horribly in the next mission. So take your time with this one. You do need training. **It also gains you combat rank.**

To destroy all the drones you need to press K until Autotargetting is turned off. Just below the weapons there is a small icon with 3 settings. - = off, + = on and the third is full autoaim that corrects for some movement of the target ship, notice the "some" part, I did not say ALL movement. Feel free to try each setting during the Drone training until you find a setting that works best for you. Once the next part of the mission starts, failure will mean your game is over. So take the time to get everything setup during the Drone Training first. The pirates attack in a straight line too so this training really does train you for the next part of the plot.

Mission 3: First Pirate Attack.

The pirates are coming straight at you, there is no need for Autoaim that might cause you to miss. Turn it off so the little box below the weapons has a small minus sign in it. Now fire short bursts, moving your mouse until you see it hit the central ship in each group bad guys (3 attackers per group). When you see you are hitting the target, keep firing short bursts until it is destroyed. The central ship is always tougher than its two wingmen. So it takes more effort to take that ship out than the others. Repeat this for all attacking ships. It is OK if one or two escape providing you get the central ships in all formations and most of the wingmen.

Mission 4: Second Pirate Attack.

The second wave is taken care of in the same fashion as the first wave.

Mission 5: Third Pirate Attack.

The third wave is taken care of in the same fashion as the first wave.

Mission 6: Escape from Antigone.

Now its time to turn Autoaim full on. Press K twice if you had it turned off, So the symbol that looks like a + with 4 little dots showing. You do not have to kill every pirate attacking you on this mission. You need only kill enough of them to allow you to escape. To this end you should always shoot at targets that are directly behind you. Targets that

are turning a corner are the easiest to hit because they turn into your line of fire. Accuracy during this mission is not important because as you will notice your firing Magic Bullets that automatically hit and kill a target if they are close enough to your cross hairs. There is no secret to this mission other than firing at targets behind you and not to the sides.

Mission 7: Space Walk.

Once your ship is destroyed you will be left in space facing a Goner ship in the distance. Head directly for it at full speed. You should make it just in time. A cut scene will then play when your in range and the mission will end.

Mission 8: Chasing Marani in the Talon using a Jumpdrive.

In this mission you will have to follow Marani in his Talon, as he jumps across roughly 5 sectors. Each time he stops, fighters will attack you. Destroy them and jump to the next sector after Marani. The sectors are chosen randomly so whether you have enough jump fuel or not depends on which sectors are chosen. The mission allows for you running out of jump fuel and gives you a chance to catch up by telling you to return to Farnhams legend. Eventually you will catch him and have to attack him until he surrenders. Saya will help you do this.

Mission 9: The Race.

Noah will give you another job when you contact him at the Goner temple. This time he will want you to track down another Goner. He will tell you where to go but the chances are if your new to X3 you will not know where that sector is yet. So to help you get an idea what X3 is all about, I'M not going to tell you either :)

All I will say is look below Brennans Triumph. If you cannot find that sector then your totally hopeless at exploration and definitely need more practice. Try buying a Discoverer from the Argon Prime shipyard and fly around the Universe for a while.

Tip: taking a break after the first patrol starts to pay off about now :)

Once in the race sector dock at the Teladi Trading Station (no it is not in Teladi space), you will be contacted and asked to run a race for a person called Geb on that station and he will give you a specially prepared ship for that purpose. So there is no point tuning your own ship up because it is not used in the race.

Once the race begins, aim for the small rings in space, Zero your throttle as you approach each ring and turn your ship to face the next ring so you slide through the Ring you are currently approaching sideways. This gives you more time to find the next ring and also allows you turn rapidly. Then full throttle again to the next ring. Do this at every ring perfectly and you should win. If you imagine your flying the space shuttle and use your throttle to help make quick turns "WITH OUT" having it on full as you turn, you should do OK. If you keep your throttle on full and do a perfect lap you will still loose. Some people find the strafe keys helpful so remember they are an option too here.

Once the Race is over, Geb will tell you where to find the Goner known as Thomas. At this point its a simple go there and select his ship and press C. Nothing fancy.

If you fail the first attempt, you do get offered another try. Just wait for it.

Mission 10: Escort Duty.

Ban Danna insists you do him a favor before he will do you a favour and that favor is to escort a convoy of Mammoths to Paranid space. You will find them in Home of Light. Contact the Leader when you get there but dock at a station in Home of Light first and save your game.

Now these next tips are totally unsupported and untested and come directly from some very sneaky players in the X Universe forum. Clearly they trained by the Evil Egosoft Greenies but that is our little secret :)

The Convoy is attacked once you enter Ore Belt but for some Ore Belt is too laggy. So here are the tips the players

said work.

- 1) Enter Ore Belt and leave again as fast as possible to make the Battle happen in Home of Light.
- 2) Talk to the Leader of the convoy but do not enter Ore Belt at all, just let the mission go on without you.

Lets assume your an honest player, playing the mission properly shall we. Once the battle starts you will be transported to the Mammoth, there you will have to fight off a wave of attackers at each side of the Mammoth. If you take too long you will notice some of the Mammoths get destroyed. You will also notice your own Mammoths shields are going down during the attack.

Using what you learnt about the Autoaim from previous turret missions, either use your preferred setting or turn on full Autoaim and select a target in front of you. A lot of time the target selected automatically is not even visible to you, this is because the games auto target feature really sucks big time. So just press T until you see a box appear around a target you can see and then using short bursts destroy each attacker as it comes in to range. Do not waste ammo shooting at ships that are out of range and have a little X where the O should be on your HUD. Always shoot at the Zero since this is your Autoaim aid. If your not using it, then you will see no zero to shoot at and if they are moving sideways you may find it difficult to hit them. If they are coming right at you though, you will find no auto aim a blessing. **Using target nearest enemy helps. Kill one, get the nearest.**

Do this for all waves approaching the Mammoth, be sure to track each target until it gets out of view. A lot of the time you kill the attacker just before it disappears. It is possible to destroy all attackers at this part of the mission, but high frame rates are a requirement.

Next you will be transported back to your ship for some ship to ship combat, select and destroy the closest Khaak first or the the biggest threat to the convoy if that is close. Remember your defending the convoy and not trying to become an ACE in one mission. So it is best to shoot the khaak that are actively shooting at the convoy at the time. When they break off, you break off and select another Khaak that's about to attack. But do this quickly.

Eventually the mission will end and hopefully you will have won.

Mission 11: Ocracoke's Storm, Spydrone.

So you do not know where Ocracoke's Storm is, should I tell you ? Narr. Exploration is part of the game, learn that early or give up and go back to Doom. But it is a big universe so I'll give you a clue. There is a West Gate in a sector that looks like it has no West gate and it is somewhere within 2 sectors of Paranid Prime and 2 of those should not even be considered if you know anything about the X universe map at all. :)

That leaves you 2 sectors to check if you understand the clues and have at least explored the space around Paranid Prime. If you do not even know where Paranid Prime is then clearly you missed the point about exploration being part of the game.

Once you eventually find the hidden west gate many many many Kilometers to the west and finally make the 2 jumps that take you to Ocracoke's Storm, you will find your presented with a Spy Drone mission. You are given about 4 attempts to complete it, may be 5. Only practice will help here so save early and reload if you mess up.

Now for the problem EVERYBODY gets caught by the first time.

When you reach the dead end, know this, you have gone too far. Turn back towards the last laser trap and look above it for a metal hole. Or if your upside down, below it. Guess what that is for :)

Mission 12: Marani takes his Revenge.

Marani turns up with his Talon to take revenge on you for what he thinks you did to his daughter. You must attack the Talon and force his surrender before he will listen to reason. This part can happen at any time, so there is no predicting it or running away from it. He will find you.

Mission 13. Thuruks Pride Trading Station.

Now you must try and find Marani's daughter. Remember her name its vitally important. Her name is Miria Marani. Remember that name.

How many of you call this mission 8 and wonder why the testers do not understand you. How many players have looked everywhere on the Trading Station and not seen anything. Far too many. So lets kill this one finally shall we by not being vague.

You need to shoot a few pirates in Split space before you will be allowed to dock. So climb in the Free Mamba or captured Falcon and go to Split space and shoot anything that has the word Pirate in its name in order to raise your Reputation with the Split. **If you havent already done this by now, you havent taken enough time out from the plot.**

Then try and Dock at the Thuruks Pride Trading Station (Exploration exploration, exploration).

Extra Info: Did you know Thuruk was one of the all time Great Split leaders from the past, a leader that brought all the Split under one banner, humm, reminds me of a certain Japanese guy who was refused the title Shogun because he was not of Nobel birth...anyway he was a leader idolized by the Split of today. So do not call him a wussy in front of any Split or they will have you for breakfast. :)

Now, for the part everybody misses the first time.

Look at the BBS messages one after the other.

Do you see or even expect to see any that say "Miria has be kidnapped and hidden at location X" ?

Would that be the kind of thing Kidnappers would do ?

Nope. The clue is very small.

So look for who posted each message instead, right at the bottom you will see one innocent looking message was posted by Miria herself. She even names where she was in the news item. Very innocent, very vague, very easy to miss.

But just in case you did, She went to the Silicon mine in Thuruks Pride.

Now when you get there, try and talk to a person onboard the Silicon Mine. One guy in the list has a name that sounds like he should be there. Which is a first because most people have names that do not belong on any single station. Yup its the Mine Manager. Contact him for where to go next.

Mission 14: The Pleasure Complex.

At this point you need to be in Teladi Gain, you will probably enter through the east gate, if you do just hang around somewhere near the gate so your scanner can see the Pleasure complex but do not approach it. Let Saya waffle on until she is captured and then follow her instructions. Turn Auto Aim on when she says destroy the squash mines, just fly towards the pleasure complexes West side. When you get there you will notice you actually have a Squash mine locked on, stay at max weapon range and fire. There will be a series of explosions followed by a battle with the Yaki outside the station.

If your very lucky/unlucky (depending on how badly you wanted to shoot some yaki) the local Teladi destroyer will help you fight the Yaki.

When the last one is destroyed you will be sent in to the station in a space suit.

Full Throttle until you see Sayas ship which is to the left in the big hanger bay after the short tunnel. You automatically enter the ship when you get close to it, so do not worry about speed.

Now remember the Throttle control you needed to use to win the race ?

Well you need those skills again now, there are 3 reactors to find. They are balls that need shooting and each takes down 1 shield and allows you to continue further in to the Pleasure complex. If you find your self flying down a tunnel with lasers, that is usually a sign your on the right track.

Try not to hit the walls, sometimes you will get stuck on them and then its game over.

There are 2 aids to help you find the hatches you need to destroy and they become active only when a shield does down leading to one of the sets of hatches. One is, the Hud target points towards the hatches, the other is a beep sound. The Hud also gives you the range to the target so as long as its counting down, your heading towards it. Expect to be forced to head away from your target mid way though the mission and at the end. Sometimes you have to go up to go down.

Once you approach the first set of hatches, just shoot all 6 and move on to find the next set. At the next set of hatches you will find your shields are badly damaged due to the defenses and knowing how Evil Egosoft can be, what do you think they placed near the last set of hatches ?

Yup more lasers. So approach the final room slowly. Shoot each laser from as far away as possible so only 1 is ever shooting at you at any one time. Use the wall in front of you to block the laser fire of one whilst you take out the other. Then when your done, shoot the last 6 hatches and a cut scene will automatically play. Next thing you know, your outside the Pleasure Complex talking to Saya and about to be transported back to your ship.

Its worth docking at a station in Teladi Gain at this point and making a save and then keeping that save SAFE until you finished the plot. The next part has caused players more problems than any other part of the plot. So you will be grateful for the save if you find something wrong after this point.

Mission 14: The Crystal Missions.

2 Crystals and some Disrupter plans, that's your objective in this part of the plot. These come in 3 missions that can be done in any order. Just entering a mission sector triggers that part of the plot. Even if you had chosen one of the other 2 missions.

The first thing to do is wait for Miria to contact you after you meet her in Farnhams legend, after the Pleasure complex mission. I usually recommend you go and wait in Elena's Fortune for the message from Miria. Since it does not always work if you wait in Farnhams Legend. Now you will be offered 3 missions by Miria. I will describe each of them below but before you do, stock up on some energy cells so you can use your jump drive if you have one. One of the benefits of exploring early on is you can quickly jump from one mission sector to another.

Mission 14: The Black Crystal Mission.

Choose a small fast ship for this one if you want to be in and out without a fight, otherwise just use a Falcon if you like being the Xenon's whipping boy. :)

A Mamba Raider is also good but Novas are just another Whipping boy ship.

Find Xenon sector 101, its not far away from the Race sector. That's the only clue I'll give you (the sector does not exist in some of the non-plot games btw). Once in Xenon sector 101, fly to the center of the sector. Notice the Xenon are ignoring you ?, strange don't you think. But at least you can take your time. Eventually you will be near the Xenon M0 wreckage that now looks likes wreckage in X3 1.3.1 beta and not at all like an Argon Titan :)

Julian will now treat you to some funny comments as he scans for the Black Crystal (a recent change in 1.3). One by one several crates will appear until finally the Black crystal appears. When it does, check the crates and then target the Black Crystal and pick it up by pressing O to drop your shields and fly towards it. Make sure your shields come back up once you have collected the Crystal. Remember you are in a Xenon sector.

Take a look at the Xenon's now, are they still ignoring you ?

2 Words. Evil Egosoft!

Nuff said.

If you need to be told to get out of there now, then you really are hopeless :)

Mission 14: Paranid Crystal.

Time to head over to Emperors Mines, take the West gate in Paranid Prime or jump to the East gate in Emperors Mines, this is important. Do not ask, just do it. Now dock at the Trading station there and contact a Paranid named Nolman. His name is longer than that but I am not even going to attempt to type it all here. He will charge you a fee, so have some money handy. Then he will arrange for you to meet another Paranid in Elenas Fortune.

Once you are told to go to Elenas Fortune, do so. Fly towards the Trading Station in that sector and let the plot carry you along. Eventually you will be attacked by the Khaak, you will kill the last Khaak and the missions end scene will show and you get blamed for killing the Paranid by his Paranid Friends later in the plot. At which point Miria will ask you what to do next if any missions are still left to do.

Mission 14: Yaki Disrupter Factory.

Fly to Olmancketslat treaty, the first time you enter the sector Miria will explain what a waste of time it is going there and your going to need a plan. She will tell you to meet her in Bala Gis Joy with some computer components. You need 10,000 credits worth but since prices change a lot, just buy 12 then go to the sector she mentioned.

Once there, head for the Quantum Tube fab, let the cutscene play out and you will find your self in a Mamba, do not even think about selling it. Yes we know what your thinking. So No No... play nice.

Now head back to Olmancketslat treaty, as you approach your computer nerd friend (Jesan) will start scanning the factory but will need you to get closer. Try and hide close to the factories center in between the factory's own infrastructure whilst the scan takes place. Then when its done, head back to the Quantum Tube Fab as fast as possible.

Mission 14: Ending the Crystal Missions.

After saying good by to Jesan you will have to return to Argon One and talk to Ban Danna. You can leave this part until you have done all the Crystal missions. A short cut scene will take place then you will hear the words from Julian saying he is going back to the Goner Temple. Nice of him to tell him self what he is going to do don't you think. Shame he did not ask you, you are Julian after all. :)

Head back to the Goner Temple and talk to Noah. Saya will arrange for a small fleet to ambush the Yaki in Ore Belt only this time. Unlike the time they Ambushed your ship and left you do your little space walk. Their Disrupters will have no effect. So just enjoy the battle if the lag in Ore Belt is too much. Look for an Goner Ship posing as an unarmed M6 and just attack it and ignore the rest. Once its shields reach Zero, the mission will end despite the fact the battle is still going on.

You can usually make a few captures during this mission, so if you can fight the battle, you should do so. Just remember, if you are in a space suit when the battle ends, you will be transported to Cloudbase South West in that space suit. Luckily, you can order your ship to come and pick you up. It does not take long and actually adds a lost feeling to the mission when it happens.

Mission 15: Paying Nolmancketnun to build you an Ore Mine.

Who is flying that strange ship, why did the ancients leave a seed in an asteroid and why does that guy in the ship keep trying to take the crystals. Why does one Goner believe he has found Earth when you know what he found is not Earth at all. These are questions you will find get answered in the coming sections of the plot. So watch the cut scenes carefully from this point on. Make some saves, use them to show the cut scenes again if need be. All previous plot missions provided questions, the following provide answers to most of them.

Fly to Emperor's Mines and talk to Nolman again, his full name is Nolmancketnun btw but there is no way I am typing that out all the time :)

For the price of a normal Ore mine he will build one for you in Paranid space. Give him the money and then go to Paranid Prime to wait for the Hercules to start moving off, by all means pay a quick visit to Priest Rings but do not stay in that sector. Leave and go and do something else for a short time. You may have to wait up to 10 hours in game time before the mines deployed and working. You will receive a message when its done.

When it is time, go back to the mine, take a look, etc. When the plot ends this mine will be a fully functional ore mine all of your own. But remember, you did pay for it.

Saya will want picking up in Emperor's Mines so when your done go and meet her there to trigger the next part of plot.

Mission 16: Chasing Kyle through an Asteroid.

Head to Nayan's Hideout for this one and take a Discoverer with you. The next bit is easier in a small Disco than it is in a Nova or any other M3. You will need to search for Kyle's ship in that sector and once you have found it, he will lead you in to a hole in the Asteroid. At this point the view changes, your Hud vanished and you have to quickly move through the Asteroid as fast as possible. This is normal.

There's no nice way to describe this mission other than its a pain the butt, thankfully there is an autosave which you will use at least 10 times if your a normal player.

You will find you always stop in what looks like a dead end cavern. When you reach it you will already be facing towards the exit but because there is a large pillar of rock in the way, you will not see the small hole you need to use to escape. No.. you will look around, lose your bearings and finally the game will end.

So this is what you do, when you enter the large cavern, do so by flying dead straight in to it, fly around the rock in front of you and suddenly a small hole will appear. Just fly through that and continue. Yes you can fly around that rock, I know it does not look like it but you can.

After the mission there's some Khaak to fight and then a meeting with Ban Danna back on Argon One.

Mission 17: Scanner mission.

This is your last chance to do what you want to do before your committed to finishing the plot. So if you want a break, take it when Ban Danna says come back when your ready to do the mission. If you want to continue, just tell him right away you want to do the mission by contacting him on Argon One.

You will be given a scanner ship. Which so happens to be Saya's ship if you try and sell it. Yes, we got your number :)

Try it, see how foobared you are.

Tap tap tap tap....got the idea yet ?

Ok, somewhere in Argon Prime is Saya in her ship that you tried to sell, contact her again to continue with the mission. If you did not try and sell it then dock at the EQ, upgrade her cargo bay and go and buy some more energy cells for the jump drive. Then head to Emperor's mines.

There you need to fly close to the Nividium Processing station, after the scan some paranid will turn up and want a fight. You do not need to fight them and even if you do, they have more friends so just jump out to Paranid Prime and scan the next Nividium station. Finally jump to Duke's Domain to find the Cloaked Station and get the final phase of the plot rolling.

At all times use the stations own infrastructure as cover and you will be fine.

Notice the extra jump fuel comes in handy :)

Now jump back to Argon Prime where you will be Arrested.

Mission 18: Escape from Argon Prime.

Ban Danna gives you an unarmed Nova which you use to escape, all you need to do is to avoid dying long enough for your father to fix the jump drive.

Mission 19: A Pirates Life for Julian.

You now meet up with an old Friend. Don Marani. He gives you a slightly better ship, this one has an ION Disruptor on it. Woohoo. Generosity at its best...NOT! Hehehe. You will then jump to Paranid space where Miria will share some pirate tactics with you and then you must capture one ship in a Paranid Patrol.

Once you have Captured that ship, DO NOT TRY AND SELL IT!

Getting the general "Do not sell" theme here yet :)

You are now taken back to Dukes Domain where you destroy the power nodes surrounding the station to make it visible. Fighting off any paranid attackers your self because despite what Miria says, she ain't helping!

The power nodes appear as unknown objects but can be targeted if not seen.

After this the action moves to Heretics End where you are told to try and get some weird Goner onboard the Crystal Splitter Fab. There are enemy ships trying to stop you so let your friendly Pirate escorts engage them before you try to get to the Crystal Splitter. There's a cut scene that shows you where you need to be to do it. So fly around the Crystal Splitter until you see that spot, then stop near it to automatically transfer this mad monk to the fab. After that you have running battle with both the Paranid and the newly arrived Khaak to deal with.

Ignore the Paranid and just kill the Khaak to trigger Ban Danna's arrival.

Possible Capturing opportunities exist here if you attack the Paranid btw, but it's risky, they fight rather well.

Mission 20: The Final Battle.

Khaak Wave 1 will go all out to kill you so just evade, evade evade if you find your shields taking too much damage. There is a station in the sector you can dock at and save the game if you must unless it was destroyed before you did this part of the plot. At some point the first wave will be defeated and Saya will arrive in time to help with the second wave.

The second wave are just as bad so use the Argon One as cover if things get too bad and just shoot at what gets in your way.

Just after you're told to guard the Renown you will see the Crystal Splitter Fab being dragged in to the Worm hole. Around this time you will go in after it. Shoot the power nodes right away, do not wait. Once you have destroyed them a cut scene will start showing you ejecting and from that point onwards it's one long cut scene all the way to end.

The cut scene will answer questions raised in XBTF, so watch and enjoy.

◁After the cut scene X3's game really begins as you're let loose on an unsuspecting universe. The plot shows you a tiny fraction of what X is about, so never assume an X game starts and ends with the plot. That is and never has been true. Even if it is true of other Space games you may know.

Simon Moon's X3: Reunion Complete Walkthrough

<http://forum2.egosoft.com/viewtopic.php?t=101953>

X3: Reunion

Gameguide by Christian 'Simon Moon' Riesen

After writing a guide for X2, it seemed natural to me to do the same for X3. This guide does not claim to be perfect, 100% accurate at all times, nor complete. But you should know a few things before considering this guide.

First, it's based on the UK version of X3.

Second, it's written using the patch 1.2 (Released late October 2005).

Third, I played with "normal" setting.

If you use other versions or settings, things might be different, so this guide might not be always right for you. For everyone else it's a pretty close fit to what you encounter in the X-Universe.

Starting Tips

Skip it if you like, but I found these things very useful to know over the course of time.

Use the sector map to find your way around. Hit the "." key and you will see it. You can still fly around with it open, watch the white arrow that tells you where your ship points. This is very useful in finding gates.

When you've found a destination (gate or station) in your sector map, select it, then hit "t" and you have it as your target. Remove the sector map from your screen by hitting "." and use the autopilot "shift+d". In case of a station, it will fly there and dock you (if you have permission). In case of a gate, it will fly you safely through it. Also very practical, run the SETA and it will be used until you either are docked or through the gate.

Standard SETA is at 600%. Go into your options and change it to 1000% to shorten wait times.

Walkthrough

Check the "Starting Tips" above, many simple things, or annoying ones can be avoided by simply reading them.

Since the X-Universe is built in a pretty square fashion, in nearly every sector there is a gate that's called one of the four main directions. So when you just have to fly through a series of gates to get to a specific location, I won't write long descriptions, simply the gates you have to take. If you want to fly from Argon Prime to Home of Light, you take the south gate, so I simply would write something like "fly to home of Light (S)" and that's it. If you were in another sector that might be a longer list. Sometimes there is a long journey and I will add a name of a sector to it. This would look about like this: (W, S, Argon Prime S, E) This means you fly westgate, then southgate and you arrive in Argon Prime where you take the southgate again. This is to make sure you never get lost in the universe. With this guide you should never fail to find where you need to go.

I add a lot of paragraphs, mostly grouping together one action before the next one comes. So best is to save when I make a new paragraph. That's lots of saving, but might save you a lot of frustration. Saving in stations should be natural to you right after your first mission.

Rookie Patrol

Ban Danna wants you to fly with rookies, great. So off you go through the south gate to Home of Light. As you enter the sector you get a call from the flightleader Gamma. Two are a bit to your right and behind you. Fly very close to the leader (about 1.5 km) and the mission starts.

Fly now towards the east gate, or simply let your ship follow him. In about the middle you get a nice row of Khaak ships on your screen. Take them out, it should not take you too much effort, then resume your course.

Go through the gate. Here fly a bit away from the gate towards the center of the sector, and cut your engines. Wait for the squadleader to come in and then follow them. Again some Khaak appear, directly behind you this time. Get rid of them, then fly to the next gate.

Passing the gate, repeat your performance with waiting a bit, you are always faster then the other ships. Once they say good bye you are free to do as you please.

Here the game starts to allow you to act freely. This text here guides you through the story line, but in some situations it might be good to have some money, so doing some trading on the side is a good idea.

Goner Temple

Noah Gaffelt, the Goner priest, sends you a message. Dock with the Goner temple in Cloudbase Southwest. Then talk over the comm to Noah Gaffelt. You have to do some defense duty here, so undock and wait. You will be transported into the defense tower of the transport vessel.

First aim at those drones they put out and destroy them all. Then after a bit, a small wave of pirates come your way. Shoot in bursts, and only do continuous fire if they ever get really close. Normally they fall before that.

A second wave comes and falls just as quickly. Then you are through the gate and again you have to fight off a wave of pirates. When you are done with them, you get on the planet and fight in close quarters. It's hard to hit anything here, but you will make it.

After the short scene, you are off the planet again and in space, in your spacesuit. Turn to your left until you see a ship (not that big one) in the asteroid field. Aim for it, put your suit to full speed and wait. When you are close to the ship, you will be automatically picked up, so don't worry about smashing into it.

Find the Crystal

When they are done with you, you get dropped off in your ship in Antigone Memorial, right next to a solar power plant (SPP). Dock with it and buy as many Enery Cells as you can carry. When you undock you should still see "Nikonofune" in your sector map; that's Saya's ship. Follow it, and it will lead you to the south gate. from Antigone Memorial to Farnham's Legend you have to take these gates: S, E, S. You might have trouble finding the gates in "The Hole". They are very much to the south, east and south gate are close to each other. To make it easy for you, here is the exact location of the eastgate: 26.9/18.2/-38.2

Once you enter the system, Saya tells you they are docked to the west. That long station called "The Maurauder" is where you want to look for him. Get close to the station and the don makes a run for it. Igonre the big ship and the station, just go for the fighters until Saya tells you to engage your jumpdrive "shift+j". Once its activated, select the sector below, it's the only one you can jump to, and when it says it's charging, hit the SETA button so it jumps faster.

Now the strategy has changed, ignore the fighters and go for the talon right away. Hit it so its shields drop. You won't make it in the first run. Listen carefully to Saya, as the Talon jumps away again before you can complete it, then jump the instant she tells you. Jump after him again and repeat your performance until he gives up. Don't bother with the fighters at all until the Talon has jumped away. Once done, Saya picks up the crystal and you are left off somewhere in the universe. Mostly it's close to space you already know.

The easiest way is to press enter, select ship, select orders, select navigation and then select Dock At. Select Cloudbase Southwest and then the Goner Temple. Since you have been there already, the ship will fly on its own to there. Just engage SETA after jumps and wait until you make it there.

Meet Thomus

Your job is to find the priest Thomus who is mostly in Freedoms Reach. On your way you pass through Ore Belt, a

good chance to fill up your energy cells for jumping back later. You can get there by flying through these gates: E, E, N, S, E, S, S.

In the sector, fly straight and dock with the Teladi Trading Station. There you get to talk to Lihimes Eluleis Gebndius III. You have to win the race to get the location of Thomus. Fly with the ship you are getting to the starting position, fly slowly at it, so you can instantly find the right spot you have to fly to when the race starts.

As the race begins you will see the next spot you have to fly to will always be marked. Push your speed to the max (you have no boost extension, so you have to do it manually) then concentrate on flying. Don't bump into anything or you are dead.

Winning the race is easy if you follow a few tricks. Aim straight at the next spot, then you will see the cross wandering off into a direction, let's say left. Now aim a bit to the left of the cross and use the strafe drive to go into the same direction. Don't aim too far off so you still can hit the target. It's not needed to hit it perfectly, just be close (within about 500m), you will know you've hit it when you get the next marked. If you miss one, pull thrusters to a halt, aim and fly on. At the end of the race just hit the last marker in the starting ring and wait, since it will not be over in the next second.

You should win pretty easy. If you don't win the first time, the Teladi will call you back in a few minutes to race again.

The Teladi tells you to find Thomus in the east nebula of Ore Belt. If you have bought energy cells, you can jump there, otherwise follow these gates back: N, N, W, N, W, S, W.

Near the eastgate you will find a ship called "Solitas" on your sector map. Get close to it (about 5km) and you get the information you need. Now go to Argon Prime (N, N) and get within comm range of Argon One and talk to Ban Danna.

Nividium Convoy

Go through the south gate to Home of Light. There get close to the "Terracorp Convoy Flight Leader" and comm. After the little chat, go straight to the south gate and fly through it to Ore Belt. A few seconds after you arrive, the convoy arrives as well, and you find yourself in a turret on board of one of the TLs.

Now just shoot down those Khaak vessels. Aim a bit in front of them so you get them all. You have to fight down 3 waves. Once they are done, you will be transported back to your ship. Now take out all the remaining ships. First concentrate on the "Fighter" ships, they can give you trouble. The scouts are fairly easy. Once they are all dead, dock with the SPP in the sector to stock up on energy cells.

We have to meet with Saya in Ocracoke's Storm. To get there follow these gates: W, S, E, S, W, S.

As you enter the system, you get to see the Yaki hiding in an asteroid. You have a nice spydrone to fly once you get controls back. Your goal is to reach the end of this passage.

Fly forward and avoid the first two scanners. Just don't hit the red beams. Fly in the middle to avoid the lower one, then pick up speed to fly through the beams of the second one.

Fly down the path to the next scanners. Watch them and wait for the scanner that's closer to sweep down. When it's about horizontal, speed up and fly close to the right wall, then fly low to dodge the second scanner. You should pass both scanners without a problem.

Behind those scanners, you see a metal opening to your left and some sort of round port to your right. Look closely at that port so you won't miss how it looks later. This one is closed so ignore it, and fly through the narrow opening between the two metal walls.

Now the next scanner is easy, just keep close to the left upper wall.

And here is the port I was talking about, this one is open though. The scanner hits the opening of the port in its

sweep. See the passage at the end of the corridor? Ignore it, it's a dead end. Wait for the scanner to just pass you on an up-sweep then fly into the port quickly.

Pass through this bit, and then you have to find your way around in the dark portion ahead. There is only one way, but it's a bit confusing finding it. It leads to another port with two pipes going into the wall next to it. Go into that port and through the tunnel.

Follow the corridor and fly past the sweep scanner by flying above the pipes and next to the wall. It leads to another port you have to fly through. After that, pass the narrow metal walls again and you are done.

After your friends scatter, you are left alone, with nothing to do. You get a news flash, so Paranid core sectors are off limits after that.

After a bit (just stay in the sector and wait) an old friend will appear, Don Marani. Attack and destroy the small ships he sends after you, but do not engage the big ship. Once you've killed them, he talks to you. Your mission, find his daughter.

Find the Girl

You have to go to "Thurok's Pride". You can reach your destination from "Cloudbase Southwest" through these gates: N, N, N, N, N, E, E, E, E, E, E, (Family Whi) S, S.

Watch the chat with Saya Kho, then dock with the Split Trading Port. Read the BBS and you see they are looking for pilots at the silicon mine. Undock, fly to the mine so it's in comm range, and then talk to the Ore Mine Manager. When you get close, Saya talks to you again, and she also has some things to say during your conversation. Your path now leads you to "Teladi Gain".

Jump or get there by using these gates: N, N, W

Fly a bit toward the "Pleasure Complex" and park your ride at least 5 km away from it. Then sit back and wait. Saya is flying around a bit, and then gets captured. Still, wait and let them fly her back to the complex. Once she's in the complex, SQUASH mines appear. Take them out, either with precise shots or safer, with missiles (mosquito do well). Once you take out enough, three pirates will attack. Kill them, and the game will drop you off in your space suit (after a short sequence).

Fly straight and up to your right. Follow the corridor and turn left toward the marker. When you are in the vicinity (don't worry about slowing down) you get into the ship. In the left back part of the docking bay is a hole you can fly through (note the nice arrows pointing to it on its side). Fly in, and shoot down the black ball thing on the left wall. When it shoots explosions, check down the corridor, the blue shield should be gone. Then shoot down the red things above the entrance, because they will shoot at you.

Fly through the opening and upwards. Turn left at the first section and beware of the automatic laser defenses on the floor. On the next intersection take the right path that leads downwards. Follow this corridor past the long one with the laser defense at the end of it. Follow the corridor again until you reach a crossroad. Fly straight, then left (technically you can't go any other way, as the others are dead ends). Then left again on the next section and fly into that hall. You see the same ball you saw before at the entrance. Shoot it until it starts exploding.

Now fly fast and precise, we need to get to a door that was previously protected by a forcefield. Use this as help when you get to intersections: right, right, straight, left, left, (here you came from the left side before) right and follow down into the hall with the hatches. Shoot at every single hatch you see there until it breaks. All hatches have to be broken before you can continue.

Fly through this hall now, not the way you came in (!) and you will come to an intersection with blue and green arrows. Red arrows are there too, that's where you came from.

Take the corridor with the blue arrow to your left. Fly through the corridor, take a sharp left at what looks like a crossroad (it goes down, the other ways are dead ends) and take the right tunnel at the next intersection. You see two laser towers in the ceiling, which tells you you're going the right way. A bit down the corridor another two laser

towers will appear in the ceiling. You fly through a blue ring then take the next tunnel to your right. You get to the next escape pods and two laser towers will shoot at you again (right wall). Take them out, then shoot open all the hatches again. After a short sequence, you are out and on your own again.

You should ensure your ship is in good repair, then make your way to "Farnham's Legend". That's the following gates: W, W, S, S, S.

Fly up to the station "The Marauder" get in the 5 km comm range, and request to talk to someone on board. Talk to "Don Marani" and you are done here.

Now you can fly around a bit and then you will get a message that Miria Marani is ready. Go to the Maurader in Farnham's Legend and talk to her on board the Marauder station.

Crystal Hunt

After talking you have 3 choices: go for the Xenon Sector, go to the Paranid Sector or take care of the Yakis. Your choice. I would advise the Yaki first, as this will take care of the disruptor missiles.

Yaki Crystal

Take the gates W then S and you arrive at Olamancketslats Treaty. After a small chat, you have to convince Miria to help you by bringing some computer components. Closest factory is in Red Light (N, W, S, W, W, W). Buy components worth at least 10'000 credits then return to Bala Gi's Joy. As soon as you enter the sector, she talks to you and tells you to dock at the Quantum Tube Fab. There you meet Jesan and change to his ship. And off you go through the south gate back to Olamancketslats Treaty.

Now take the Disruptor Missile Factory in your aim and fly close, real close. At about 100 meters he starts his scan, and yes, that is really close. As soon as he starts scanning, fighters start pounding at you. Stay really close to the station. The best is if you fly slowly around the aim spot, between the arms of the station. This way they won't hit you. Stay close until he says it's done, then take the north gate back and dock again on the Quantum Tube Fab.

Now with the plans, you need an expert to look at them, that would be Ban Danna. Fly to Argon Prime (W, S, W, W, N) and get within comm range of the Argon One. Then talk to Ban Danna on board.

After the nice movie, you get to choose which crystal to follow now. Paranid is very close so it's a good choice.

Paranid Crystal

If you followed the above instructions, you should be in Argon Prime. Go to Emperor Mines through these Gates: S, S, W, S.

In the sector find the Tempestine ship and comm the pilot, Miria. She tells you that near the east gate you should find a border Patrol that might help you. Fly toward the east gate and get within 2 km of it. You get a message telling you that you can't pass, and Miria knows someone on the Paranid Trading Dock. Go over there and dock with the station.

Once docked, you meet Nolmancketnun. He wants 30'000 credits to deliver a message. Pay him, since there is no other way. Once you've paid him, he will fly off to deliver your message. You should use the time you have now to make some money.

Once the message arrives, you will have to have 200'000 credits, and then you have to meet the seller in Elena's Fortune. After his little comm, meet the Paranid next to the Trading Station (Ship Age of Oedipus). Get in comm range and talk to him. After a short talk, Khaak appear and want to waste you and him. Of course, he takes off while you have to defeat all the Khaak ships. Once done, our new friend has a tragic accident, and in a little movie you snatch the crystal away. Two down, one to go, Xenon Sector 101.

Xenon Crystal

From Elena's Fortune, fly S, E, S, E, S, and you are there. The gate to the sector can be clearly seen to the south of the west gate in Nopileos' Memorial. If you can, save before passing this gate, it's getting hairy.

Inside you meet a ton of people. They will help without encouragement from you. Go to the center of the sector and you will see some crates floating around. Your job is to survive and pick up these crates. So first kill the Xenons that are running around the crates, then pick up a crate. Don't bother with the missiles, only pick the ones called "crate". One of them is the black crystal. I found it after picking up 4 of them.

Once Julian says he has it, get out of there and back to the Goner Temple.

The route from Xenon Sector 101 is: N, W, N, W, N, W, W, S, S, W.

The Trap

Once you've docked and talked on board over the comms to Noah Gaffelt, they need some time to prepare. You should stock up your weapons, and make sure you are fully repaired and equipped with scanners.

You will then get a message that they are ready, or if you hang out in front of the Temple, it will automatically start. First the ambush takes place and then it's your turn to fight. Shoot down a few of the pirates so you can easier take out the true Searcher of Light, Ion's Corvette. It takes a while for the shields to be worn out, but once they are down, he surrenders.

Watch the talk carefully and also listen very carefully to the mission briefing.

Mining Impossible

Fly through the south gate and dock with the Paranid Trading Dock. Talk on board with Nolmancketnun. He wants money, lots. Just stay docked after the talk, and after a while you will get a message that he wants 250'000 credits. If you don't have that, make it. Talk to him again, and then comes another wait period. You get another message that you should come back and talk to him, so do that. Then he tells you that the mine is being built, and that he had to use a different name on the papers for you. When you get that line, go through the east gate and then again through the east gate. The mine is built by then, and on your left hand side when you enter the system. Just dock with it. After the short talk about mutations in some tender areas, go back to Emperor Mines and the next mission is about to begin.

AP Gunner Revisited

Make your way to Nyana's Hideout. A jumpdrive would come in handy, but if you want to save money, or simply can't use a jumpdrive, follow these gates from Emperor Mines: N, E, E, N, E, S, E, S, E, E, E, (Aladna Hill) S, S, S, S, E, E, N, E, N, (Eighteen Billion). You have to go east here, a shortcut through a Xenon Sector, so full thrusters ahead, and then to the north gate inside, (Scale Plate Green) E.

Inside the Sector, go to the Asteroids to your left, about 4 of them. Get close, and you will find a ship nearby. It has a special name and you will spot it instantly. Get close to it (about 3 km) and a sequence will start. Now this gets a bit tricky. First push the boost button, so you get away (some Khaak are on your trail) and hit the throttle to full speed. Run through the tunnel as fast as possible, use your strafe drive to get around corners and avoid obstacles. There is only one way to go, so don't let the tunnel fool you into thinking there are multiple ways. If you get caught up or are too slow, the Khaak blow you to pieces.

Once you made it through the game lets you off outside with a swarm of Khaak to deal with. Kill the fighters first--those are the dangerous ships--then take down the scouts. With this over, it's time to go back to Argon Prime. Jump or use these Directions: W, S (Xenon Sector 347) W, S, W, S, W, W, N, N, N, (Aladna Hill) W, W, W, N, W, N, W, W, W, N.

Get close to the Argon One and comm to Ban Danna. He wants you to wait for them to be ready. So do your thing and wait for the message from Ban Danna, then get close to the Argon One and comm him again.

Scanning Nividium Plants

You're now in Saya's Nikonofune fighter, and we are heading for Emperor Mines. Take these Gates to get there: S, S, W, S.

Once in the sector, fly close to the Paranid Nividium Processing Plant Alpha. Saya marks a section of the station and then you have to get very close to it. About 100 meters, but she already is happy with about 150. After the scan is complete, some Paranid wants a piece of you. As soon as you have control over the ship, run for the east gate and dodge your friends on your tail. You can't kill them, they will shoot you down.

In Paranid Prime, turn left of the north and get close to the Nividium Plant here. Before you are close enough, the Paranids appear again. Get very close to the station and park next to the marked spot, so the fighters only hit the station, not you. Once that scanning is done, dart to the south gate into Empires Edge. There take the east gate. After the small sequence, jump out of there (the ship should have enough to bring you to Red Light north gate, from there go through the north gate then east to Argon Prime).

Get close to the Argon one in Argon Prime and talk to Ban Danna.

Proof of Innocence

Events go fast now. You get arrested. After that you can flee with a ship. Just fly wildly around with full speed and don't let yourself be shot down. Then you jump to the Don's base and dock with it. Next you jump back into Duke's Domain.

A ship is coming at you, so just shoot at it with your ion disruptor until the pilot jumps out. You get transported into it and it's your turn to attack the Nividium station. There are four spheres that create power for the station's cloaking device. When you get close enough you will see them. Destroy them and the cloak will fail.

The Paranids escape to Heretics End. Your job is to fly to a station surrounded with enemies. Get very close to the station, to that square you will see when you are close, and the gate will be created. Done with that, Khaak attack. Take them all out. Take care of all the small ships, scouts and fighters. Once they are all gone attack the big ones, but shoot at them from a distance (when you hear you are within range). If they start to fire at you, fly away, then approach again. Another wave appears and there is more fighting going on. Again, concentrate on the small ships. When you reach a certain point you will see a lot of plot happening in a sequence and a huge fight going on.

Next time you can do something, you find yourself in some sort of tunnel. Shoot at the round generators (you know how they look from the Pleasure Complex) and evade the debris flying towards you (left side around is a good way to avoid it). When the station explodes, lean back and enjoy the fireworks.

Congratulations you've completed X3: Reunion.

From this point on you can do as you please, as it is now an open-ended game for you.

End  Alert.

Bala Gi Missions Walkthrough, By Giskard

http://www.respawn.co.uk/modules/newbb/viewtopic.php?topic_id=11&forum=9

Balagi Missions. Addon Mission for X3 2.0

The Balagi missions give you 2 gifts but it is an expensive mission to do and will take a long time to complete. It may not start right away in your game if you do not have good reputation with Borons, Split, Argons and Paranid. You also need 5 Million in the bank and all Mission specific stations must exist. Usually there is a SPP L in grand

exchange that is missing but this will eventually be replaced by the God engine and the mission will start.

Once the mission starts you will be asked to go to Kingdom End shipyard. You will be asked to look in to some sort of "weirdness" happening in Rolks Fates. I will not hand it to you on a plate but I will tell you to make sure you have a mineral scanner on your ship. After the scan you will be too busy to notice the log entry thats made in your personal log. Check it when you get time.

Back at Kingdom End Shipyard you will be asked to deliver some new fighter designs for the Split and Paranid M3+ fighters. All you need to do here is fly to Paranid Prime Shipyard and Family Pride Shipyard then back to Kingdom End. But since your flying around anyway, I recommend you buy a tractor beam and an Advanced Satelite at this point. You will need them later. Also notice the new fighters are available for sale at those shipyards and that also the Argon Prime Shipyard also sells a new M3+ after this point too.

Upon your return to the Kingdom End shipyard you will find the guy who had the blue prints for your HQ has gone missing in a brand new M7. You will be asked to find him. In the process you will be asked to perform certain tasks for individuals before they will disclose any information to you. One task is to place the Advanced Satelite in the center of a specific Xenon Sector below Scale Plate Green. Make sure you place the Advanced Satelite at the very center of that sector.

The other tasks you will have no problems with but take a fighter for this stage anyway, you will need it.

Once you finally arrive at the SPP L in Grand Exchange you will be told the mission guy went to an unknown sector a few sectors south of Grand Exchange. So you will need to do a little searching once you reach the pirate sector in the south to find the WEST gate. There are actually 2 Unknown sectors beyond the west gate and you need to be in the one to the south. In the very bottom South East corner of that second unknown sector there are some asteriods and hidden amongst these are a few surprises for the player.

Getting the M7 back to the Grand Exchange Shipyard requires you to tow it back with the Tractor Beam, Interworlds Equipment Dock has one on sale once this part of the mission starts. The mission recommends you use an M6. I recommend you avoid the Osprey. Its Tractor Beam Mounts at the rear turret but the rear turret is not in the rear at all. This makes lining the tractor beam up a painful process.

Bewarned, sometimes the M7 will ram you after you jump through a gate, so as soon as the jump is complete pull up. Eventually your speed will drop to zero until the M7 finishes its jump. When it does, it may miss you if you do this.

Ideally, you should have 1 M6, 1 M1 (for the surprise) and some fighter protection for this, if you want to get the most out of the mission. If you do not, then just use an M6. But I should warn you, this mission is great for fleet owners who have a game were pirates dominate the Universe rather than Xenon or Khaak. X3s primary bad guys differ from game to game so you may not have a lot of pirates in your game. I do, so this part of the mission was lots of fun.

Once you get the M7 back to the Pirate sector, 3 Teladi will turn up and demand you turn the M7 over to them. But if your game is anything like mine, you will already be too busy fighting pirates to even notice those guys. They will be just another red dot to shoot at. So continue on to Grand Exchange towing the M7. The M7s towing line will grow longer each time you pass a jump gate. But to complete the mission you will need it to be a normal length, so detach the towing beam, and require a lock once you reach Grand Enchange to fix this.

Once you dock you will recieve the M7 as a Gift, it will be repaired for you but will lack lots of basic equipement. You will need to send it to Interworlds or Blackhole Sun's Equipment Dock to be fitted out so it can jump back to friendly sectors. You might also want to assign it an escort for protection.

Back at the Kingdom End Equipment Dock you will be given one of the new M3+ ships as a gift. I found this ship appears in Kingdom End or docked at the Shipyard. You will have a choice of 3 new M3s, any one of either the Split, Argon or Paranid versions can be chosen.

Now you need to buy an Argon Trading Station and deliver it to Kingdom End's shipyard and finally you need to gather some goods and deliver those to the shipyard too. I will not spoil this part for you other than to say the Bonus scripts contain a Collect Rocks command that make this part much easier.

You will need an Ore collector, a Mineral scanner and Mining laser to complete this part.

Once done you will be given your HQ. If you noticed the little surprise left in the Unknown sector and realised the

cost of repairing them is a little too high, you might be interested to know that the HQ can reverse engineer ships and the amount of damage is not taken in to account. So now you know why I said you needed an M1 for that part of the mission. You can have those surprises dock at your M1 and save you a lot of messing around later. You can then use those ships as your first templates for new ships at your HQ. There is one surprise that cannot dock with your M1, for that you might want to transfer the equipment from one of your M1s fighters and jump it back to safety. (Or use the DockTL script)



Part Three : Gameplay.

The X3 gameplay is complex and has a very steep learning curve.

The following guides will help you understand the game better, in terms of what can be done, and the best ways to do it.

The Long Awaited Player Headquarters and other X3R Version 2 Additions.

Compiled by Apricotslice

<http://forum.egosoft.com/viewtopic.php?t=171965>

The following is a collection of writings, taken from various guides and put together in a single place so that all of the game changes made in the version 2 patch can be seen in one place. Links back to the original guides are included.

Version 2 Additions

From the V2 readme file within the update patch.

- Bala Gi Research missions, enabling access to Player Headquarters station and new ships (Paranid Hyperion, Argon Eclipse, Split Chimera and Paranid Medusa) through a set of exciting missions.
- Player Headquarters (see detailed description further below).
- Two new sectors have been added: “Senator’s Badlands” (Yaki) and “Elysium of Light” (Goner).
- Four new missions for the BBS boards have been added (hint: living a Pirate’s life just got more interesting).

- A new shipclass has been introduced: the M7. In terms of offensive and defensive capabilities a ship of this class is situated between M6 class Cruisers and M2 class Destroyers. The Paranid Hyperion is currently the only ship of that class.
- M3 ships have also been improved into M3+ variations with more turrents, bigger cargo spaces and extra speed and shielding.
- The Xenon have upgraded their arsenal as well to counter the new ships designed by Bala Gi Research Inc – now roaming the Universe is the Xenon LX.
- New ware “Software Signature Scrambler” available at Pirate BBS boards. This device can mask the “System Override Software” from Police scans.
- A new weapon can now be found hidden in several sectors: the “Concussion Impulse Generator”. This weapon can be used to force enemy ships off course. Many M3 class vessels as well as capital ships can mount this laser.
- Tug Laser can now be used to tug player-owned ships or ships with no shield – even through gates.
- Mouse cursor toggle behaviour changed: cursor will now return to the setting it was at before you docked at a station. If you manually disable the cursor while docked it will remain disabled until you re-activate it or dock again.
- Input menus have no more restrictions regarding their supported character set. This means special characters like ü, ä, ö or also Cyrillic letters can now be used for names.
- Ships and stations now have a Self Destruct option. Once activated your have 10 seconds to leave the ship/station before it detonates.
- The shockwave of missile impacts now influence ships in the detonation radius.
- The minimum zoom distance for external views has been reduced.
- Yaki ships do now use their ship variants.
- You no longer need to have your CD/DVD in the drive to play X³: Reunion.
- Lasertowers now have increased manoeuvrability.
- Production and repair costs for ships have been slightly reduced (resource requirements for Micro Chips have been lowered).
- Goner ships can now be produced at the Player Headquarters station.

Player Headquarters

From the V2 readme file within the update patch.

This new station is the biggest construction you can build in the game and thus it requires a lot of free space to work properly, be careful where you put it!

HQ features:

1. Repair

Any damaged ship docked at the HQ can be repaired. Damaged ships are listed in the Station Info and Adjust Station Parameters menus and in the latter can be added to, and removed from, the repair queue. Ships in the repair queue are repaired in the order shown. You can check the repair cycle requirements and ship details by pressing I or O in the Adjust Station Parameters menu with the ship selected.

Repairs require time, money and resources. All of these are proportional to the value of the ship and the amount of hull damage that it has. The money must be in the HQ station account and the resources in the HQ

station storage in order for repair to start. The repair queue is in strict order so if a large ship is "blocking" the queue due to lack of resources, ships further down the queue will not be repaired.

As a rough guide (and it is very rough, especially for smaller ships) the total cost of repairing a ship with hull damage of 50% should be approximately 15-20% of the value of the ship, including both the cash cost and the value of the resources used. Remember that the price of a ship in a shipyard includes shields and usually weapons even if you buy the S model, so remember to deduct these when checking prices.

The time taken to repair a ship is also proportional to its value. This should range from a few seconds for a slightly damaged M5 to many hours for a badly damaged capital ship.

If the HQ's own hull is damaged then it can be added to the repair queue just like a ship.

2. Production

The HQ can also produce ships. In order to produce a particular type of ship a set of blueprints is required. These can be obtained by reverse engineering (see below). Once you have blueprints for a ship type you can produce as many ships of that type as you like, provided you have the money and resources.

Blueprints are listed in the Station Info and Adjust Station Parameters menus. You can add an item to the production queue by selecting it in the blueprints part of the Adjust Station Parameters menu, and you can adjust the number of ships to produce at each point in the queue using the usual ware counter controls (left, right, home, end, numpad, etc.). Ships in the production queue are produced in the order shown, and where multiple ships of the same type are listed in the queue they will be produced one at a time. You can check the production cycle requirements and ship details by pressing I or O in the Adjust Station Parameters menu with the blueprint or production queue item selected.

As with repairs, production requires time, money and resources, and these are proportional to the value of the ship. Again, the money must be in the HQ station account and the resources in the HQ station storage in order for production to start. The production queue is also in strict order so if a large ship is "blocking" the queue due to lack of resources, ships further down the queue will not be produced.

Ships produced by the HQ will have no shields or weapons, and no additional equipment other than what is built-in for that class (e.g. life support for a

The time taken to produce a ship is also proportional to its value. This ranges from a few minutes for an M5 to many, many hours for a capital ship.

3. Reverse engineering

Reverse engineering is a means by which to obtain blueprints for a ship so that you can produce more of them. The HQ's engineers and robots are highly skilled and can reverse engineer any ship given to them. Reverse engineering destroys the ship being reverse engineered, right at the start of the process, and at the end of the process the ship type is added to the list of available blueprints ready for production.

Any ship docked at the HQ can be added to the reverse engineering queue, apart from the player ship, ships for which the HQ already has blueprints, and ships of the same type as the ship currently being reverse engineered. It is possible to add multiple ships of the same type to the reverse engineering queue but as soon as reverse engineering starts on the first one of a given type any others of that type in the queue will be removed. Ships can also be removed from the reverse engineering queue as long as work has not yet started on them. As usual, you can check the reverse engineering cycle requirements and ship details by pressing I or O in the Adjust Station Parameters menu with the ship selected.

Reverse engineering requires only time and the ship. As previously mentioned, the cost of reverse engineering a ship is simply the destruction of the ship itself. The time taken to reverse engineer a ship should be the same as the time taken to produce it once the blueprints have been obtained. Note that you can reverse engineer a damaged ship as long as it isn't the ship that is currently being repaired (being further down the repair queue is fine). Note also that any equipment or cargo on board a ship that is reverse engineered will be destroyed if it is not removed before the process starts.

4. Spray Shop

An additional new feature of the HQ is the Spray Shop. The Spray Shop allows you to slightly adjust the colour scheme used in your ships. It does this by changing the hue (colour) and saturation (intensity of that colour) of the "paintwork" on certain panels on a given ship. The panels that are affected by this are defined in the ship model and cannot be changed. They will also vary from ship to ship. Boron ships cannot be re-sprayed at all due to their unusual hull materials, and so will not be listed in the Spray Shop ship list. You can re-spray any ship docked at your HQ at no cost.

To use the Spray Shop feature you need to go to the Adjust Station Parameters option in the station menu. From there, scroll down to the Spray Shop section and you will see all of your ships, apart from the Boron-designed ones, that are docked at the HQ. To move a ship into the Spray Shop simply highlight the ship in the list and hit Enter. You will then see three additional options underneath that ship. You can adjust the Hue and Saturation in the same way as any other menu slider, using the left and right cursor keys, the Home and End keys, or by typing in a step size using the numeric keypad. When you hit enter after changing either of these values, your ship is immediately re-sprayed using the selected value. The third option allows you to restore the original paintwork of the ship. Note that this will restore the standard paintwork of the ship as defined for the race who designed it, which may differ from the colour that you had for it previously.

There is a known limitation of this feature, namely that you cannot preview the colour of your ship before accepting your changes. This means that you will have to experiment with the values, but since the process is free this is not a great hardship. The range of values for Hue is 0 to 360 and the range for Saturation is -256 to 256 where -256 is basically grey, 0 is the standard colour saturation, and 256 is a much more intense version of the colour.

New 'Hidden' Stuff

By Jakesnake5

<http://forum3.egosoft.com/viewtopic.php?t=160358>

Starburst Ship - Freedoms Reach - (1128, 36181, 43285)

15 Wildfire FF Missiles - Heretics End - (25706, 17845, 32345)

Containers of the new Concussion Impulse Generator (this is a shock cannon).

Family Rhy - (35, 12, 4)

Senators Badlands - (-1.5, 11.5, 8.9) - (location varies because of rock, use ADV Sat to locate)

Merchant Haven - (0, 50, 0)

Light Water - (7.9, -5.2, -13.6)

Black Hole Sun - (12.7, 4, -7.8)

Priest Pity - (31, 5, 26.7)

Bala Gi's Joy - (-35, -8.6, -37.5)

Unknown Sector (by Patriarch's Retreat) - (-39.4, 8.9, 1)

Cloud Base North West - (32, -35.5, -25.6)

Xenon Sector 597 - (-62.5, -17.2, 22.7)

Using the Player HQ

By Giskard

http://www.respawn.co.uk/modules/newbb/viewtopic.php?topic_id=13&forum=9

The player HQ can build, repair or repaint your ships. It is better to think of it as a shipyard for that reason. The current feature list basically makes it a Shipyard rather than a true HQ. In order to use it effectively you must find ways around specific problems which I will outline below and offer solutions too. You may find better or cheaper solutions that cut back on the amount of macro management the HQ requires.

The player HQ is not a Trading Station or Equipment Dock and should not be treated at such. It has more in common with a warehouse than those two stations. You can easily set up auto supply of an HQ just like any Trading station but unlike Trading stations the player HQ will keep on gathering goods until its full of those goods. EG you can fill it up with 4000 ore and leave no room for the 20 Microchips you need. Which may sound good, but it is not. Once it is full, it will not accept any more goods. Since the player HQ can build and

repair ships from templates and since the goods each ship needs changes, this means that you may end up having to remove goods before you can add goods you need to build a specific ship. Nor is it a good idea to store weapons at the HQ for the same reason.

So Auto Resupply is a bad idea for the HQ. The HQs resupply must be handled manually if you are to avoid filling it up with the most commonly available ware from near by sectors.

To get around this, I recommend you purchase 1 Equipment Dock and 1 Trading Station. Have the trading station gather the goods for the HQ and just send a ship to collect the goods from that Trading Station when you decide to build or repair a ship. Since the trading station is not actually selling anything, you will be able to assign all 10 freighters from an Argon Trading Station to the job of buying the goods that are needed.

Some common goods that seem to be used by a lot of ships include.

Ore (Requires a Freighter)

Silicon (Requires a Freighter)

Energy Cells (Requires a Freighter)

Quantum Tubes (Use a Fighter)

Microchips (Use a Fighter)

Computer components (Use a Fighter)

The top 3 are common and are usually the items that will fill up your HQ quickly.

The Equipment Dock is used to store weapons for fitting out your new ships, since those items take up space at your HQ and will on their own completely fill the HQ and prevent you from building anything if you let them. After a ship is built, just send it to the HQ for refitting.

The average cost of a ship is 75% when you build it your self excluding materials. When you factor in material costs you may or may not make a profit building ships. The time to build ships is a lengthy one so the HQ is not really a practical method of making money.

The HQ is a unique Station and you only get it once. The Self destruct option on this station does work but if you use it, you will lose your HQ and will not be able to get a replacement.

The Bonus Pack for X3R

<http://forum.egosoft.com/viewtopic.php?t=151502>

The Bonus pack was released in late August 2006. As such, it predates the V2 release by a few months. It has since continued to be updated and added to.

One of the great things about X3 is that it can be changed by the player community via the games internal script engine and through a set of external modding tools made available by doubleshadow. More about this in Part Four : Modifying the Game.

Egosoft has taken a number of the most popular of the 3rd party scripts, reviewed them, signed off on them as gameworthy and within the parameters they use for all game material, and then released them as a free downloadable game upgrade called The Bonus Pack.

The main benefit of the Bonus pack is to players who have not modified their game in any way, as the bonus pack is designed to be added into the game in a way that does not require the script editor to be active. Scripts normally require the script editor to be activated before the script will work. The Bonus pack does not. This makes it simpler for the player who is using a non-modified game, or who has not yet looked at the scripting system and how to use it. Being an official release, it adds into the game as if it was always there.

The thing to remember about the bonus pack, is that everything in it was written by players, not by Egosoft, and as such, Egosoft does not offer any sort of support for the game additions it makes. If you have issues with any of the commands or functions, you need to address these to the original author in their script release thread. In some cases, newer versions of scripts have already been released.

Here are the highlights of the Bonus pack v 3.1.07 :

General Information

Signed extensions are scripts of the forum community some Egosoft seal received. There are select extensions, which fit in well the game and which don't destroy the balance of the game. The Script Editor doesn't have to be activated for these extensions.

Information to the installation

The first time you run the installer, make sure you have all of the plugins that are currently active in your game checked. If you leave a plugin unchecked, it will be removed from your game.

Make sure the extraction path points to the directory containing your "x3.exe" and click on "Install".

Contents of the bonus package

Afterburner

The Afterburner MK1 allows a small ship to travel faster while its activated and The Afterburner MK2 allows a capitol class ship (TL/M2/M1) to travel faster while its activated.

Attack Rocks Command

A pilot can be instructed to either break rocks into collectible fragments or to destroy them altogether. Pilot makes use of scanner and satellites to locate the rocks. Pilots of larger ships work faster, but demand more wages.

Cartel Capture Passengers

Armed pilots can "persuade" passengers to stay onboard as slaves. Humanitarian captains can grant freedom to slaves they have picked up on their travels.

Cartel Shield Hacker

This very rare and expensive device allows a pirate to hack through the shields of another ships and transport the cargo off the target ship. The process only works over very close range, is slow, and is rather obvious to the victim.

Commercial Agent

The Commercial Agent, as a representative for his homebase, will buy and sell wares for his homebase within a certain jumprange. Over time the pilot will learn to use this software more efficiently; nobody starts out as an expert. Additionally, he might participate in special training courses by utilizing his trading computer extension. Those training courses are offered in the pilot's homebase at specified time intervals.

Commodity Logistics Software MK1

This software supports the pilot in coordinating his internal production logistics. It will collect orders of the different consumers inside your enterprise and coordinate those with chosen suppliers. Therefore it is possible to deliver the products from several suppliers of a single resource to different consumers.

The software was originally developed by an Argon software engineer and as such is being sold in every Argon Equipment Dock. It is also available in the Trading Station located in Herron's Nebula.

Consumers will generally be sorted and supplied according to the urgency with which they need the wares. Stations will only be considered for a delivery if they have less than 95% of the storage space filled. The same principle applies to your producers which will only be allowed to ship wares if their storage is filled by 5% or more. Said a different way, stations will not receive wares if they are almost full, and suppliers will not send out wares if they are almost empty.

Over time the pilot will learn to use this software more efficiently; nobody starts out as an expert. Additionally, he

might participate in special training courses by utilizing his trading computer extension. Those training courses are offered in the pilot's homebase at specified time intervals.

Commodity Logistics Software MK2

This software allows the pilot to plan a route. The pilot is instructed to follow a given route and the corresponding commodity transfer orders for each intermediate stop. This enables the pilot to fulfill special tasks within the company or even at different stations. The route will be followed repeatedly until the pilot receives new orders.

The software was originally developed by an Argon software engineer and as such is being sold in every Argon Equipment Dock. It is also available in the trading station located in Herron's Nebula.

Over time the pilot will learn to use this software more efficiently; nobody starts out as an expert. Additionally, he might participate in special training courses by utilizing his trading computer extension. Those training courses are offered in the pilot's homebase at specified time intervals.

Collect Astronauts

Ships can conveniently scoop up astronauts from space. No manual piloting required.

Defend Position Command

When activate, the command causes the ship to wait at the specified sector position until an enemy ship comes within 10 km of the position. This ship will then attack. Once all the enemies have been destroyed the ship will then return to the same position (+/- a couple of km) and wait for more enemies.

Dock Ware Manager

This is a small extension for adding wares to a player owned trading station or equipment dock. Adding a ware will charge the station 1000 credits per use.

Explorer Software

The Explorer software was designed by Teladi deep space researchers to enable remote ships to be used to enter and explore potentially hostile sectors without risking a pilots life. Manned research vessels usually follow after the sector has proved to be safe.

Fleet Support Ship Software

The Fleet Support Ship software was developed by Xai Corporation to help manage the equipping and resupply of large fleets of ships. Its collection of simple, yet powerfull commands have proved versatile and adept at many tasks.

Group Management System

The Group Management System allows you to quickly define a group from a collection of ships in the same location. You can define a Group Name, a Group Number and you can limit the selection to a specific number and class of ship.

In addition to quickly defining groups the GMS also provides a mechanism for automatically refueling and rearming as well as a mechanism for keeping ships in the group if they lose their command for some reason.

Group Hotkeys

This script defines new hotkeys to give orders to groups as defined by the Group Management System. The new hotkeys allow you to give orders to group leaders without going through their command menus.

Manual Trade Commands

The Manual Trade Commands(MTC), by Xai Corporation, provides 3 trade commands to facilitate easier control of

remote trading ships.

The Commands are provided by the Trading System Extension and Trade Software MK1, so each ship you want to run the commands on requires both of these. In addition the best sell and best buy commands require the Best Selling Price Locator and Best Price Locator respectively.

The MTC is similar to the Trade Command Software Mk3 in that it does not operate out of a Homebase, however, the MTC has no "brains" of it's own. It relies on you to make any decisions on what to trade.

Mobile Mining / Mineral Collection Software

Mining ships can both break and collect mineral fragments, and deliver them to either their homebase or local market. The miners coordinate their actions and make use of scanner data from deployed satellites.

Missile Defense Mosquito

This software protects small and big ship classes against missile and fighter drone attacks by shooting down incoming missiles with Mosquito missiles.

This software protects the convoy leader or whole convoys against missile attacks and hostile fighter drones. Only one ship in the convoy need to have this software running to protect the whole convoy.

Mosquito class missiles are required, as well as Fight Command Software MK1 and MK2. All three may be bought at equipment docks of various races.

Remote Transporter Device

The Remote Transporter Device Software enables the Transporter Device to be activated via a ship's command interface.

Ships with the transporter device installed will have access to the new command in the Additional Ship Commands Menu. This command allows the ship to transfer cargo between two ships within 5km, without interrupting any ship's current flight command.

Note that command queuing employed by this script allows the device to retrieve items from one ship and pass them straight on to another without rematerialising them first. This means that the source and target can be two completely separate ships, unlike the standard transporter device console which only allows transfers to and from the ship with the Transporter Device.

Scrap Ship at Player HQ

As well as being able to produce brand new ships, the Headquarters also has a scrapyard facility that allows you to recoup some of the materials used in the construction of ships.

Station Manager

Station manager is a fully automated software system that manages and coordinates traders assigned to a factory. It will decide which wares need to be bought and sold, and where the best locations are to buy/sell them. It's very flexible and allows you to assign as many or as few traders as you like to take care of a factory.

Traders assigned to the same factory will coordinate with eachother and will not all try go out to buy the same ware at the same time. They will also not visit the same stations to trade the same ware. Station manager allows you to customize the traders belonging to a station and set up individual parameters by ship for which wares should be traded, and how far of a jumprange to look within. So, for example, it is very easy to set up a spp to have two customized ships supplying it: 1. a very small, fast ship that looks for crystals to buy within a large jumprange. 2. a huge energy tanker that sells energy cells to the stations immediately surrounding the spp.

Universal Trader

The Universal Trader (ST/UT) script was substantially upgraded to fix a number of issues.

First included in the game in the X2 Bonus Pack, the Sector and Universe Trader is now an integral part of the game that was included in X3 as a standard feature, although without any apparent upgrading for the new X3 stations and sector conditions.

The Bonus pack version included in Bonus Pack 3.1.05 addresses a lot of issues that detracted from the facility when the game was first released. While not what a lot of people call perfect, it is a substantial improvement.

This script upgrade was not mentioned in the original Bonus Pack documentation.

One of issues that came out of the introduction of the Bonus Pack to the game, was confusion over which of the trading software to use in what situation. Or when you want to do something, which software does it best.

The best summary I have seen so far is this one :

Volition wrote:

Ok, here we go. There are 4 ways to automate your buying and selling.

1) Best buy, best sell. This is the most basic way to buy and sell from factories. They don't use jump drives. They don't get pilots. They just go to and from the station buying and selling as you tell them to based on the station's jump range and price settings.

2) Station managed. You pay a one time fee of 28,000 (iirc) credits when you start it up at the station. Once you've paid that fee you never have to pay it again for that station if you turn it on or off from then on. The station manager will use the ships you assign to the station and give control of to it. Not just assigning a home base. You have to have the ship(s) you want to give it undocked and use the command console on the station and add the ship. (Conversely you have to use the remove ship command there to take a ship away from that station manager's control.) Station managed trading ships will buy and sell, never using jump drives and without pilots for the individual ships. So it is just like the best buy and best sell command except, it will try to use the individual ships more efficiently. An individual ship will be able to both buy and sell under station management. You can also fine tune it by prohibiting wares via the command consoles of the individual ships assigned under the station manager. You can set individual ship jump limits or individual ship ware trading limitations. I.E., set a Mercury to only buy energy cells within a 2 jump radius while the Express sells wheat and buys energy cells in a 3 jump radius for the same station. Also what set's it apart from best buy/sell is that the station manager will not send ships under it's control to sectors where you have no property, such as other ships/satellites, and stations. You can use that to your advantage if there are sectors you want your ships to avoid because they are dangerous or whatnot. Also, if a station managed ship is damaged enough, the station manager will send it to a shipyard for repairs.

3) Commercial Agents. Commercial agents are hired pilots assigned to work for your station. After they train enough they can use jump drives to get to and from buying and selling points. You can control their jump limit by setting that at the station they are assigned to work for. The Commercial Agent's advantage is that it can use that jump drive eventually and therefore is able to buy and sell for your station in a larger radius. They also need to be paid according to their level. At the highest level I think it is something like 40 credits per mizura (game minute) flown. They take their pay directly out of your player account upon the completion of each trading trip. They do need additional extensions compared to best buy and station managed ships to work properly. The most important perhaps being the Trading System Extension. Without it, they will not level up. The Trading System Extension is not the same extension as Trade Command Mk1, Trade Command Mk2, and especially not Trade Command Mk3. They are 4 different pieces of software. You can get a Trading System Extension from Argon, Boron, and Teladi equipment docks. Costs somewhere around 9,000 credits. The full extent of the Commercial Agent is well summed up by the bonus package guide section concerning commercial agents. Look to the top of the forum for the bonus package sticky, or in your X3 Reunion start menu folder on your computer for the link to the guide that was also installed there when you installed the bonus package. Essentially, they are very good for stations where the places your station needs to buy/sell with are just too far away from your actual station's location to travel there normally without jumping.

4) Commodity Logistics. Commodity logistics isn't usually a way most people use to buy and sell from their stations to the A.I., but it can. Most people would use Commodity Logistics to take wares from one of their own factories to another of their own factories (factory loops), but if you really want, you could use it as a way of selling to very

specific A.I. stations too. Commodity Logistics hires a pilot and that pilot, much like Commercial Agents will also train to use a jump drive to get around. They too need the Trading System Extension to train up. They also need to be paid like the commercial agents. The two versions of this software are Commodity Logistics Mk1 and Commodity Logistics Mk2. The former takes commodities from your factory(ies) and distributes a commodity from that station(s) to the places you designate. The latter version works much the same, but can go in ordered routes, picking up and delivering commodities to and from stations along it's route as specified by you. They are also covered much better than I can go into detail about in the sticky or X3 Reunion start menu guide.

All that said, you can mix and match any of those as you like. Like you can have a Commercial Agent restricted to selling silicon from your factory while a station managed ship is set to buy only energy cells for that same factory. It's just a matter of getting the settings for each put in. If you have that Commercial Agent and the station managed ship both buying energy for the same station, the Commercial Agent will of course beat it to the solar power plant in range with the best buying price. So they don't communicate between each other and it's up to you to set them so they're non-redundant. However, a pair of Commercial Agents working for the same factory will coordinate with each other in buying and selling.

If you have a Commercial Agent pilot in a ship and assign the ship to best buy/best sell, that pilot will not level up doing that. (I have no idea what happens when you take a Commercial Agent and have it start Commodity Logistics though. Never tried it personally.) They can however start leveling up again if you set them back to their original function. Otherwise, they're basically just along for the ride.

Whew. Best wishes. *passes out* 😊

Chip's X3 TUTORIAL - Starters controls Mission 1 & 2 Walkthrough

<http://forum2.egosoft.com/viewtopic.php?t=96108>

X3 Handling/Basic Key commands Tutorial:

Okay, to start with – this is going to go over the basic controls you'll need to play the game. Others will come in time 😊

The mouse: The new controller. It's a point and click deal these days, anything with blue around it can be clicked to select it.

Left hand mouse button: Either fires the guns, or selects the target (toggles between the two due to RHMB functionality).

Right Hand Mouse Button: This is your “Free Flight Controller” – or, in more simple terms, your “Flight Lock”. Pressing the **RHMB** will alternate between the mouse controlling your free flight... and the mouse being a mouse (ie a device to click on items to select them).

When you are able to fly around nicely, you can move the mouse, and your ship will turn as per flight method for ships (so up is down and down is up.... Left and right remain the same 😊). You can also click the LHMB to fire your weapons.

When you click the RHMB though – it “locks” the ships flight control so the ship won't follow the mouse movements anymore. Now you will have a mouse **cursor** instead – which can be used to **click and select items**. You can select items such as anything surrounded by blue on the screen – or the little boxes at the edge of the screen (items behind you etc) by clicking your LHMB. It is also used to navigate the menu, which I will touch in one second.

(Note : If you use a joystick, most of the RHMB instruction to come is not applicable to you, since once you lock the mouse, you never need to go back, because your joystick does all the flight control work.)

To return the mouse function to being able to steer your ship – click the RHMB once more.

So – when flying around in space, if you see something –you can RHMB to stop your ship moving, and activate the cursor – and then click on the square around the item of interest to select it as your target, and then RHMB to return flight controls back to the mouse to steer.

You can also get the same effect by simply pointing your ship towards the item you want to target, and pressing **T** – which is the “Target” key. This will initiate a kind of “search” on your hud, for the item under the cross hairs.

Once an item is selected, the computer usually tells you what it is... if it’s a jumpgate, it will tell you where it goes to. If it’s a ship/station – it will give the name.

The Menu:

Menu = useful. You can do nearly anything here, search the maps, read messages etc. To access the menu – you press **Enter**. If you are in freeflight, then to navigate the menu you will need to press the RHMB to “lock” your steering, and activate the “point and click” cursor. Then you can use the mouse to navigate the menu/sub menus.

We’ll touch back onto the menu in due course – don’t worry. There is no point in me listing all the controls is there? The manual does that already – these are going to be linked to functionality.

Esc: The Esc button is a kind of “back” button. If you are in a menu, using Esc will take you back one screen. Keep hitting it to take you back to space etc.

Moving the ship:

Z, X - controls the engines. Hold X and you accelerate, hold Z and you de-accelerate. Once you hit 0, you can go slowly in reverse by continuing to hold Z down. So in effect, these are your throttle control.

Tab is like "instant X" - it is the booster (needs booster extension; installed by default on starting ship). Pressing this button accelerates the ship very quickly... in effect, you can get to max speed *nearly* immediately.

Backspace is like "instant Z" - its the immediate “slowdowner”. It actually sets throttle to 0 immediately, and you slow down to 0 in due course. It is a lot quicker than holding Z down, simply because throttle = 0, instead of decreasing through the numbers accordingly.

Okay, so those are the basic commands to move the ship. “Wha?” I hear you say, only forward/backwards? Well – for the moment, yes. You see – strafe is a great command, but at the start you may get confused hitting all these buttons – best to keep it simple right? For the first mission, we just have to get you moving – so with that in mind, a few shortcuts and a few menu items are next on the agenda.

Okay – moving quickly onwards:

Nav Map: For navigation!

My next two favourite buttons: the comma(,) and the full stop (.)

These open the nav maps respectively (shortcut keys). The fullstop does the sector map, the comma does the universe map, and I find using shortcuts a lot quicker than the menu (although I’ll cover that too). Click the full stop button, and up pops your present sector map (the one you are in). You can only see items like ships/stations in your radar range. Ships move, stations don’t... so therefore, if you see a station once, its position is “stored” on your nav map. It isn’t going to move, so even when no in radar range, you can still see the stations that are “stored” on the map.

The nav map is actually useful though, not just a “who is where” type device, because you can select targets. To navigate the map you can either: Use the mouse (you know how, see mouse controls) or use the keys... which I do. The arrow keys – move the selector up and down over the items of the nav map. As you do so, the colour of the items will change when the cursor moves over them. To select an item, you simply use **T** – which means target of course. Once you select an item, a few cheverons will appear to one side. If you close the nav map at this point (**Esc** button) – you will see your target reticule (white box) highlighting what you have targeted.

When you target something, you will hear a voice inform you of what it is.

Docking:

Dock with jumpgates to get to other sectors, or stations.

Very useful, as when you enter stations – it autosaves your progress. Of course, you can enter stations to trade, get news, jobs etc as well – but early in the game, and for new players – autosaving is very useful 😊 Last thing you want to do is fly through a load of sectors, die and have to start again eh?

To dock, you select your target – either by your hud screen as in the mouse control section, or alternatively – by targeting the item in the nav map
(press the full stop .)

Once you target the item, be it a jumpgate or a station, simply press **Shift D**. You will hear some message from the computer, and your autopilot will engage. You can manually dock, but lets get crawling before trying to kill ourselves eh?

So you can open nav map, scroll down to either the jumpgate or station name – press **T** to select said item, press **Esc** to close the nav map... and then press **Shift D** to dock with it. Sounds long winded right? Well, you can always just click on the item, and press **shift D**, but how do you know what your clicking on? Especially if the station/jumpgate is in the distance.

The last thing – **J** – for Seta.

Seta is like the “fast forward”, it compresses time. If you are flying across a sector (especially on autopilot) – pressing J engages seta, which will essentially “speed up” the game, so you don’t sit there for 20 mins in real time. You can deactivate it by hitting J once more, or pressing nearly any key. You hear a sound effect to know when it is activated, and on your screen you will see it above your speed bar stating how much seta you’ve got going on. The words disappear when Seta is disengaged etc.

That’s it... “wha?” – well, yes – that is it. That is all you need... to move with purpose. Hey – do you want all the commands in one go – you will get confused!?

Those controls will get you moving, which is what you will want to do in order to achieve the first mission right?

For the game: Quickstart I recommend – you get cash and a free ship too.

X3 Mission 1 Tutorial/Walkthrough - includes the keys to press/learn how to do things.

»»SPOILER««

You will start with a view of your ship in space, wait for the storyline to start with the speech. Ban Danna gives you some commands, and then it’s followed by a screen showing graphics of the jumpgates etc whilst saying what to do.

The patrol instructions were “Patrol are at the north gate of Home of Light, then go through the west gate to Red light, and then the south gate to cloudbase south west”.

After this – you get an incoming message which will give the details. However, this is a good introduction to the menu – so lets use it.

Press **enter** to bring up the menu screen, now to be able to click on the icons you will need to press RHMB to “Lock” the ship (stop free flight) so the cursor appears and you can move the cursor and click on the menus.

You will notice that although there are many selections, one has **yellow writing** underneath it. This is because there is something new waiting for you... a message. Click on the pilot icon (it will highlight when you hover over it) and it will take you to the pilot sub menu. You will now see that the icon for “messages” also has yellow writing, it is that upon which you must click. The message will appear in your HUD, for you to read. Clicking okay will close the message.

To navigate back through the menu you have several options.

- 1.Press Esc to go back down a menu level, press it twice to return to space.
- 2.You can click on the little arrow button to the RHS of the screen (with an X next to it, which will close the menu completely) you can click this twice, or click the X
- 3.If you hover over any of the main icons towards the *bottom* of the icon, a little arrow appears. Click on this to go down level.

I just use **Esc**, its quick and easy...

So you read the message, but is it much help? Well, your ship should still be “locked” so the mouse can

still move, we need to get to Home of Light. To do this, you need to fly through a jumpgate. So – how to find it... well, it selected it at the start, so it may already be your target – BUT never pass an opportunity to learn your controls. I would therefore use the full stop button to open the nav map for Argon Prime.

TIP - At this point, I thought the radar was a bit small, and awkward. So I took the opportunity to dock at the Argon Equipment Dock instead.

In the nav map, use the arrow keys or mouse to highlight the Argon Equipment dock (click on it with mouse) – and then press **T** to select target.

Now close the nav map (**Esc**) and press Shift D. I then used Seta to speed up the process. Once docked (it does it for you automatically), The menu will appear for the station. For now, we are only concerned with the “Trade” button – as this is where you can buy/sell goods that you have (and that the station has/needs).

Click on the trade button, and a new screen opens up in your hud. Items in red you cannot buy yet (not friendly enough), or take a cargo space your ship cannot handle (fighters have max cargo sizes, like S for small, M for medium, L for large. Generally you can take medium in an M4 (which is the shipclass of the Buster).

You can scroll through the list using either the arrow keys, or the mouse on the scroll bar. Find the duplex scanner, and click on it. You should now see an empty square appear below the list of items. If you have it installed, that square would be full and blue. It is grey because you do not have it, so click to the **RIGHT** of the square (as in inside the square, but at the far right) and it should turn blue. This means you’ve selected it. You now need to click “Okay” to buy it.

Once installed, your radar is a lot better. At this point I also bought **trading extension**- otherwise you cannot command your ships to deal with stations remotely, which we can do later!.

Use **Esc** to go back a menu item. You may wish to save your game here, or learn how to at least (autosave is enabled, but it doesn’t hurt). To do this, click the options tab, then click the save tab. You will be given a slot to use, click on it to save. You cannot rename it afaik, although maybe I am wrong – but now you can use Esc to get back to main menu again.

Here, click undock. You will find that your ship is in “Locked” flight – so you can use the mouse cursor. Click the RHMB to get freeflight, and then move the **mouse UP** so that your ship will point **DOWN**. This is to avoid flying into the station by mistake. Once facing “down” from the station, start moving by using the X button to build up speed, or the Tab button to boost away. You will now need to find that **SOUTH** jumpgate, so open the nav map (.).

Now you can navigate the nav map by scrolling down with the mouse, or using the arrow keys to scroll through the items. There are A LOT, but near the bottom will be the jumpgates. Find the *south* gate – and either click on it, or highlight it. Press **T** to select it as your target. Now close the nav map (use **Esc**).

Eh, why south gate? It said north... – No, they are waiting at the north gate of Home of Light... you are in Argon Prime, and Home of Light is through the south gate.

TIP You will notice that you have two items that are green on your nav map. These are your ships, more specifically – the ship you are currently in, and your free Argon Mercury that you start with. All your objects appear green and will be at the top of the navmap. Anything dangerous to you will appear red, as well as red on your actual HUD. They will also appear at the top of the nav map too. We’ll give instructions to that ship shortly...

Okay, so you have selected the gate – now you need to fly towards it! Remember you will need “Free Flight” to turn your ship, so hit RHMB to toggle to free flight first – allowing your mouse to control your ships direction again.

You can either:

1. Press X to increase speed and turn towards it/fly to it.

2. Press Tab to speed you up suddenly and turn towards it/fly to it.
3. Press **Shift D** – which is “Dock with target”, and the autopilot will do it for you.

Okay, if you fly manually – you will have to fly into the ring when you get there. If you use autopilot – it will do it all for you.

Time for a new button though – **J**, which controls the **SETA** function. Space time compression is what this basically is, or in laymans terms – the fast forward button. Useful for using on autopilot, as when seta is engaged you can literally drop out of it by pressing buttons/moving the mouse about. If using autopilot you can cancel free flight and navigate menus though. I strongly suggest not using seta without autopilot, and locking your controls off (RHMB) because it takes time to react, and you may not have that much time if you are flying towards something. Autopilot will avoid obstacles, so you needn't worry.

Much faster with seta eh?

Once you go through that jumpgate, the storyline starts again – as you are contacted by the patrol leader. He tells you that he is to the west of the gate, and afterwards your target is set as him. Fly towards them (remember you may need to toggle free flight if it was locked/you used autopilot, toggle is RHMB). You can check he is the target by using the nav map (.), and then seeing if he has chevrons next to his item in the nav map menu. His name is Gamma patrol leader, you can select him or any others using T, try it.

Okay – so you are flying towards them – so now its time to view that central cross hairs on the HUD. It gives information about your target, you may have noticed before. Anyway – on the RIGHT hand side of the hud is YOUR speed.. your current speed. Max (in quick start) is 175, so if you are not already doing this – you can increase to that speed if you wish. To the LEFT of the cross hair is another value, set at 0 right now. This is your targets speed, and you will notice when you follow the patrol that it takes the value of whomever you've targeted. They may fly around 145 or something like that, but right now they are sat waiting for you.

BELOW the cross hair is the range to your target, keep close eyes on this – you don't want to ram them (it may kill you), and in space – it takes time to stop!! You may want to moderate (lower) your speed as you get closer.

You may also note that the window in the top left hand corner is a camera view of your target. It also displays the distance to the target as well. You can close this if you wish, by pressing F5 I think.

Once you get within 2k of the target (gamma patrol leader), a cutscene will occur – or he will start talking. They will move out, and you will follow them. Gamma patrol leader will still be your target, but note the cross hairs display his speed, and yours. Try to match his speed by using **z/x** in order to follow slightly behind them.

(Alternative - New Key - U for Auto-pilot, this will follow whatever you target, or dock with it if its dockable.)

At this point, it's a good idea to introduce you to the targeting method. Your target has a box around them, which is white. This is for both good guys and bad, the only difference being that if bad – they have a red box instead of blue surrounding it. You may have no cursor over the target though, it may just be a box.

If you press **K** it will cycle the targeting options. Looking to the left hand side, where the weapons are – you will be able to see a little icon change (near the bottom). It is either a - sign (no help), a little x – which displays a standard leading target crosshair, or a * – which is great (called auto-aim). If you select this, you will notice that Gamma pilot leader has this thick blue cross hair infront of his movements (or over him). If you move your target over this, it will start to flash red. This is “target assisted” aiming for want of a better word, and is due to the fight command software (Mk. 2 if your ship doesnt have it) installed on your ship. When that little icon is flashing away, you will hit your target.

I mention this now, because you should have this done for your first Khaak encounter – which is coming right up *gulp*.

They will mention checking your nav map, and sure enough – there are a load of lil blighters inbound. You can open your nav map if you wish, and then select a target, OR – you can note that at the side of the screen you can see a load of little red boxes. This is the enemy, and they are out of your field of view. Doesn't mean you cannot click on one to select it (don't forget, to do this you may need to RHMB click in order to "lock" your ship, then move the mouse cursor to the red squares and LHMB to select one, followed by a RHMB to toggle back to free flight). If you use the nav map, its easier (use . to open nav map, arrow keys to scroll down to target, press **T** to select the target, and then press **esc** to close the window. Turn to face the enemy with your ship, or simply follow your patrol leader as they go in. The story MAY set your target for you (it did for me, because I was writing down what was going on instead ☺).

Fly towards them, and use your LHMB to open fire. (Button 1 usually on the joystick).

Be warned, you do not have unlimited energy, and you will eat through the energy available very quickly – so fire in bursts. Only fire when your crosshair is flashing to indicate you will hit them.

Once you blow a target up, I usually just turn towards the nearest target (red box) and press **T**. It may take a second or two to acquire the target – and check that the target you get IS red (an enemy).

Alternatively, you can press **E** to get the nearest target, but that doesn't necessarily mean the one you are facing of course (hence why I use the T method instead). (nearest target is often the one directly behind you about to blow you away !)

Once the Khaak have been eliminated, you'll hear some speech, and then a target of the gate will be selected. You can fly towards the gate, or you can follow Gamma patrol leader by using the nav map. OR – you could just try RHMB to lock view, and then LHMB click to select the guy (be careful, if view not locked off you will fire!). Whichever you do – start following him (or fly straight to the gate). Notice if you RHMB to toggle to locked screen, and hover the mouse over Gamma patrol leader, that some little icons appear? One is chat (speech bubble) and the other is "follow". You can click on follow for the autopilot to take over and follow him for you, or click speech to hear some little comment etc. To break Autopilot, just RHMB and you will hear the autopilot switched off.

Anyway, however you do it – go through that gate into Red Light.

Gamma leader is autoselected for you, so follow him.

You'll get in another fight in this sector too, but it's nothing heavy – you know what to do right?

After the fight, the gate is autoselected for Cloudbase Southwest – you only have to fly through it to complete the mission (yay!). A good time to use your autodock – so use **SHIFT D**, and the autopilot will take over.



This is a good time to learn some other commands now, as you are just sauntering through the sector to Cloudbase. This is how to **Control a ship remotely to dock**

For this, RHMB to toggle onto LOCKED ship, and brings up the mouse cursor. Press ENTER to open your menu, and then click on PROPERTY. You will see two green boxes – signifying that you have two ships (there names are in them). One is asterixed with player control, the other is still sat in space. We are going to remotely order it to dock at the equipment dock (for when you return). Either click on it, or use the arrow keys to highlight it – and a sub window will open. This window has several shortcut keys to open other sub menus to control the ship – we want command (C is the shortcut key for this, so you can press it, or click the option, or use the arrow keys and enter) - then we want the navigation (not fight). Click on that, and then you should see the commands available for it. The second one (number 2) is "Dock at..." – if you select this one, it will open the UNIVERSE map up, with the current sector you are resting on flashing white. Use the arrow keys, or the mouse – and click on Argon Prime. You will now see the System Nav map open. From here, you can select where to dock it at. Which ever station you click on, or use the Arrow keys to highlight and then press enter, will be the place it will dock at (no need to use T here). Once done, the ship will accept the command, and you can press Esc to cycle back through all the menus to space.

There is another way to do this, from space, you can use the , to open the universe map, and then once more either click on Argon Prime, or move the flashing box over it and press enter. You will now see the system map, with your ship as well. Highlight/click your ship (press enter if using arrow keys) to get to the command screens again. Select command (C), navigation and dock at – you can tell it where to dock at (it opens universe map again, click the system of choice (argon prime) and then the station of choice),

That is your Mercury, it will be safely docked at the equipment dock in a few minutes.

These are the two methods you can control ships remotely. If the ship is already docked, then you can select the station it is docked at via the universe/system map (click the station or highlight and press enter using arrow keys), and then press L (or click on the landed ships option). You should now see the ships landed, which includes your ship too – and you can select him and use the commands once more). You can still access it via the menu method as well.

Once docked, if you did buy yourself the trading system extension, you can select the ship to "trade with station" and buy equipment. If he were docked at an SPP factory, then he could buy produce (Ecells), and you could command him to sell things he may have bought elsewhere (like crystals). If you didn't buy this extension earlier, you will need to do so in order to control the purchase of items without actually being there. **(But not now, because it needs to go on your ship.)**

If you have money to spare, its always good to buy navigation and trading software for ships like freighters.

This is just a quick introduction to controls and how to fly around. Right now you can fly to any sector by selecting the jumpgates via your nav map, can turn on/off the autopilot, can fight, dock with stations, trade items simply etc.



Giskard's X3 Players Guide

<http://forum2.egosoft.com/viewtopic.php?t=95810>

X3: Reunion: New Players Guide V1.5

(X3 Version 1.3)

About this guide.

It is not my intention to spoil the game for new players. So at this stage so I will keep the information limited to tips, ideas and warnings. Avoiding the vast majority of what X3 has to offer until such time as you have had a chance to explore the game your self. What follows is Hitchhikers guide to avoiding expensive mistakes caused by X2 comparison by explaining some of the differences between X2 and X3. In time this guide will grow but for now its here to help you get started whilst letting you discover why X3 is going to leave X2 in the shade in the coming months.

Introduction.

X3 was made in side 1 year and in that time all models were completely remade, factories, ships etc. The economy has changed considerably and exploration really means what it says now. In short, X3 may look familiar because the ship classes and names are the same and the weapon names have not changed but what they can do has changed completely. The names lend a certain familiarity to the X2 player picking up X3 for the first time but that familiarity is a feature Egosoft kept to help people get into X3. For example, every one knows an Argon Discoverer is a M5 scout class ship and we know it was nearly useless in X2. So when I tell you that you can go capturing other ships in one in X3 it should suddenly hit you just how different X3 is from X2. Not just a change of graphics and models but a complete change.

Now we have established X3 is not X2, let us all unlearn everything we know about X2 because it will cause you some serious problems in the game if you play X3 like it was X2. As I said above, everything has changed but the names remain the same. Why am I thinking of a Led Zep movie right now...Humm, anyway. One with the guide.

Starting a new game.

Normal Difficulty

Normal difficulty is a hard difficulty to get started on. I do not recommend it to anybody but the most sadistic players out there. If you love combat and want to make your money via Capturing ships then Normal Difficulty will be OK for you because you can go the Capping route in any fighter in X3 and you may even make a lot of money doing it. For example, even a damaged Buster will net you 75,000 in some cases. So Capturing is still a good way to make money but the ship you need to do it has changed. You can capture ships using an M5 or any fighter bigger than that. Once a pilot bails out you MUST claim the ship. This means flying extremely close and ejecting from your fighter to claim it. Simply target the ship and press return. You should see a claim ship icon. Use it.

Easy Difficulty.

The first time you play X3, I strongly recommend you start on this Difficulty. It gives you 100,000 credits, a Buster and a stripped down Mercury. Which is just perfect for your first game of X3. You will quickly find you can sell the Buster and buy your first factory in this mode but do the first mission first. It starts the moment you enter Home of Light and you do not want it to Trigger if your in your Mercury now do you :)

The second thing that will cross your mind is upgrading your freighter rather than building a factory. But before you do take a look at the Mercury's on sale at the shipyard in Argon Prime. You will notice there's 6 in all. Some are super tanker Mercury's that are ideal for traders to use but cost over 1 million credits for the L class versions and you may not have a reputation high enough to buy one yet, so that Buster may actually come in handy when you try and raise your rep. You will also notice you have around 600,000 from the sale of the Buster. So your half way there if you do not spend the money.

The complete and utter noobie section.

There are lots of weapons and ships to choose from and that alone can be confusing so stick to the ship your given at first.

If you started on Easy, you will notice you have a freighter too. If you want to trade goods to make money, dock the freighter and your current fighter (a Buster usually) ship at a factory and then use the personal icon to get to the screen where you can change ships.

You start in a fighter and fighters are good for combat but not trading. The freighter is a Mercury and thats good for trading not fighting. But does need some upgrades.

So you need to change ships when you fancy trading and change back when you fancy fighting. Learn to do one before learning to do the other.

Now X3 is about making money and this can often be a game killer for noobs because you do not know the prices yet

that you need to buy at to make a profit.

So this is what you do. You buy the trading extension for your freighter at one of the argon equipment docks. This should allow you to view the prices of factories without docking if your in the same sector. **(The trading extension goes with the ship you choose to fly, so you can remote trade the other ship).**

Once you have that you can select a factory from the sector view (press M whilst in space). Then press I to bring up its details without docking. The Teladi sell a best buys and best sell software that gives you lists of bargains and average prices that you can use too.

You will see a primary product, how much is in stock and the price of goods per unit.

The more stock a factory has, the cheaper its price will be and better your profits when you try and sell it. If a factory is half full of its primary product then the chances are its price will be average and it will be hard to sell at a profit. This is a general rule of thumb you can use right away, it is true most of the time.

Now before you buy up any goods, check if you can find a factory that wants that product. Do this using the sector view (M) and select each factory in turn. Look at their resources NOT their products. Resources are used up to make their product, that is what the factory demands and what you supply.

If the goods you want are listed in the resources and the price they will pay is higher than the price the other factory is selling at then you have found your first tradable goods and will make a profit by buying at the first factory and selling at the other. But remember, be fast because other traders are looking to make a good deal too and may beat you to it.

In time you will start to remember what prices are always good to buy at and what prices are always good to sell at.

The early game is about trading and this info is basic foundation of all trading you do in the game. When you get your first factory, this info becomes vitally important if you want to be able to sell goods from your factory.

So the first step in the X universe is learning the prices of goods and how trade them. After that it should all start to fall into place because the money you earn will allow you to buy bigger and better toys to play with and you will see the mid and late game changes how you play completely as manual trading gives way to factory ownership and eventually owning and supplying an entire fleet of your own.

EG you dont have a destroyer at the start of the game do you, but you can buy one later on and have fun with it.

The Noobs Guide to owning Factories.

Race Reputations.

What type of factory you are allowed to buy from a race depends on your reputation with that race. If you visit a shipyard and check the factories on offer you will see 2 race reputations listed at the bottom of the window for the selected item. The first is your current reputation, the second is the required reputation. Any factory you are allowed to buy will only display your current reputation and not the required reputation.

Hiring a TL to carry your factory to a sector.

You will also need to hire a TL class ship and tell it to dock at the shipyard where the factory you want to buy is located. To do this you must first find one. There is usually one in every sector that contains a shipyard. In Argon Prime the TL is a Mammoth, in Paranid Prime it is a Hercules, in Family Pride it is an Elephant. Target any of these and press I, then check the ships details for the word TL and you can quickly and easily figure out how to identify them for the other races.

To hire a TL you must fly to the TL and press C to talk to the captain once in range (within 6km is about right). Tell him you want to hire his TL and he will tell you the cost he charges per jump gate he must travel through. The higher your reputation with a race, the lower the price becomes. If you are already in a sector containing a shipyard, press C again and tell the captain to dock at the shipyard or if you want, select a more distant shipyard.

Once the TL has docked, any factory you are allowed to buy will not be coloured red. The red ones are factories you are not allowed to buy yet. Buy one as you would any other product and select the TL you hired as the ship to load it on to. Remember to check if you can afford to buy the selected factory. Then go to the shipyards station icon, select ships and select the TL, use its menu to select the comms option and tell the captain what you want him to do next from the options you provided with.

Once the TL reaches the sector you want your factory to be built in, select the TL and press C, this time you can do this over any distance. Tell him to drop your cargo here and use the sector view to place that factory. Remember there are X, Y and Z coordinates so you will have to press your insert key to switch to the sector side view to make sure your factory is correctly placed both horizontally and vertically. When you're done your factory will be deployed at that location.

Setting up your first factory.

Now you have a factory, you need to give it some money. The factories Adjust menu below the station details is where you do this. Here you can tell it what price to buy resources used by the factory at and set the selling price of the final product. This is a complex topic for a more advanced guide. So start out by leaving the settings at default and see what happens, then adjust the prices until you're able to sell your product to visiting AI ships.

The jumps column is the number of jump gates between this factory and a resource that can be purchased at that price. Try and see how low you can go for resource prices before it says None. This is the key point to understand when making profit using factories. The jumps must be within the factory's jump limit if your freighters are to buy from that factory. So let's talk about that now.

You will need to set the jump distance for freighters assigned to the factory, by default it's set to 9 sectors which means they can travel up to 9 sectors for resources. Clearly this is too far (**and in most areas of the universe, too dangerous**), try setting it to 3 and adjust the price until a product is available within 3 jumps.

The number in brackets below your product price is the cost of producing that product. Once all the resource prices are set, you must ensure your selling price is higher than the cost to make that product if you are to make any profit at all.

Using the default freighter scripts you will need to purchase 1 freighter for each resource your factory uses. For a crystal fab it has 3 resources so 3 freighters are required. For a Cattle ranch, it only demands energy as a resource so only 1 freighter is required. Next, if you want to sell your product yourself, you need to buy 1 freighter to act as a seller. We do this last because we do not want the freighters to start trading until we have setup the factories buy and sell prices.

I usually give my freighters the following upgrades.

1 x 25MJ Shield.

Max Engine Upgrades.

Max Rudder Upgrades.

Trade Command MK1

Trade Command MK2

Boost and Seta (The AI does not need these, it's in case I take charge of the freighter later and fly it manually).

Now you need to select each freighter and go to its command console, scroll down and assign its homebase to your factory. (**It's well down the list and easy to miss the first time**). Then scroll back up and select the trade menu and give it buy at best price orders. You need to assign 1 freighter for each resource listed in that menu. The selling freighter needs to be setup the same way but this time you select sell at best price instead.

Now your factory will start working.

Basic Combat.

The campaign throws you right into your first patrol. So you're made aware of what combat is like very early on. Fact is though, the first ships you fight are easy.

Combat generally is not as easy as it seems in the first mission of campaign. You will want to configure your ship properly for combat later on and to do that you need to be aware of the weapon groupings on the left hand side of the screen.

Using a mouse you can assign weapons to different groups, then simply by pressing 1, 2, 3 or 4 on your keyboard, can change the weapon configuration instantly. Have a play with it and see what good configs you can come up with. If you spot a really good one like 2 Alpha HEPTS plus 1 Mass Driver post it in the Egosoft forums so we can all try out your idea.

The other thing you will notice is that whilst fighters generally are allowed to have 8 guns, if you actually try using the default weapon grouping to fire them all then you quickly run out of power and have to wait a long time to shoot again. For this reason between 2 and 4 weapons per group is recommended, depending on the weapons being used.

The more powerful the weapon, the more power they use, so taking some Beta IREs is actually useful sometimes, because you can shoot them for what seems like forever without running out of power. This is why you will sometimes see 3 or 4 M5s making short work of an M3. Yes that does happen in X3. Like I said, you can capture other ships in any fighter in X3.

Another good tip is to forget what happened in X2 when you tried to shoot an pirate M5 in your old Buster when the Pirate M3s caught up with you. In X3 those M3s cannot catch up to you unless you let them if your flying an M5. So you can capture their M5 buddies even if they are escorted by an M3.

Missiles too are completely different in X3. For starters Wasps fire 10 missiles instead of 1. Making them great against all types of targets and cheap too. Other missiles you will have to try for your self because there are a lot of new missiles in X3. During the plot, having a ship with missiles on board will help you survive in some places so its worth keeping a few of your favorite missiles on your fighter at all times.

Not much has been said about the flight physics yet so I will mention them here. They are somewhere between Elites drift for ever system and X2s no drift at all. Which makes them just perfect for a good battle but not too difficult to master. Something for everybody basically. When flying your fighter in a dog fight you will find your self making greater use of the throttle than ever before. For starters Zeroing your throttle for a second, changing direction and then giving it max throttle does actually help you change direction quickly. Try making a tight turn in a Boron M5 at full speed and you will notice the difference. In many ways its similar to how the Space Shuttle turns and these are skills you MUST learn to complete the plot. So learn them early.

Also notice that you can zero your throttle as you fly past a target, then turn around and continue shooting whilst moving backwards for a while. But be warned. The drift slows down rapidly and soon you will be sitting perfectly still in space. So never assume your still moving if you use these tactics.

Also try attacking a Capital ship at least once and see how long its shields take to recharge. Remember the time it takes to recharge because when you get your first Capital ship and lose it in some battle because you assumed the shields would recharge quickly like they did in X2, you will be very annoyed. Some shields do recharge faster than others though so that great big shield may look good, but smaller versions recharge faster. If your watching closely you will also notice the smaller faster fighters are doing most of the damage too. So Capital ships need their fighter escorts in X3 and you must relearn how to use them effectively all over again.

Capturing Enemy Ships.

The art of capturing involves reducing a ships shields to zero and then causing as little damage as possible to that ship until it surrenders. Unfortunately the act of surrendering appears to be random. So all you can do is prepare your self by purchasing the right equipment. A typical load out for most fighters used for capturing could look like this.

Beta or Alpha Particle Cannons = used after the shields have been reduced to zero.

Beta Particle Cannons, Alpha HEPTs or Ion Disruptors = used to reduce the shields prior to capture.

IREs are simply too weak to be effective against most targets. (Sorry Giskard, I beg to differ ! I will use 4 Apha IRE's on any M5 or M4, because they dont have the shielding for constant pounding and the IRE's are a very fast firing gun with no energy drain to speak of. An M5 is sheildless very rapidly and the hull lasts less time than the sheild. M4's take a bit longer, since they have more shielding, but going for the capture is worth the work. M3's have much stronger sheilding and I use 4 AHepts for them. But like you said, anything is possible in an M5 if you have mastery

of your ship and guns. : Apricotslice)

(Note : Every time you see a statement like this in the forum, it will be followed by an exact opposite one. This is the true nature of the game, the ability for anyone to use any combination and come out on top.)

You will need to use the 4 weapon groupings to organize your shield stripping weapons and hull damaging weapons so you can switch between them quickly. Once a ships shields reduce to zero and its time to switch to weaker weapons so not to damage the hull too much, you can do so by pressing one of the numbers on the keyboard between 1 and 4.

Ions can hit friendlies too but they remain the best way to reduce the shields to zero without causing hull damage.

Typically after a ships shields have been removed either through damage or by reducing them to zero, the capturing process can begin. If a ships shields are damaged then the chances of you making capture appears to increase. Sometimes you instantly capture a ship when the shields are destroyed. Once hull damage drops below 50%, the chance of a successful capture appears to reduce to almost zero. Typically the hull damage is around 75% when a pilot bails out but further shots usually increase the hull damage after that before you have time to stop firing.

Once a pilot bails out, you need to pull up along side the ship, press Shift E to eject and fly within 30m of the target ship and target it before pressing I to bring up its details. Once done an Icon called Claim should appear. If you select Claim then the ship becomes yours.

Available from Pirate Stations is a new product called the System Override Software. This is used to take control of other derelict ships. Basically what it does is it allows you to claim ships without ejecting from your own ship. Trouble is, somebody gave it the insane price tag of 600,000 credits saying it was illegal in the X3 universe. I do wonder how salvaging ships can be illegal because this software does not help you capture ships that still have pilots in them. (This is an ongoing debate in the forums.)

Mass Drivers remain useless for capturing anything since they by pass the shields. The one slim hope of capturing anything with a Mass Driver is when the shields are damaged. However, if your facing 5 pirates and your flying a Buster, you will find you do not have much of a chance of surviving let alone taking your time to carefully capture a ship. So Mass Drivers can be used to even the odds by killing any threat fast. Once you have reduced the number of enemy ships you can take your time and capture the rest at your leisure.

Sneaky look at what is coming in my X3 Strategy guide.

What follows is a basic run on a topic I will be covering in a lot more detail in a Strategy guide later. Once the economy and players guides are finished and those topics do not need explaining. The Strategy guide will not deal with basic game matters or the economy. But instead will deal directly with the way to play X3 and the differences various items in the game make. In this sneak preview I'm going to talk about 3 ships and how effective they are at capturing and combat. I will not be going in to too much detail here but I will explain enough to give you an idea of what to expect in the Strategy guide once it appears.

Combat and Capturing.

Time to look at 3 different ships and see how effective they are at combat and capturing. Two may appear to be the same but have very different requirements.

The ships are.

The Mamba Raider.

The Pirate Nova.

The Pirate Falcon Vanguard.

The Mamba Raider.

This is probably the best Mamba available. Mamba pilots prefer speed over shielding and the Vanguard version has more shields than speed. So it is a less effective Mamba than the Raider version and breaks several rules about Mamba designs that make the Mamba a favorite of the Dog fighting fans. The favorite phase Split Mamba pilots like

to repeat when facing some Argon pilot with his 3 x25mj shielded Nova is, the best shield you can have is free and it is simply not to be there when the shot arrives. This is where the Mamba Raider excels, its top speed is around 200kph so it can get out of trouble very fast indeed.

The Mamba's greatest threat is the rear turret of a Nova which can easily track it. So Mamba pilots take Novas on head to head where the Novas weaponry and shields although impressive are mostly nullified by the Mambas own load out and speed. The Raider can carry mass drivers too which effectively nullifies any shield advantage its opponents may have because mass drives bypass the shields and hit the hull directly. When combined with APACs and HEPTs, this ship can be very good at capturing and killing other ships. But since it lacks ION Disrupters its is not the best ship for Capturing purposes. It is good for most dog fighters where the odds are 3 to 1 against or lower. The Mamba Raider can also carry Mass driver on its rear turret and that turret will do a very effective job of stopping Pirate M4s and M5s from following you when you make a strafing run. You can often hear the screams and explosions from pilots who try echo around your cockpit without realizing your rear turret just got a kill. This is not a ship you would want to give to the AI, the AI needs its shields and the Mamba is best used by expert players and not the AI.

The Pirate Nova.

This ship is very slow and relies on its shields to win the day. Its weaponry is impressive, especially its rear mounted AHEPT which can be swapped out for a mass driver to shoot down incoming missiles. Since m4s and m5s are unlikely to simply follow a slow Nova, the rear turret is best used to mount an AHEPT rather than the Mass Driver so it reduces the shields rather than damages the hull, this way when the enemy ship passes, its front mounted weapons can finish the job. **(Beg to differ again, I only put an aire in the rear turrent, so it wont kill the ships I cap, still effective against missiles.)** The Novas biggest threat comes from fighting several smaller ships. Its speed makes it a sitting duck against multiple targets. However its front mounted ION Disrupter means its an excellent ship for Capturing. It is less effective in combat that the Pirate Falcon Vanguard and the Split Mamba Raider because of its speed and its Duck like nature. As an escort ship for other fighters or freighters its weaponry is exceptional and its ability to stay in the line of fire for longer increases its survivability ten fold. Unfortunately the Novas weapons come with a rather weak power supply so it quickly runs out of power during combat and when that happens, the firing rate of its weapons are reduced considerably. **If you are flying it yourself, use of 4 guns instead of 8, with controlled bursts instead of hosing fire, will do great damage for far longer than weaker sheilded ships can cope with.**

The Pirate Falcon Vanguard.

The Pirate Falcon Vanguard. is a ship designed to break up large formations of enemy fighters, to help it do this job it has a pretty good 130kph speed for an M3 and can be fitted with Alpha and Beta PSGs. Whilst these can cause serious in game lag they are very effective against large groups of Khaak and Pirates. Unfortunately, this means any pilot in this ship is a strict loner due to friendly fire incidents caused by PSG weapons. This ship can carry weapons suitable for capturing but without the ION Disrupter it is not as good as the Pirate Nova. So Falcon pilots tend to be more interested in destroying the enemy than capturing them. It can also be fitted with AHEPTs and other similar weapons but has no rear turret. It also comes with 3 x25mj shields which make it a tough little cookie in the heat of battle. Its biggest advantage though comes from its power supply. 3 A HEPTs can maintain an impressive rate of fight almost indefinately. Making it one of the most dangerous M3s in the universe. Its weaknesses are a small cargo bay making it useless for jump drive work and the lack of a rear turret. For sector defence, an AI Pirate Falcon Vanguard fitted with just AHEPTs should do an excellent job.

Fight Command Software.

Pressing K whilst you have a ship targeted you will notice a small - sign turns to cross just below the weapon group icons on the left side of the screen. Without the right Fight command software you have 2 options, on or off. On provides a history sight, that is a circle or cross that makes where the ship will be in a few seconds time. Once you have fitted Fight Command Mk. 1 software you will notice that little circle flashes blue occasionally.

When that happens it means you cannot miss if you shoot whilst its still flashing. Your shots can only miss if the flashing stops whilst your firing. So you can actually use this little piece of equipment save your weapon power until such time as all shots will actually hit their target.

Pressing K again, gives you a star sybmal and engages auto-aim. This means that the little circle flashes more often and the guns will correct a bit of your poor aim. If you are a complete noob, then this is essential until you get your

eye in.

Basic Trading.

Factories do not make any where near the same amount of cash as you can make trading manually in your freighter. All freighters come in 2 types. Normal and super large now so you can upgrade to a huge tanker of a ship that's roughly the same as the normal freighter but uses much longer model and has much more cargo space. I believe the largest one has cargo hold of roughly 13,000 units. TL cargo holds have also increased by a lot but so have factory sizes. So just remember, X2 rules do not apply here either.

If you start trading thinking you will do most of your trading runs in 1 or 2 sectors like we all did in X2 you will quickly find your self in trouble. The average distance for a trading run is between 2 and 4 sectors in X3 but the chances of striking a fantastic deal is greater too. I say average because early on you can travel up to 9 sectors trying to sell your goods. For this reason it's well worth buying a M5 and a Triplex scanner and go exploring around the sectors you want to trade in. This will save you lots of time in the future when you try and sell your Argon beef but cannot find a Cahoon Bakery that will buy them from you at a profit.

Also its worth noting down the average selling price of common goods at factories now before you buy anything. Early on a lot of factories are very well stocked with common goods. However if you look hard you can find cheap Ore, cheap weapons, cheap Ammo and if you travel far enough you can easily double your money on them.

So once again we hit another difference between X2 and X3. The economy is vastly different and the goods that are worth trading are not always the food and energy any more.

Another thing worth mentioning is factories come in different sizes and some of them can replace stock faster than you can sell it. So if your lucky, you may be able to find a Cahoon Bakery and a Crystal fab that make and eat up goods as such a rate as to keep you running cargo between them for hours and making lots of money. Home of Light and Cloudbase South West are 2 good sectors to try for this. Power Circle and The Wall are the best sectors for Energy in Argon Space. But if you fly to Split Space you will also get some good Energy deals once you're allowed to dock.

Manual Trading using your own personal freighter.

The way to make money early on for trader fans is not easy at first but as the economy stabilizes it becomes much easier. The free traders out there competing with you leave holes in the market you can exploit. To really make money you need at least 500,000 in petty cash to buy up expensive items on the cheap and then be willing to sell few in each sector you visit. For some reason the Free traders tend to leave the expensive items until last. You will rarely be able to off load the really good stuff in one go but at least everything you do sell is at a profit.

Once you hit that magic 1 million mark, which does not take long, then its tempting to go for a factory. Yet factories do not make the kind of money you can make trading, so a better investment is to buy a bigger freighter. If your in Argon space you can buy a Mercury with 3000 cargo space (roughly) which is the same type of freighter you are given in the easy start game. Or you can buy the Tanker version which starts with 5000 cargo space (roughly). The normal freighter can be upgraded to 4000 cargo space but it costs you 500,000 to do it. The Tanker version can be upgraded to 7000 or 8000 cargo space (dependant on which Mercury you get) but its one of the smaller freighters available in a universe that has freighters on sale that have as much as 13000 cargo space on offer.

Also once you get outside Argon Space in one of those slow Tanker type freighters you soon find shields and weapons are a must have. Which is not as bad as it sounds even if those babies do carry 5 x 25mj shields costing around 85,000 each, because you can make a huge profit on even the most basic goods in one of these. Just try filling your hold with Sunrise Flowers from a Teladi sector when you see them for 5 credits then sell them for 30 credits and you will be amazed at how much you can make.

The Barter System.

Sometimes you will find it hard to buy or sell goods locally, when that happens dock at the nearest Trading station and check out the Barter options. You will find Merchants already there buying and selling goods at all kinds of

prices. Here you could pick up the last few weapons for your first M6 or sell excess stock from your factories.

Factories and complexes.

There is a reason why Cattle Ranches are cheap, its because the Argon sectors have more Cattle Ranches than they need. What is missing is Cahoon Bakeries. So before you buy your first factory, do not fall for the cheap and cheerful trick others will fall for. Look at what is in demand and save up for a factory that supplies that item.

A freighter costs about the same as a construction kit so its worth planning your factory placement early on because later you may want to link the factories and make a proper loop. E.g. no freighters required because each factory is connected by tubes. That is what a complex construction kit does. Solar Power Plants are expensive now they are also different than X2s SPPs. For starters they come in various sizes and they churn out more energy than before. They can feed an SPP Loop and still have energy for a lot more factories you add later to the Loop with more construction kits. So its perfectly possible to have one huge complex building with most of the goods you want to sell in X3 and only a few freighters supplying the missing items.

Generally any product used in a complex to make another product is an intermediate product and any product thats not used by the complex is a primary product. Both can be sold but intrim products can be bought as well. Thing is, complexes are not trading stations and do not have and should never have a separate selling price or you risk making Trading Stations obsolete if and when they ever get the separate buy and selling price feature they need so badly.

To use a construction kit you must know a few things.

First they are deployed like factories and are available at Shipyards, but you use them to link 2 factories/complexes together. So when you deploy a construction kit you will be asked to choose the first and second factory and when your done the deployment will begin. If you want to connect a third factory to the complex later you will need another construction kit. The factories in the complex can then be targeted from space individually and bring up their normal stats but I think this is a bug and there are some nasty side effects when you try and alter the price, so control them via the complexes own stats which gives much simplar info about each factory connected to the complex. Because all factories share the same resources you need less freighters to get goods the complex does not produce. In an SPP Loop complex for example you may only lack silicon so you only need 1 freighter to buy silicon for the entire complex to run smoothly.

High tech factories should not be forgotten either, X3 has changed the economy a lot and now those High tech factories really are worth having. They are on top of the economy as they should be with profits that make them worth owning. As with all factories the market itself determines how much they can sell and the product determines how long it takes to make anything.

Free Traders and Selling Freighters.

You may notice a lot of traffic in X3 and the fact no AI factory owns freighters any more. This is because according to the story, the universe has been ravaged by war, so many factories have vanished as freighter losses have increased. At least that's my story for the change :)

So some brave traders have emerged to buy and sell goods from the AI factories and these compete directly with the player for bargains. Later they will be your factories customers too. So do not shoot them if you want to trade later :) These Free traders should be thought of as stupid universe traders similar to the kind found in X2. Because that is basically what they are. The products they trade in is usually given away by the freighters name. So you can spot if one is trading locally in food very quickly by pressing M and checking the ships in the sector.

Another thing to consider when your exploring is that following these ships in large sectors will often lead you to factories you did not see yourself. You need only bring up the ships information and see where they are going and if the factory name is not listed in the sector's factory list then you know it is one you have not seen yet.

Free Traders look for the best bargain so it will be harder to sell goods at a high price in X3 than it was in X2. The rule of thumb here is cheap sells best.

Now you might want to speed up the sale of goods from your own factories and if that is the case then you will want

freighters to sell the goods for you in the same way as you did in X2. Just buy a freighter and select sell at best price for its orders and choose the item you wish to sell. The profits will soon start rolling in but be careful, these new freighters carry a lot of cargo and can quickly clean you out. Same goes for the Free Traders.

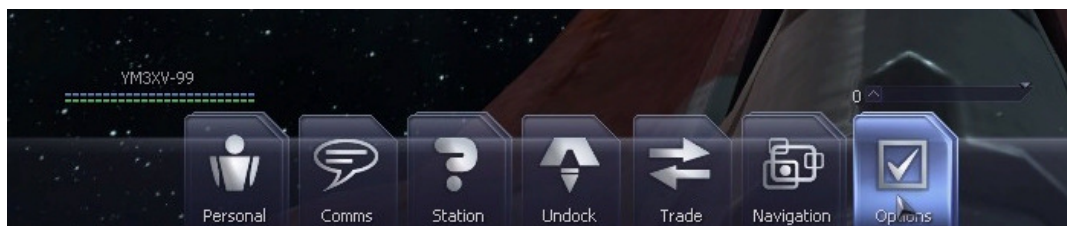
Exploration.

So without doubt you will want an M5 when exploring the universe. This allows you to do some capturing and pirate killing to improve your rank with a race so you can dock at their stations and explore large sectors rapidly. Unlike X2, X3s sectors may not have their jump gates in the North, South, East and West positions and you may even notice their placement is not always along the ecliptic any more. Some are far below it or above it and in some sectors such as the Hole, the South and East Gates are close to each other. Even a Triplex scanner looks small in some of the bigger sectors so there are lots of places the sneaky guys at Egosoft can hide factories now. Some gates are not even visible in the sector on max zoom. You have to fly out of sector to find them.

Another thing to watch for in some sector's is asteroids suddenly appearing in front of you due to nebulas and other special sector features. So if your flying manually in a sector you do not know, do not walk away whilst your ship is on seta. You may return to find your brains splattered over the side of an Asteroid or Factory.

Reputation and Seta for Profit.

So you have your first factory and now your going away for a week and want to leave seta on to earn your money. Fine, do it. But when you get back you will find you cannot actually buy the good stuff because your race reputation is too low. So in X3, you must earn the right to spend money on better ships and factories. You can do this by trading or fighting but you cannot do this by leaving the game on seta all night. Your rank rep goes up far too slowly now unless you already have a huge empire.



A NOOBS GUIDE FOR MONEY and Other Things by Relief

<http://forum2.egosoft.com/viewtopic.php?t=117248>

Introduction:

Many people have asked over and over on the forum "Need cash, how do I make money?!?!?!?" and believe me I was one of them. It's frustrating starting out; heck if you're new you have no idea what to do, none the less get money.

So here you go a short tutorial on starting out for a noob with no cash.
Also it has some other topics that a "new to intermediate" would want to lean about.

First I am assuming you're starting on normal mode.
Secondly, in part one I am going to make use of a free cookie (that means ship) in the game, if you don't like that then move on to "Part one and a half." The rest of the guide is "free" of free things.

Part one: Getting a damned freighter (Hauler)

Part one and a half: I don't want to go find a free ship; I want to do it legit!

Part Two: Starting you trading life, or just killing things

Part Three: I have a little CR's, oh lets say around 600,000 what now? Automated trading?

Part Four: Universal Trading

Part Five: Taking care of my ship

Part Six: Transferring Freight

Part Seven: Satellites?

Part Eight: Navigation of other ships, Automated?

Part Nine: Combat and other things! Missiles??

Part Ten: Owning your first station

Part Eleven: Factories and complexes: Where to place the damned things!

Part Twelve: Questions and answers, the guide broken down to quick Q and A

Controls (ripped right from original game defaults)

Credits and my crazy ramblings

Part one: Getting a damned freighter (Hauler)

Starting the game you will notice the opener and a few bells and whistles (shinny!). Now you may choose to follow the first part of the story line, or you may not, that part is entirely up to you. Once you are ready to start on your way in this section of the guide then make sure you are in Argon Prime (the starting system).

If you so choose to play the first mission then learn the basics while you're at it, maneuvering, shooting, and play a bit, when you're ready, proceed.

Now to make any form of money in the game you need to have a hauler, or station, which ever, you just need one! So head on out to Menelaus' Frontier; follow these directions starting Argon prime:

1. Go to north gate in Argon prime.
2. Go to the east gate in Heron's Nebula.
3. Go to the east gate in The Hole.
4. Go to the north gate in Atreus' Clouds.
5. Go to the north gate in Roll's Fate.
6. You should now be in Merelaus' Frontier.

In this system you will find a Toucan Hauler. Below you will find explanations of everything step by step, so lets be on our way!

1. Bring up your sector display by pressing the "." key and check your map, you should see in the lower right hand corner three numbers all in meters. These numbers are your position on an x, y, and z field.

2. You are going to want to fly your ship to these x, y, and z coordinates:

» SPOILER «

43, -7, 35

» SPOILER «

3. When you get close you should be near a huge asteroid, make sure not to hit it (remember your speed controls are z, and x: z = slow down x = speed up) fly around it till you find a rather still transporter.

4. Now here comes the tricky part, fly within 20 m of the ship, and stop (press backspace to come to a sudden stop if need be).

5. Now here is a rather odd part of the game, to capture a ship you have to get out of yours. Why? Don't know. So press "shift+e" and confirm "the eject". Now move your camera to view the new ship and left click (and release) then press the "i" key.

6. A menu with option should appear, click the claim button.

7. Now don't bother getting in that ship, move your camera to your ship and right click and move your mouse to the enter button (or after you select the ship you can press "shift+e" to enter again). Now back in your ship slowly back away from the freighter. Then right click and tell it to dock at a near by station.

Questions over this section?

Wait what do you mean just make it dock? No it's okay, the ship can be automated! Just click on the ship, then right click to see a bunch of buttons by your pointer, go to command console and choose navigation, the choose dock at, then choose a system, then choose a station.

You have reached the end of part one, congrats!

Part one and a half: I don't want to go find a free ship; I want to do it legit!

Understandable, as some people have pointed out the first way I have pointed out is not for everyone. So well here are some alternatives. (Props to octessence for the information/ideas here)

Well, this can be a bit slower but can also raise your rank/standing with other races. So feel free to use these ideas instead.

1. Who needs a Buster? Sell it and let's trade!

First things first, Read this whole section before attempting, don't cry to me if you didn't read the whole thing!

This idea brought to you directly by octessence. Since I don't follow this route myself (I rather capture ships), I don't have a lot to say on it. So if octessence reads this and wants to add information just say the word man and I'll most likely put it in.

Yep that's right, go to the shipyard and sell your Buster.

But wait, you ask how? How in the world do I sell the ship I am in, well you get out of it. Yes that's right; just get out, who needs to be in that thing to begin with.

How do I get out, well press "shift+e" and you will be asked to confirm, go right ahead.

Now your out, back away from your ship first (look at the ship and press "z")

Now you want to right click your ship and go to the command screen (there should be a little computer icon button that you click to get there) go to navigation and tell it to do at the station you want.

Remember your power suit can only go 12kms so you wanted to eject close to the station because now you have to fly on over and manually dock.

How do I manually dock? Easy, just click the station and press "c" you should come up with a com's menu, ask to dock. You should get green lights and a big green circle thing, Well fly to that big green thing and you should dock just fine.

When your Buster is in dock go to the trading section and select the Buster (it should be at the top in green) and press the left arrow key then press enter, congrats you just sold your Buster.

What now? Well depending on what station your at depends on what you can by. First off don't do this at a station you cannot buy things at, since well you will be stranded at the station with no ship but lots of credits. So... well just don't do that.

Now where can you buy ships, well only shipyards, the place you sell ships. But you might not have enough notoriety to buy things to start with so here is your dilemma. You could start trading with your Buster (I suggest energy cells). Or go kill things to get points towards you so you can buy the ship you want.

What to buy? Well you want a ship between 150,000 to 250,000. The one I suggest is in Argon prime called “Mercury” it has good starting speed and great cargo space for a first cargo ship. Octessence suggested you get a “Vulture” so if you want that then go find a ship yard that has one.

Now once you have your ship your going to have to transfer yourself to that ship. How? Easy, click on pilot then go to your property, and click on your new ship, then find the “transfer to” button in the menu. Now you have your ship and can start trading.

How to trade? Well check “3. Trading myself, a self maker type guy.” in “Part Two: Starting you trading life, or just killing things” of this guide.

After a little time you should be able to have enough credits to move on and buy your Buster back. You should also be able to follow the rest of the guide now too if you wish it. (don’t be afraid, there is also a great amount of information you might want to know)

2. Lets kill things and not worry about that hauler!

Yeah good idea here, that’s what I kind of do. Capturing ships and things of that nature (combat) is explained in “Part Two: Starting you trading life, or just killing things” section “1. Freak trading, I want money now and want trading to be done for me automatically.”

Go there and you should find all you need to start capturing, also you can follow the ideas in section “2. Trading a pirate’s way.” right below the one just suggested. Just you don’t have a hauler to pick up left over cargo, but if you’re good you can capture one of the haulers you’re attacking!!

Each of these ways allows you to instead capture ships and sell them, or keep them. Its up to you, so do as you like.

Before going onto the rest of the guide I suggest you have about 1 million through doing it this way. (Should be easy at a ship being sold for 100,000-250,000 a pop)

Once you have that one million you can buy a hauler, I suggest getting a mercury class ship in Argon prime. So once you have accomplished these things you can move on to bigger things, Automated Trading!!

Part Two: Starting you trading life, or just killing things

Now here is where the real fun starts, and here is where I am going to explain a few more fundamentals of the game. Since there are lots of ways to make money I am going to make a few paths here you can take, it’s your choice on which fits your character the best.

:: Sections ::

1. Freak trading, I want money now and want trading to be done for me automatically.
2. Trading a pirate’s way.
3. Trading myself, a self maker type guy.

1. Freak trading, I want money now and want trading to be done for me automatically.

Yeah this one fits me too. Let’s have at it.

The fastest way to make money early on is capturing. Yes I said it, capturing (here after referred to as capping). It seems post patch 1.3 people don't capp as much, but that seems to be because they are holding onto the old ways of capping. It was easy back in 1.2 patch, just hit them a few times and bam they eject, or so it seemed. Well now its actually realistic. So here is how I myself capp, and mind you I seem to get at least 1 or 2 capp's a run.

First lets go over good capping sectors, listed as so:

Farnam's Legent
Split Fire
Bala Gi's Joy
Ore Belt (for some reason that sector gets pirates more than others for me)
Danna's Chance
Nopileos Memorial
Hatikvah's Faith
Aladna Hill
Atreus Clouds
The Hole

Or any sector you see pirate ships in, there are many more just I think these areas are good for a beginner.

Okay so you made your way to one of these sectors and have found a few ships flying around and you being gun ho think "Balls to the walls in I go!!!!!!!"

Wrong! Good way to get your self killed silly. I like to take a strategic view to capping, and since your new to this, listen to me a little.

Head toward the ships, remember all you have is a Buster and two guns, you're most likely outclassed, so here is what you really want to go up against.

1-3 Busters
1 Buster 2 Harriers
1 Buster 2 Falcons
3 Falcons

or any variation of that, or more if you think you can handle it, it all depends on how good of a pilot you are. **Your a braver man than I am Ghunga Din !**

Now, most pirates don't shoot first, they have things to do, people to see.

So what's the best option here? Fly up to the group, tail them until your within 100-300 m of the fastest ship (it should be going the speed of the slowest ship). Slow down a bit to match its speed then make sure you have your mark, don't get shaky or you'll mess up your mark. Now unload on him until his shields are at 0 and his hull is half damaged. At this point most pilots come on and ask you to stop shooting and bail. Yay he bailed. If not you might as well finish him off, do it a little slower, poke him with your blaster, hell ram him, just poke him to death, if your lucky he will bail at a lower hull rating.

Why do they bail? And why did I just take out the fastest ship?

Okay people bail when shields are gone and you destroy their main weapons array. So that's really what needs to be done, sometimes they bail before that, but its really rare.

Why did you just take out the fastest ship? Well it's a tactic thing, last thing you need right now is trying to learn how to dodge a ships fire when they are coming at you at 300 kms, it's just easier with them gone.

Remember the slower the enemy the better off you are. So set your sights on the next fastest ship and repeat

What if the ship is faster than you though? Well here we will talk about strafing. When I play I use a mouse and keypad, so that's what's going to be covered here.

First off, check yourself and evaluate your surroundings, if in a meteor filled sector, make sure you don't ram yourself into on of em silly. Next use the "w, a, s, d" keys always when battling. If they fire at you they project your spot, so switch them up every few seconds and the projection changes and they cannot hit you very well. Next off if you're tailing someone and find that you cannot move out of enemy fire, turn a 180 and attempt to move out of the fire area (it can be easier when your watching the projected fire).

Using the "w, a, s, d" tactic while flying about in battle is a good way to keep yourself out of harms way, and remember the more distance from you and they enemy equals greater chance of them missing.

Now the only thing left is to take on the leftovers, keep the same tactics and learn to pilot, find what works best for you, but remember you have to force them to be "scared" you want to OWN them, make them your sweet lover if you have to.

Now lets say you just capped a ship, the pilot ejected and you see that ship just floating around in space (side note, you can kill the pilot if you really want to). Remember getting the freighter, well it's the same song and dance here. Since I already explained claiming a ship I'm going to assume your familiar with it, so claim it and get back in your own ship.

Now since I am going to assume you only know of one shipyard (in Argon prime) send him there. If you have to follow the ship there (right click it and click on the follow icon) and turn on seta (press j).

Now with your ship at the shipyard you can either repair or sell, depending on the ship they will sell at varying prices, its also dependant on the shape the ship is in, the more hull left the better the money. Since you're just starting out you might as well sell your ship, go ahead click on the ship and press the left arrow key and press enter, its sold and you have the monies!! Now run before they figure out you're just a cheap bastard selling crappy ships!

And well just repeat the process.

Side note, destroyed ships leave things from cargo. You can pick them up! Glorious day!

How do you pick them up? Well simple, but well, just make sure of a few things.

A. you have cargo space left, nothing more frustrating as attempting to pick something up and ramming into in and destroying it and damaging you ship (and possibly destroying some of your cargo).

B. Your shields are down! Press "o" to do this, its no fun to destroy the item you want by ramming into it with the shields.

C. Don't worry about speed, if you have the cargo space you can pick it up at any speed you want, you don't have to go slow. **Not always, sometimes speed makes it impossible to pick something up until you have slowed to almost nothing, particularly when the container itself is moving.**

D. Just run into the damned thing, that's how you do it, run right through it and you will pick it up.

Now what do I do with all this new cargo? Sell it my friend, or keep it, its up to you, but if you want to sell it, go to a equipment dock. Select the item you wish to sell from the menu, press left key to move the slider to sell the amount you want to, and press enter, valla you sold the item.

Note: This only works with ship equipment, not commodities such and energy cells, boron gas, etc. those have to be sold at a station that uses it as a Resource.

Keep doing this and when you have around 600,000 CR's return to where you had your freighter docked and move to the automated trading section of this guide.

2. Trading a pirate's way.

Okay, I suggest you read through the "1. Freak trading, I want money now and want trading to be done for me automatically." because I use a lot of the information covered in that section and don't want to spend the entire tutorial repeating myself.

Why a pirate? Because it rocks! And who cares about being legit! Pirates are bad ass, they kill anyone who gets in

there way, eat beef jerky, and a lot of other kick butt things (yeah that was a take back to Maddox, props dude)!

Well now you have your freighter and a Buster, now to claim what's yours! Others peoples stuff, that's what's yours!

Okay listen here, before you go out being all excited pick your place wisely. Don't go attacking people in a guarded sector, that's just silly. To get a quick ref as to whom is around you check your system map (key ".").

As to which sector is the best for this it depends, guards do rounds, ships change sectors, etc. So well be a bit patient, check out sectors, and pick a race to attack. If your going to piss people off you might as well make it limited to begin with.

Since I am limited in my experience here I am going to make sure people know I am not a veteran pirate, and you're somewhat free to play around with many ideas when it comes to this.

Now let's say you found a sector free of guards, or believe you can get away with your ruthless unwarranted attacks. Here is what you need:

1. That freighter I had you get, park it in a safe place from you (check the Q and A for a quick tutorial on how to move ships around)
2. Pick a race like I said, and aim at a freighter.
3. Follow the rules of engagement from the capping section of this guide (section right above this)
4. Remember even if they don't drop ship its okay, when they blow up they should have cargo left over, just remember don't fire so much that you kill the cargo along with it, take it slow silly.
5. Some ships have fighter drones, be weary, if they come out in hoards, TAKE EM OUT!
6. Have fun!

If you have got the sheilds down, com the target and demand they surrender and drop their freight. Most often they will drop freight, and continue to do so as long as you keep telling them and they still have some. If your patient, you get all their cargo before you kill the ship.

Well now you killed yourself some freighter and see that awesome cargo, what now? Well click on the cargo and check its info, see what's in it, if you want it. If you want what's in it then simply have your freighter come pick it up, it has more cargo space than you and will only pick up as much as it can, so well... pick it up.

Oh yeah but the catch is you need to be in a ship to be able to pick the item up, so you need to transfer to your freighter. Either do this while docked at a station or do it manually in space. Either way get into the other ship and pick up the cargo. **There is a ship command with Special Command Software to collect all wares in sector, which puts the ship on auto-pilot to collect anything lose and collectable.**

Now that you have something you can sell (whatever it might be) find a station that buys that form of product and go pay them a visit, and well sell the item, its fun, you get the monies for it.

Remember your rank in a race goes down the more you attack them, they will learn to hate you. Heck they might even learn to spite your even being near them, so tread lightly if you care about that sort of thing, but good pirates just don't care and just want to tear shiz up.

Also, good ref for pirates, here is a list of pirate sectors:

Farnham's legend
Bala Gi's Joy
Olmanckes Tlats Treaty
Split Fire
Brennan's Triumph
Danna's Chance
Nopileos Memorial
Hatikyah's Faith
LooManckst rat's Legacy
Mi Tons Revenge

Moo Kye's Revenge

Maelstrom

Once you have had a few good runs with this and have amassed up to 600,000 CR's then move on to the automated trading section of this guide.

3. Trading myself, a self maker type guy.

In my opinion this is slow and you might want to kill yourself, but hey, each to their own.

The slow way in my opinion, but builds trading rank faster, so meh, do what you like, if this is fun to you, more power to ya. Just don't expect this to be fast.

I am going to explain this through energy cells, and some basic things about commands and navigation.

What are energy cells? Well they are simply the most used resource in the game, they are cheap and we all love them.

First things first, you should run your freighter that I had you get from the start to the Ore Belt where you can dock the freighter at a power station.

Now look at the price (if you have not transferred to the freighter then press r then go to your ship at the power station and go to the trade with station command), a good price to buy at is 12-14 cr. So wait until you see the price that is low. If you have to hang out in your Buster and put seta on and chill.

When you find a good buying price buy until you have no more CR's or no more space left to cram **** in.

Now run yourself off to a station such as the one in Argon Prime and check stations for a good selling price.

And simply sell, having fun yet? Well this is the principle of selling using your freighter as a remote ship.

Play with products and buying and selling until you reach about 600,000 CR's and move onto the automated trader section.

Part Three: I have a little CR's, oh lets say around 600,000 what now? Automated trading?

Yes, now for the easy part. Fly that little freighter(Hauler) ship to Home of Light and dock at the TerraCorp Headquarters.

You can remotely buy or just transport over to the other ship and buy all of the trading software.

Before you move on make sure you bought all of the listed:

Navigation Command Software MK1
Trade Command Software MK1
Trade Command Software MK2
Trade Command Software MK3
Fight Command Software MK1
Fight Command Software MK2
Special Command Software MK1

Now you have software in a ship so you can trade and little CR's left, oh well. Here is what you do, set the freighter(hauler) to Sector Trade.

What is sector trading? Well it's a way to make your ship automatically trade for you using your money. So don't

freak when CR's go away, its supposed to, they come back.

How do I make them sector trade? Here are the direct instructions on how to:

1. Press r.
2. Select the ship you want to start sector trading on.
3. Press c, or head to the command console button and click on it.
4. click the trade button
5. Select the "Start Sector Trader" from the menu
6. Select a sector to trade in

Where do I want to trade? Well you have some options here; you want your trader to trade in a safe place so she can gain rank (yes they gain rank).

Here is a list of places I suggest:

Home of Light
Argon Prime
Kingdom End
Rolk's Drift
Queen's Space
Red Light

Those are nice starting areas, just make sure that the sector is clear of baddies(enemies) before you leave the trader there

Note, Argon Space at the beginning of the game cannot support a ST properly. It forces you to explore outwards to find better sectors for trading in. These are not necessarily safe areas to leave your ST alone in, but can be better for faster level improvements.

Empires Edge is one of the best Sector trading sectors in the game.

Blue Profit

Scale Plate Green

Company Pride

What you're going to leave the trader alone? Well yes, you go do something else now, it will make you money.

What do I do now that he is trading? Well you have a few options, you can go do whatever you want, capp a bit, do some bbs missions, or just scout sectors.

He is not making money fast, I want the millions now! Okay okay, I get it, I went through that too. Here is the best solution to that problem: When you have something else to do or are going to sleep make sure you are in a safe sector and fly far away from the sector, and I mean far. Let's say find one of the gates and fly about 100 k from it.

Why do that? Well you're going to turn seta on, and if the police scan you while in seta, seta is turned off, kind of kills the point of going away while seta is on. And yes that's right, leave the game on while on seta, when you wake up and come back you will have the monies! **A hotly debated tactic in the forums. Some claim its cheaper in the real world to just script in the money you would make and turn the computer off and save the power bill. It is certainly a risky thing to do as all ships in the game are now vulnerable without you looking after them and could be destroyed while you sleep. Not much fun waking up to Game Over ! Even worse to find your sector trader was killed by a stray M5. Its your choice, but save first is my advise.**

OMG my trade is on standby mode! Ummm what's that mean? Well you will see this every so often, it's when the trader has nothing to buy at the time, in a little he will check again, if you find after long periods of time her cannot find a damned thing to sell then move him to a different sector. **If you see your trader on standby, reissue the trading command. Gets them trading again sooner, and its dangerous staying docked in one place too long.**

Part Four: Universal Trading

So you keep looking at that button for universal trading (also called UT)?

Yeah well a lot of people don't know how to use it, or what it is for. So well chill I'll tell ya.

Be warned, it's a dangerous button if you don't know what to do. Save your game before playing with it if you don't know if your going to like it.

Okay UTing in a quick definition is trading everywhere, if you have mapped it your ship might trade there.

What do I need to UT? Here is a list:

Level 8 or higher trader
Trade Software Mark 1
Trade Software Mark 3
Fight Software Mark 1
Fight Software Mark 2
25 MJ Shield

:: above is the bar min for UTing ::

Also this will help in you plight to make money:

Jumpdrive
Trade software mark 2
Navigation software
Give the damned thing a weapon
Automated drones (they defend the ship, yay)

:: above is what I think you should have with the ship ::

What happens now, well you set the ship to UT and off it goes, buying and selling, its that simple. A good idea is to give it around 300 energy cells and a jumpdrive so it can get to places fast, but be warned, it does no always auto refill itself with energy cells (**fixed in patch 1.4**), you might that to manually tell it to get them and set it back to UTing once it has what it needs.

What problems does this make, well lets say your ship runs off to a sector full of baddies(enemies). Well there is a good chance that your going to lose that ship.

Why does my UTing ship go to bad places, well because god hates you. Heh, no really I don't know, I think it's a design flaw to not allow the user the ability to set no go sectors.

Can I fix it so my UT will not go to bad sectors? Yes, here is a script that helps, its not really cheating since you have to set satelites to good sectors and spend CR's to get a good trade route, the script seems to be fair and evened out.

Part Five: Taking care of my ship

Okay so you want to take care of your ship and you just don't know what to get or what does what, well read all of this and you will be better prepared for the X3 world.

::Repairs::

Only can be done at shipyards.

Where are shipyards? All over, but you should have one to start in Argon Prime, so if you need repairs and don't know of any other go there.

:: Equipment, shields, oh and those things call weapons ::

These things are found at:

Equipment stations

Weapon stations

Shield stations

Trading stations don't have these things, so don't bother checking with them.

:: Upgrades ::

Can only be done at Equipment Stations

Why upgrade, and what should I upgrade?

Well I always upgrade my speed first, fast equals better. That is always a must.

Next up remember to upgrade your rudder control, it will make a great difference in your control over the ship and it's always nice to have great control for strafing.

Cargo space upgrade? Yes well you don't have too, unless you really need more space, and in that case, well, upgrade.

Simple? Fun? Yes its all of that, you now know the basics.

Part Six: Transferring Freight

Dear lordy is this one of the most sought after question. Or at least it seems like that to me. And yes I had this same question too, so don't feel bad.

There are many ways to transfer Freight, I will attempt to cover them all here.

1. First major way to accomplish this is to dock your ships at the same station.
2. Access your personal property menu (r) and select the ship to trade with, scroll down till you see the option "Transfer Freight"
3. A menu should come up similar to the barter menu, now just click on the item to move and transfer it over (left or right arrow, depending on which way you want the cargo to go) then press enter
4. Finish and disembark

1. Second way is to get within transporter distance, the ship you are in must have a transporter!
2. Now click on the ship and press "I" and select the option "Transfer Freight"
3. Now transfer and be done.

1. Third and most painful way is to eject the items from cargo and pick it up with your other ship.
2. Also, don't bother doing this one, its retarded.

Part Seven: Satellites?

Okay, another popular topic, and quite frankly I'd never used them until I checked them out and began to love them.

There are three satellites I know of:

Satellite

Advanced Satellite

Navigation Relay Satellite

What does each do?

:: Satellite ::

Keeps track of an area in its view, allows you to see whatever it sees even if you not in that sector.

:: Advanced Satellite ::

Keeps track of a larger area in its view. If I were you I would place these to keep track of movements in sectors over the regular Satellite. Also you can enable trading with shipyards with these placed in a system, its nice to have one near each shipyard so if you have money and you are not there you can buy from that shipyard and remote the ship around.

:: Navigation Relay Satellite ::

Well I have yet to use these but this is what I know about them. They keep track of everything in a sector, so if you want check info on a ship or station it allows you to.

:: How do I use a satellite ::

Just go buy one, you can get some Adv Satellites in Argon Prime.

Once you have a few just go to the sector and place in sector you want to use them and just eject ONE of them from your cargo bay. Valla it's on its own and floating around. **Place them above or below the main space lanes or the next ship past will collide with it and destroy it. Pirates love to target them too, so the more out of the way the better as long as it not too out of the way. They cover an area spherical in shape, so the higher you go, the less under them they see.**

HELP!! I put sats everywhere and now they take up my ship menu so all I see is sats and not my ships, this is a pain, I hate sats!!!

Chill, its okay, if you're in your property menu(r) go to the options page and scroll down until you see "Show Satellites" and turn it off (no).

Part Eight: Navigation of other ships, Automated?

So you have no idea how to navigate ships, well okay i'll do a short explanation on things here.

I am going to assume you have the right software for these functions, so if you don't have a button you need some software, a good guess is if its fight related you need fight software, and so on. So use some common sense here.

: Make a ship go somewhere :

1. Press r, click the ship you want and go to the command console(c)
2. Go to the navigation button and click
3. Now look at all you selections and choose what you want.

If you want to dock at a station choose "Dock at" then choose the system and the station and your ship will be off. Or you could just fly to a sector, or have a ship follow you, its that easy folks.

: Make a ship Trade through my control :

Well tell the ship to dock where you want it to, then when you go to your property menu(r) and select that ship you should see a new button, "Trade with station" there you can tell the ship to buy things and move on, have fun with that.

: I want my ship to protect me, or another ship :

1. press r
2. Click on the ship that's going to do the protecting
3. Click on the Combat button
4. You can set it to protect yourself and another ship
5. To protect another ship use the "Protect..." button and select ship

Most other functions should be self explanatory, do some exploring, and remember you must have the right software to have the right commands.

Part Nine: Combat and other things! Missiles??

To start out lets talk a little about missiles and then I will overview some small things about combat.

So you have been fighting a little and have noticed missiles that you can pick up and rightly have. So what now, well missiles can be good for more than just selling for tons of credits.

Yes that's right they can do damage too, but that depends on what your using. Not all missiles lock on and seek out a target like you think they should, some just don't have guidance locks.

The most common missile is a "Mosquito missile" and yes it has a guidance lock... but who cares, it does almost no damage. Yeah that's right they seem to be worthless. The only way I have used them effectively is when I have 20 of them and launched them all at once. So if you want to see tons of missiles flying everywhere then go ahead, its kind of cool.

Are those small ones good for anything? Well I take back what I said, yes they can be, lets say your trying to capture a ship, well throw a few low yield missiles at it too, it seems to help scare the pilot.

When the enemy is outside your range and about to disappear into a gate, a mozzie up the tailpipe usually makes him change his mind and come back. Oh boy are you going to be sorry about that ! Not.

But what about the rest of the ones out there without guidance locks? Well using them is like using your regular weapons, aim and shoot... just well be a good shot, heh.

Here is a short list of the missiles in the game and ones I suggest to use with your starting Buster.

Mosquito Missile (small yield, guidance, Buster compatible)
 Aurora Missile (medium yield, Buster compatible)
 Baluga Missile
 Blizzard Missile
 Cyclone Missile
 Disruptor Missile
 Firefly Missile
 Firestorm Topedo
 Hornet Missile
 Hurricane Missile (medium yield, Buster compatible)
 Silkwork Missile (medium yield, Buster compatible)
 Tempest Missile
 Thunderbolt Missile
 Tornado Missile
 Typhoon Missile
 Wasp Missile (Buster compatible)

Note : Missiles underwent a complete change in TC. Refer to the manual for details.

Now I bet you're sitting there with a missile in your missile banks (loaded and unloaded manually or press the "m" key) and you get into a dog fight and OMG how do I fire the damned thing, heh easy. Just press the "L" key. A little practice and you will be fine at it. A good place to practice might be in a small asteroid field if you don't mind wasting a few.

I know that is not a complete list but that's what I am familiar with.

Do you like to use missiles? Do they help? Yes they do, and yes I like them. I don't really buy them though, I only use ones I pick up. They can help in heated dog fights and when your back is against the wall. Always good to have a secondary weapon. (I use them when going up against novas in close range)

Now onto the next part, some small combat reminders.

Help I have missiles after me what do I do? Well you have a few options, outrun the thing, if your ship is fast enough. Or you can pull a fast 180 and attempt to shoot the thing out of space (you should lock onto the missile before attempting this).

Do back turrets help with missiles? Yes they do, very much so, if you want it just for missiles I would put a low yield weapon in the turret and use it only for destroying missiles.

Help I turned off my weapons guidance lock and what it back!! Yeah I did that too, just press "k" to bring it back.

I want to scroll through my enemies without scrolling through all the other objects in the view, what do I press. Press the "home" or the "end" key. They go through the enemies in your radar range. (good to remember for combat)

Combat, when do I know I am good? What should I do to help myself out here? Well I would say when you know your getting good is when you can take on a nova and three escorts without taking hull damage. **LoL, no, thats surviving level. Your good when you can take on a Nova, 2 Falcons, 2 Busters and 2 Harriers and not lose more than half your sheilds.**

Taking on Nova's in my Buster, or any ship that has a rear turret? Yep can be done with little pain, I know that rear turret can deal out the pain if you get close so the point of this game is stay at least 1 – 1.5 km away from the nova at all times, he is slow and cannot dodge your fire that well, it may take some time but stick at it and you should be fine.

Setting weapon groups? Yep can be done, you have an array of 1-4 and you need to remember its only buttons 1-4 that control it (top numbers, not the key pad). How do you set them? Well simple, look over at the weapons in the lower left corner, move your mouse to them and notice if you get close to the little hash marks the enlarge when you move over them, there are four hash marks total. Click on one of them sets it for one of the weapons array, so lets say you have two weapons and you want to set up two arrays, one with both weapons and one with one weapon, well your first array should have both so there you go, you have the first one, next just go to one of the weapons and move to the next nearest hash mark and click it, its now set. Now to access the new weapons array press "2". You should notice that you now only have one operative weapon! From here you should be able to setup groups of your own, it's simple and fun.

Part Ten: Owning your first station

So you think it would be nice to own your own station? But how do you go about this? Where do you buy then and how do you transport them.

Well lets start out with a few of the basics.

1. You most likely don't have a ship that can buy a station (not even close enough cargo space in almost all ships out there).
2. You need to watch for a good place to place a station.

What is a good place to put a station? Well one way to tell is by watching the needed products of other stations. If

there is a constant shortage of a product then it might be a good idea to produce that good, whatever it might be.

Also think of what type of trader you want to be, personally I like weapons and defense trading.

3. You need to know the costs and undertakings for certain stations.

For example, I am going to use the placement of a light shield complex in Argon Prime for this guide. First off the station cost 2,038,612 credits, that alone is a lot of credits. Now let's say you want it to be automated. So you at least need three transporters(haulers) assigned to the station getting the three major resources energy cells, meatsteak cahoonas, and ore. Also take into account one of those transporters(haulers) needs to be able to carry XL containers since ore is of that size (always pay attention to the size of resources and the ships you have to make sure you can accommodate your own needs)

So assuming you bought three Argon Mercuries (they can transport XL and have 3-4000 cargo space if you guy the ones in Argon prime) buying the L class of the ship is about 400,000 and after you outfitted the with all upgrades and software you are looking at about 1,000,000 a ship. So your actual final cost of just the station and ships is around 5 million credits. But including the amount of credits you are going to give the station for its own use its going to be more like 5.5 million credits gone just to start the damned thing running.

But let's say you decide to go ahead and do that, what are the steps you need to take?

1. Contact the Argon Mammoth.
2. Ask for comms with the caption.
3. Choose option "I want you to transport something" he will then tell you a price for transporting and will ask you to accept.
4. Once you have accepted contact the ship again, talk to the caption and ask him to "Please move to shipyard..." then select the system (Argon prime) then the ship yard station. You can watch as the ship docks.
5. Once the ship docks start trade with the ship yard station and buy the station you want and place it in the docked ship.
6. Have the ship undock and move to the sector you want the station in, I am going to place the light shield station in Argon prime.
7. Once your in the sector you want the station in, comm the caption and tell him you want to unload the cargo (don't worry you get to select where).
8. When the map appears you can place the station anywhere on it. But be sure not to double click when place it around, when you double click he places it.
9. When ready double click the spot you want it at and the station will be built. **Or Enter.**

Be sure to check the Y axis as well by pressing the Insert key to change the nav display.

Now lets transfer Credits to the station.

1. while in space press r
2. click on the station and press enter
3. click on the command button "Adjust Station parameters"
4. look for the credits section and transfer over 300-500,000 credits

Now that your station is built lets assign some ships to it. I am going to assume you have three freighters(haulers) ready to be used.

1. go to the ships command menu and scroll down to "Set home base.." and set it to your new station.
2. once assigned to a station tell it to "Buy ware for best price..." and select one of the station's resources.
3. do this with the other ships until you have all of the resources being bought.
4. if you want you can tell another ship to sell ware for best price.

Once this is done you can leave the station to itself.

Also, if you are not assigning a ship to sell at best price you are relying on other ships/traders to buy your shields, so make sure you don't set your price to high (you can change the price of your product form the station menu)

Now the station is going to make money for you, but when you want money you can setup auto transfers from the station menu, or just manually transfer money the same way you put money into the station, just give it some time to re-coup all of the credits it took to start it up.

Also if you find you cannot contract the ship to transport stations for you its most likely because he is busy with another client, just wait untill he is done and contact him again (might take some time).

Part eleven: Factories and complexes: Where to place the damned things!

Okay, so I am not going to hand you every good place to put stations, but since you are stating out here, I'll give you a hand. First here are some solo factories that would be good to place around for a steady income.

:: Solar Power Plant (any size) ::

Argon Prime

Presidents End

Ringo Moon

:: L Flower Farm ::

Emperor's Wisdom

:: Crystal Fabs ::

Ore Belt

:: L Soyery ::

Spring of Belief

:: Space Fuel Distillery ::

Nopolios Memorial

President's End

:: Space Weed ::

Nopolios Memorial

:: Rimes Factory ::

Argon Prime

:: Small Shield Fact ::

Argon Prime

What about ore and silicon?

Okay, here is the deal, you can place those stations on any rock what so ever and make a profit. **How fast you make a profit depends on the yeild, the higher the better. Its also a very good idea to place an Ore Mine on an Ore asteroid, and a Silicon Mine on a Silicon asteroid, otherwise you get zip. Before you drop a mine, you MUST have scanned the asteroid for composition and yeild. Yeilds below 25 should be avoided if possible.**

Seriously. So what sector is good to use for this, well just follow this check list and you should be on your way to profit.

1. Are there stations within two jumps that need ore/silicon? That would be optimal distance to sell.
2. Are there pirates or enemies in close rang? If so, don't build in that sector, you want to set your selling ship to just a few sectors away.
3. Can I supply energy cells? Make sure there is a solar power plant within two or three sector jump since that's the only resource needed to run the station. That or you could build a Solar Power plant in that sector.

4. Most important, DON'T use M size stations for ore/silicon, they just don't have good output, use L size only.

:: Tips about planting stations ::

Well here we go, your looking to plant a station, lets look at ore belt for a good example, they have TONS of Solar Power Plants. So what do they need? Crystals, so some crystal fabs would be a good idea.

All you need to do to make sure your product will sell is there is a strong demand for it. That's it guys, look at the sector and plan what it needs.

Planting complexes? Or just extending my factory to a complex?

Okay here is some ideas on this. first off ill give you one of my most successful complex ideas. But keep in mind complexes can be expensive and a pain in the ass to build.

:: Drone Complex :: (this is kinda of an advanced complex)

What you need?

Massom Mill L - 1 - Split

Solar Power Plant L - 1 - any race

Solar Power Plant M - 1 - any race

Crytal Fab M - 4 - any race

Cahoona Bakery L - 3 - Argon

Cattle Ranch L - 3 - Argon

Silicon Mine L - 1 - Plant on an asteroid with a 40 silicon yield - any race

Scruffin Farm L - 1 - Split

Okay the hardest thing here is finding a silicon mine with a 40 yield, your going to have to find yourself one that you like (make sure the sector is clear of baddies and nearby sectors are safe) Next make sure there are trading stations near your silicon mine to ensure there are buyers near.

This complex cost about 46 Million.

Makes 1 Million an hour

25 million in a day

Now there are three good reasons to build this complex:

1. It ensures your UT/ST's have free drones to travel with.
2. It can make tons of money fast.
3. You can make a drone army, it's freaking AWSOME!!!

:: War Head Complex :: (a bit more simple)

What you need?

Ore Mine L - 1 - Yield 5 ore asteroid - any race

Weapon Component Factory - 1 - Boron

Rimes Factory M - 1 - Argon

Wheat Farm M - 1 - Argon

Now I don't connect a Solar plant because I want to keep this one simple, here is an example of a complex that takes care of most resources but still needs one input.

Once more you're bound to placement or an ore mine, but that's not to bad, they should be close to Argon space.

:: What are some good things to do with partial complexes? ::

Take this for example.

You have some left over silicon mines that you want to use, and want to make crystals, well, attach a crystal fab to it, then a cahoona bakery size L and a cattle Ranch size L, that takes care of everything but energy cells and you can have that shipped in, thus taking care of most needed resources.

You can add a few factories to others to rid yourself of the high price products, thus maximizing your profits.

Well that's it for now folks, hope this helps a bit.

Part Twelve: Questions and answers a few small things

Here is a Q and A for a quick reference.

----- Claiming related -----

1. Do I have to be out of a ship to claim another ship?

Yes

There are other options, dealt with elsewhere.

2. How do I get out of my ship?

“Shift+E”

3. How do I get to the claim button when claiming a ship?

Press “i” after you have selected the ship.

4. How do I get it so a ship can be claimed?

Check Part Two Section 1 of this guide

----- Buying Things -----

1. Why can I not buy certain things?

Your rank/reputation is not high enough

2. How do I raise my rank/reputation

Through trading, killing pirates, helping people (BBS), Trading

3. How do I know what the stats of a ship are?

When buying one click on it and press “i”

4. Where do i buy ships?

At a shipyard, there is one in Argon prime if you didnt know

5. I want to buy a ship i dont have the rep/rank for.

To bad so sad.

----- Repair and other things -----

1. Where do I repair my ship?

At a ship yard, there is one in Argon prime, and other places

3. What's BBS?

It's the bulletin board when docked at stations

4. What does the BBS do?

It has news and other good things like solo missions

5. Did you really write all of this?

Yes, kill me please!

----- Floating boxes with things in them -----

1. They came out of a ship I blew up, what do I do with them?

Leave them or grab them

2. How do I pick them up?

Open your cargo and fly threw them

3. Open my cargo?

Yes, open your cargo, press “o”

4. It wont go in my ship and now I have damaged my ship, ill hunt you down and kill you!

The cargo might be too big for your ship (XL does not go in S cargos) or you don't have cargo space left silly.

Controls (ripped right from original game defaults)

Flight Controls:

Pitch up: Down

Pitch down: Up

Yaw left: Left

Yar right: Right

Roll left: q

Roll right: e

Accelerate: x

Decelerate: z

Boost extension: Tab

Brake to Stop: Backspace

Toggle autopilot: u

Dock with target: D

Switch gravidar modes: M

Eject from ship: E

Strafe left: a

Strafe right: d

Strafe up: w

Strafe down: s

Weapons:

Fire weapons: Left Mouse Button :or: Ctrl

Laser targeting mode: k

Select missile: m

Launch missile: l

Select weapon group 1: 1

Select weapon group 2: 2

Select weapon group 3: 3

Select weapon group 4: 4

Weapons menu: g

Targeting:

Track Target: t

Target nearest enemy: T
Target next object: Page up :or: Mouse wheel up
Target previous object: Page Down :or: Mouse wheel down
Target next owned object: Insert
Target previous owned object: Delete
Target next enemy: Home
Target previous enemy: End

Information:

Identify selected object: i
View details of selected item: u
Current ship menu: y
Player menu: p
Sector map: .
Galaxy map: ,
Show selection on galaxy map: g
Owned property: r
Message log: I

Commands and Management:

Command console [current ship]: C
Command console [selected ship]: e
Rename object: m
Wingmen attack target: Shift+6
Wingmen protect me: Shift+7
Drones attack target: Shift+8
Drones protect me: Shift +9

Ships and Stations:

Comms: c
Station details: u
Trade with station: d
Read BBS entries: b
Barter goods: t
Landed ships: l
Change ship: x

Freight:

Freight bay: f
Open/close bay doors: o
Freight exchange: [none] <-- they never assigned one

Upgrades:

SETA time accelerator: j
Jumpdrive: J
Docking computer: [none] <-- they never assigned one
Video enhancement goggles: Alt
Best selling price locator: 5
Best buys locator: 6
Ecliptic projector: g

These are changable, in the options, game controls menu.

Apocholypse's X3 Guide, A Complete Guide to Everything

<http://forum2.egosoft.com/viewtopic.php?t=99274>

This guide is relatively easy to understand and should tell you pretty much all you need to know. I also recommend that everybody looks at the precision station placement at the bottom. Note that this guide is focused on people new to the X series, so if your an experienced player it's maybe only worth looking at the advanced sections (consumption onwards).

X3: Guide Written by... Well me actually (Edit: Update 1.0-1.2-1.201-1.3-1.4)

I will start from the very basics. First of all, I recommend that people new to the X universe start on easy, so we can get it into the game pretty quickly. Next, controls, may I suggest people change the controls to classical, by going to the menu (in game), controls, profile, classic, select. These controls are more logical controls I feel, but also, I can tell anybody using this guide any hotkey's they might want to know.

Contents of Guide

- 0.Title/Intro (important)
- 1.Bare Bones (starting at very beginning)
- 2.Factory planting (how to do it and get to the position)
- 3.Capturing Ships (how and the best way to do it)
- 4.Advanced Factory Planting (what to look out for when planting stations)
- 5.High Tech Fabs (what should you be looking for)
- 6.Complex's (how and why)
- 7.Station size (what and why)
- 8.Resource Consumption
- 9.Energy Consumption/production
- 10.Global Consensus (unique races attributes and needs)
- 11.Examples of good station placement
- 12.Ship stats (basic info)
- 13.Equipment (where to get it)
- 14.Controls/Hotkey's
- 15.How do you use 3D map and precision plant stations
- 16.Key
- 17.Credits

Bare Bones

1) Right! Now that's out of the way lets start exploring. This is absolutely key early on in the game. The important sectors to have explored are, Argon, Boron and Teledi territory. I.e. Argon Prime area, Kingdom End and Siezewell etc. Don't go beyond this yet as your just wasting your time. Also I would advise not to go into the pirate sectors. Ignore Paranid and Split territory for now! Basically stick to the top left corner to start with. Don't go out of this range yet, there's no need. Plus it's safer. There's a lot of pirate activity to begin with.

2) Now we have explored the local area and uncovered all stations. But before trading, you must first switch from your Buster to your Mercury. Transfer your trading system extension from the Buster to your Mercury (this is your most vital tool). Also transfer your best buyer's seller's locators to your Mercury from your Buster. This will enable you to see prices and quantities of goods on stations as well as being able to instantly see the best place to buy or sell your good in that sector.

To do this you must first dock your Buster and Mercury at the same station. Then go to the station menu, landed ships, freight exchange, transfer to other ship. Then once you have done that jump in the other ship by going to the pilot menu, then change ships, Mercury. To use the best buyers sellers locator go to Navigation map menu, next to the universe map option, there will be locator options. Experiment with this. Note: leave your Buster in Argon Prime somewhere, as you'll be selling products here and having a ship in sector will allow you to see the price and amount currently at the local stations.

3) Starting your trading run. You have a freighter and 100,000 credits, plenty! Now go to Herrons nebula and look at

the stock of silicon on the mine there. If it's 450c or below, buy it as at this point in the game you can sell it for the highest price in Argon Prime, so it doesn't matter that you bought it a bit more expensively. Buy a full load and go to Argon Prime and sell it for the highest price there, you can either go through all stations on the map one by one, or use your best seller's locator! Do not sell the silicon for any less than 700 credits each. If Argon Prime doesn't meet this requirement go to Home of Light. You should be able to sell in one of these sectors. If not though, this is where you decided to reduce the price that you will sell for and go for the highest price you can get for it. Still at a profit of course (you should always check).

4) Now you have made your first profit of the game and should have at least 130,000 credits in the bank as appose to the 100,000 you started off with. Now Silicon is one of the most valuable commodities you can trade and is the quickest way to make money. So you need to find another source of it as you cannot rely on one mine all the time. However north of Herrons Nebula there is Power Circle which also has a silicon mine and commonly sells at low or lowest price. This will be your second point of call. Again keep selling in either Argon Prime or Home of Light. Home of Light usually has better prices so it's worth checking out first. Don't buy silicon now for any more than 380, and don't sell for any less than 600. Unless you have absolutely no choice. Inevitably there will be times like this. In which case you have to temporally look for other things to sell. Energy is one of them. Buy it from either The Wall, or Ore Belt. Only ever buy energy if it is 12 credits, the lowest price. And always sell for 19. You will always be able to sell it somewhere for this price so the only thing you need to worry about is the purchasing price of 12 credits. If a Solar Power Plant is on 13 or 14, use seta for a few minutes sitting still for more to be produced and the price will go down. This same principle can be used for silicon but takes longer. Now when you buy energy for 12 credits (max cargo) and sell for 19 you will make a total profit of 21,000 credits.

5) Another good one to bide time while the Silicon mines stock up is to buy ore in Ore Belt (only ever for 50 credits) and sell for a 100 or more. This will usually net you about 26,000 credits. Then you can go back to silicon after a few runs of energy or ore. The big money maker, silicon usually fetches around 40,000 credits minimum. I usually go no less than 60,000 or sometimes 80-100,000 if your lucky.

6) So recap:

-----Buy-----Sell

Ore-----50c-----100c

Silicon--380c----600c

Energy-.12c-----19c

7) Remember always to get a full cargo hold. Note: This was my exact trading route for 90% of the time and it got me up to 2 million. When you get to 1.2 (approximately) million you are eligible for a station (wheat farm). You can either do this or keep trading until you can buy a silicon mine. I wouldn't go for any other station at this point. Argon Prime, The Wall, Home of Light etc... are good areas for a wheat farm. If you buy a wheat farm you can continue to buy and trade silicon, whereas you obviously you can't if you have a silicon mine as you will impede it's profits but the station itself makes less money, so you decide. Buy type S freighters from the shipyard in Argon Prime and buy only absolute necessities like engine tuning, seta, duplex scanner and trade command software and a couple of rudder optimisation(s). (You need one ship buying and one ship selling).

Factory Planting

8. To buy the station get within com range of a TL (7k) and hail it. Click want to transport something and agree to the asking price. You have a deal. Now com the captain again and ask him to move to ship yard. Then wait till he's docked (seta for a minute or two). Dock at the shipyard and you now have the option to buy a station. Buy and then go to ships docked menu and click Mammoth (TL). Then Com the captain and tell him to move to position, and then select where, e.g. Argon Prime, Trading Dock. He will proceed to around that vicinity. Then tell him to unload and your station is built. **Its a good idea to be a bit more specific about where, as the drop command is very random and could place it anywhere in the sector. Check all 3 axis to ensure nothing is nearby. Use the Insert key to change the view of the nav map.**

9) Now assign your ships. By going to the command menu of you selected vessel you want to work for that factory. Once in the command menu, scroll down to home base, click on it a set it to your station. Then order the ship to buy wares for best price, energy. Do the same with the other ship but sell wares for best price wheat etc.

10) Now set the parameters on your station. Buy resource for lowest possible price and leave your selling price at average. (This is best option for now)

11) Then you want to transfer 200,000 credits approximately to the factory, 100,000 at minimum. Then set the jump limit to either 3 or 4. Now your factory will start working.

12) I suggest leaving it on seta for an hour to get a feel of what the fact is like. Maybe two. I suggest getting about 150k out of sector in somewhere like red light, which is less intensive on the PC. This is the best way to find out if your factory is going to be profitable. You won't need to do this often once you get into it, but for beginners it's a logical step.

Capturing Other Ships

1. So far all we've talked about is trading; trading a side, there's got to be an alternative. Well there is, and it's usually referred to as "Capping". So how do we capture ships? Well, what does a pilot do when he knows he's beaten? He bails of course. On X3 the AI does just that, at least for some of the time. Now there are two ways in my experience to go about capping ships. There's the hands on approach, where you go all out guns and hope the opponent will bail on your opening run. Works for me 90% of the time capping Falcons for some reason, with excellent hulls as well. Usually average at about 90% hull I should think. This manoeuvre is done with firepower, so make sure you out match your opponent and can take downs his shields in seconds and start pounding his hull, he should bail pretty prompt if he's going to but nevertheless just watch out for the target to turn blue just in case. Lets say we caught this one, how do we claim our prize. Simply get out into your space suit, get within 30m (varies from ship size) and then go to the target menu and click the button claim ship. Then you will be able to control it or even enter it.

2. The other way to do things is through a much more calm and sophisticated fashion and takes a lot more planning and perhaps money to do but tends to get you much better results much more frequently if you do it right. The basic principle is to do as little damage as possible to your opponent and thus make the most money on your capture assuming your selling. Now the best way is to use Ion Disrupters to break down the shields and use low-level weapons like Impulse Ray Emitters to slowly nip away at the hull. Don't take forever obviously but you may take a lot longer on this type of capturing so don't get worried that he won't bail and frantically fire away. However if you've just started and have little money your not going to be buying things like Ion Disrupters, however you can still use the same concept but you just have to spend time getting down the shields as a pose to draining them pretty quickly with Ion D's. If you're in a Buster (your starting ship) you will have to disable all but one of your weapons as you will do too much damage to the hull for this technique (but may use all to get down shields). To unselect weapons either go to the command console or use the hotkey shift-w.

3. Capping with missiles. Now the traditional way is simply to use wasps. So first of all you obviously need to find a factory selling wasp missiles (Argon or Split). Then load your hold with about 30-40 missiles. Then find something to cap and get within 1k and fire. 1 Wasp does 5MJ's of damage so a ship with 50MJ shield for instance is going to need 10 missiles and some to damage the hull unless you want to use lasers for that. Note this can be done in a scout like a Discover for example which is probably the best choice.

Advanced factory planting

Now you're underway, your probably wondering what to plant next, and where. So, a few very helpful tips.

1. Choose a certain resource which many factories in the same sector or near by use. If it's constantly stocked on zero then go for it.
2. Look at secondary resource needed. These are nearly always on zero as most of them are required from other races. Make sure though that there are other race facts to supply them Stott spices sells well in Argon space but requires plankton from Boron space.
3. My famous one though is Bofu in Kingdom End. Fetches millions.
4. Always make sure that resources and locations to sell are no more than 3 sectors away. 4 at an absolute maximum.
5. Always buy resources at lowest price on fabs!!!!!!
6. My Bofu fab only sells to 4-5 fabs (approximately) that need it but, that's plenty as it never stocks up. A good tip when planting fabs if you don't think there's enough facts to sell to is to check whether trading stations will take the good. As this is great for buying time until factories run out of stock and require you to refill them.
7. You will encounter situations where a certain resource is needed now and again by a few factories but not often. When this occurs, add up the total quantity of that resource that is required (adding totals from each fact) and then

have a look at the total the producer fact can hold at a time. If they are similar quantities overall then that is likely a profitable fab. It's always good to have a bit of breathing room though to be certain like a trading station. If not, these are the sorts of fabs you place when you got a bit of cash to splash about.

8. Note: One Cahoon Bakery L (or other race equivalent) supplies 3 stations on nothing (at good profit) so if there's 6-7 factories requiring Cahoon Meatstakes for example and are on either very low or nothing, do not hesitate to plant 2 stations. Normally though I just plant M's but if there's enough demand then L's are certainly good course of action.

High Tech Fabs

1. Low level shields and weapons are needed almost everywhere and are very reliable and profitable.
 2. Certain high tech fabs like Crystal Fabs for instance are needed all over the universe by a wide variety of stations e.g. satellite facts. Again you should always look at what resources factories require, primary and secondary. A key tip for planting high tech support fabs is to nearly always look at home sectors, or ones of great importance. Basically ones with shipyards in. These are where things like crystals, are going to be profitable. Note: most fabs with secondary resources are usually on zero. So this is a huge opportunity.

Complex (hub) creation

1. Right, it's time to get to the real nitty-gritty, what are complex hubs and how are they created and why are they good? First of all, a complex hub means that two stations or more act as one unit (when you link them with a complex hub).

Basically they share resources and overall profits. So for example, if you have two wheat farms, one with no or little energy and the other plenty, you could link them with a complex hub, meaning they both have equal amounts of energy, so neither has too little or too much. Also profits made by each factory will be merged, so you'll have one big pay packet instead of two smaller ones. Which is easier when transferring money. So basically complexes can be used for anything, and can be good linking any factories together to maximise profits. Of course if there's no need, then it's a waste of money and space.

2. Right, for most of your stations it's probably absolutely pointless putting them in a complex. However for some it will be compulsory. For example, if my Shield factory can't buy meat stake Cahoon's at lowest price or cannot buy them at all, I would be inclined to build a Cattle Ranch and a bakery and link them with a complex. Note: energy is the cheapest resource, so it is often more profitable to manufacture all the resources your high tech fab needs, and then only have to fork out for energy instead of silicon for example which is obviously pricey.

3. Okay so we now have the basics, but we might want to take this a step further and produce the goods for free. That's right, for free. You can produce your end product with no manufacturing costs what so ever. Now to do this, you will have to own every stage of the production line. Now there are several ways to do this, you can either work backwards or from the base. I will do it backwards however for easier understanding at the beginning, so...

4. I have a Bofu Chemical lab. It needs energy and Biogas. So first, I plant a Biogas factory and an SPP to supply both with energy. However, my SPP needs Crystals, so I plant a Crystal fab, but in turn that need silicon, Bofu (depending on race) and energy. Now I already have an SPP, but I need a silicon mine, and another Bofu Chemical lab, and in turn another biogas factory. Now I've planted all those stations, I need to link them all together with the Complex Hub. First of all choose which station you want to link all the others to, it doesn't matter which, preferably the middle one though. Let's say in this instance it will be the Crystal Fab, now link every station to that. **Its a little more involved than this, as the placement of the hub is critical. More on this elsewhere.**

When you do so the name will change to Complex Hub Alpha, rename it once your done to something more appropriate.

Now once you have done that you need to get the whole process going. Now to do this, I would get the biggest freighter you can find, (any race super freighter will do) fill it with energy and then dock it at your complex and unload the energy by going to landed ships.... transfer (to market) and then all the energy you have on board. Now it will start producing. Bare in mind that one Solar Power Plant (M) is enough to power 8-10 Stations. If you really have energy problems you can set up another energy loop within the complex so you have 2 SPP's running but 1 should be fine. Now the complex is very clever as it gives out resources to stations in order of priority. The first thing it wants to do is to start producing energy on it's own, so it will supply the silicon mine and biogas factory first. Then it will move onto the Bofu, and then the Crystal Fab, and then the SPP. The surplus of the Bofu (as you have two

facts if you remember as that's the product you are selling but also your resource) will be sold for profit as you originally intended. 1 Bofu Chemical Lab (M) is enough to supply one Crystal Fab to maximum so don't worry, your other Bofu fact will be untouched and will sell its product as normal in identical quantities (well actually slightly more).

5. Now to plant a complex you first need to buy a complex construction kit, then you go to plant it like an ordinary station but then choose two stations and it will link them. They have to be within a certain distance, I wouldn't recommend going further than 10k personally. You have to buy a complex construction kit for each station except the one your linking it too, remember it's always best to link them to the same specific location or it tends to get very messy not too mention takes a lot longer to do. **Covered in more detail later.**

Station Size Selection

1. We know all the basics now; we even know the complicated stuff. But! As always, we are going to take it that final step further. Okay, in my game I have a HEPT loop which has 3 Crystal Fabs (M), 3, Solar Power Plants (M), 5 Cahoon Bakery's (M), 5 Cattle Ranchs (M), 3 Ore mines (of various yields), and 1 Silicon mine (56 yield) and 2 HEPT forges.

2. Now that's a pretty complicated loop and it's just about to get even more complicated. We're going to make it more efficient as we don't want to start clogging up sectors with a big mess unnecessarily now do we? Pipelines across every gate. Now that's a scene we want to avoid. (Disclaimer: this is an exaggeration, do not take seriously). **All the same, do take it seriously. Put complex tubing across a gate and the first capital ship through it will destroy your complex hub and all the connectors.**

3. So what do we do? Well for starters all those stations are size M's. So can you guess what we're going to do? Make them size L's. Now by doing so we can eliminate 4 stations immediately. So we have 3 Cahoon Bakery's and 3 Cattle Ranch's so that will be a bit tidier. Also why do we need 3 SPP M's? Well we don't, however it is really down to personal preference whether you just get 1 XL as L won't be enough, but if you add an XL it will need 2 more Crystal Fabs so you might as well not change it. Not to mention it costs. So for the most part all you have to keep an eye on is the intermediate facts. However if you had 4 Solar Power Plants in one loop, you might as well go for the XL.

4. On subject of station size, remember you can use size L's for maximum profit not just increasing complex efficiency. Size L's can contain a lot larger stock than size M's (2.5 times the amount) and also produce a lot faster. But it has to be worthwhile.

5. The Consumption section in my guide explains all you need to know and more so don't get to bogged down with this section. It's just a general incitement to why you would want to use different station sizes.

Resource Consumption

Now this is where you probably want to get a hot drink, as this is something that has had me confused for a little while. To start with I'll just explain the basics.

1 normal size factory (M) in X3 is twice as big as a normal one in X2. Now for those of you that have played X2 or any other X game this will make perfect sense. However for those of you who haven't and only own X3, you'll be asking what the hell I'm on about. Well it doesn't matter so don't worry about it. Okay so let's cover the basics, how many factories can another supply.

Well all you need to know at this level is that one size M of anything is enough to supply another size M of anything. Simple enough.

Now size L's on the other hand can supply 2.5 size M's of anything. So if I have five facts size M for instance, I only need two size L's to supply them as apposed to five size M's. Let's say you have 3 Crystal Fabs, you could use three size M's, or one size L and one size M (so two facts instead of three) and get a slight surplus of resources. If we had 4 Crystal Fabs, we could either use two size L's (recommended) which would also have enough surplus to supply one more size M factory. **(Note: the game ships with only a Crystal Fab M, nothing bigger. At the time of compilation, a mod was in progress to rectify this for all stations not up to XL level that were not done originally).** Or we could use

four size M's, which obviously is not the course of action you should probably take. Because it takes up more space, costs more, requires more ships or complex hubs. High Tech factories work the same as standard M's except for energy.

An SPP size M, also only needs one Crystal Fab size M to power it. However an L needs 3 Crystal Fabs and an XL needs 5 (to run at maximum).

Just something to keep in mind. This last bit is obviously going to be essential information.

Energy Consumption

So we understand how we are meant to match up station sizes. However we haven't yet covered energy consumption, which is where things start to get complicated.

To start myself off, I will just note: that every single size M station in X3 uses 30 energy cells per minute or equivalent. Now an L uses 75 energy cells per minute.

Simple enough wouldn't you agree? So to work out how much energy our loops or complexes will need, we also need to know how much energy each SPP produces.

Now you're probably just going to quickly peak at an SPP and look at its cycle time and how much it produces. But there's just one problem with that. The cycle time is 1:58 minutes or 118 seconds. So we need to basically halve what is produced to work out the production per minute (equivalent).

Now each SPP produces energy as follows:

M = 552 energy cells every 1:58

L = 1380 energy cells every 1:58

XL = 2760 energy cells every 1:58

Like I say that's every 2 minutes, so to get the amount for one minute we are obviously going to have to divide each output by 118 x 60, which would equal:

M = 280 energy cells every 1:00

L = 700 energy cells every 1:00

XL = 1403 energy cells every 1:00

The SPP's cycle time is not quite 2 minutes but only 59 seconds. And those extra 2 seconds gives us extra energy cells, which is quite important. So there's the figures, now we have to use them. So if a standard factory (size M) uses 30 energy cells per minute, each SPP can support:

M = 9 factories

L = 24 factories

XL = 48 factories

Now if use size L's (75 energy per minute) as we will probably be doing in a lot of cases, each SPP will be able to support:

M = 3 factories

L = 9 factories

XL = 19 factories

Those are the general statistics but for absolute accuracy I'm sure you can work out the figures yourself. But this is really what you need to know so don't worry too much if you're not sure on the decimals. However if anybody wishes me to add them, I can very speedily do it!

Now this brings me on to another little niche. High Tech Fabs. These are not sized as I'm sure you have noticed, they are just 1MJ Shield Factory etc... Now these do not use 75 or even 30 energy cells per minute but only 15. Don't ask me why they just do. So when you're working out your loops or complexes, make note that any High Tech Fab only uses 15 energy instead of 30. Which means each SPP can support:

M = 36 High Tech Factories

L = 92 High Tech Factories

XL = 184 High Tech Factories

However, obviously your going to have resource factories as well in a loop so don't plant 92 High Tech Factories and hope it can be powered, as you will be bitterly disappointed.

Global Consensus

- Boron Space is the safest but has the least opportunities and is generally less profitable
- Paranid some trouble with pirates but very profitable and not scarce of opportunities
- Teledi the most profitable of all and the most opportunities but also the most dangerous
- Argon fairly numerous opportunities at fair profit margin
- Split quite safe moderate profit but not that many opportunities

What Sells in other races space :

(Secondary food fabs)

- Argon Meatstake Cahoon's don't sell anywhere but Argon space
- Split Rastar Oil sells in Split and Paranid space
- Paranid Soya Husk sells in Boron, Split and Paranid space
- Teledi Notsrop Oil sells Paranid, Split and Teledi space
- Boron Bofu sells only in Boron space

(Primary food fabs)

- Argon Argnu Beef sells in Boron and Argon space
- Boron Biogas sells in Argon and Boron space
- Soya Beans sell only in Paranid space
- Sunrise Flowers sell only in Teledi space
- Split Chelt Meat only sells in Split space

(Tertiary food fabs)

- Boron Plankton sells in Argon space and Boron space
- Argon Delaxian Wheat sells in Boron and Argon space
- Split Scruffin Fruits sell in Argon and Split space

(Quaternary food fabs)

- Boron Stott Spices sell in Argon, Teledi, and Paranid space
- Split Massom Powder Only sells in Split space

(Illegal goods)

- Teledi Swamp plant can be sold in Teledi space and Pirate space
- Teledi Space weed can be sold in Teledi space and in Pirate space
- Argon Space Fuel can be sold in Teledi and Pirate space
- Split Space Fly's can be sold in Split space and Pirate space
- Pirates Slaves can be sold in Paranid, Split and Pirate space

(Other)

- Teledi Teledanium sells in Boron, Paranid, Split and Teledi space
- Paranid Maja Snails sell only in Paranid space
- Majaglit sells in Paranid and Argon space

This is just general need to know information on each race which will come in useful as you progress further into other races sectors and start to search for new trading opportunities. Note: Although the above resources can be sold to other races and sometimes only sold to other races, they need resources which only the indigenous race can provide them. So basically don't plant a Stott Mixery 50 sectors away from Boron space and expect it to get it's much needed Plankton.

The Following is a table of each races unique resource factory and also what it need's as a secondary resource from other races.

Station-----Race-----Secondary Resource

Cahoonas Bakery-----Argon-----Stott Spices/Delexian Wheat
 Cattle Raunch-----...Argon-----Plankton/Scruffin Fruits
 Bio Gas Factory-----...Boron-----Plankton/Soja Husk
 Bofu Chemical Lab-----Boron-----Stott Spices/Delexian Wheat
 Soyery-----Paranid-----Teledanium/Biogas/Nostrop
 Soyfarm-----Paranid-----Teledanium/Soja Husk/Nostrop
 Chelt Space Aquarium--Split-----Nostrop Oil
 Rastar Refinery-----Split-----Bogas/Teledanium
 Sunrise Oil Refinery----Teledi-----Swamp Plant/Stott Spices
 Sunrise Oil Refinery----Teledi-----Bogas/Teledanium/Nostrop
 Snail Farm-----Paranid-----Bogas/Rastar Oil
 Space Jewlary-----Paranid-----Bogas
 Wheat Farm-----Argon-----None
 Rimes Fact-----...Argon-----Delexian Wheat
 Plankton Farm-----Boron-----Delexian Wheat/Soja Husk
 Stott Mixery-----...Argon-----Bogas/Teledanium
 Dream Farm-----Teledi-----Ore
 Teledanium Foundry----Teledi-----Stott Spices/Delexian Wheat
 Bliss Place-----Teledi-----Teledanium/Nostrop Oil
 Scruffin Farm-----Split-----Soja Husk/ Nostrop Oil
 Massom Mill-----Split-----Soja Husk/ Nostrop Oil
 Space Fuel Distilary----Argon-----Stott Spices/Delexian Wheat

Examples of good Station placement (going from lowest profitability to highest)

1. Wheat Farm in the Wall (your target is Boron so set to 4-5 jumps)
2. Silicon mine in Ore Belt (26 Yield)
3. Biogas in Siezewell
4. Shield 1MJ Facility in Argon Prime
5. Stott Spices in Herron's Nebula
6. Rastor Oil in Tharkar's Sun
7. Soyery in Paranid Prime
8. Bofu in Kingdom End (my first and fav)

Ship Stats (not including Cap ships M1's/M2's/TL's)

Fastest Ship = Split Jaguar Raider (M5) 596.42
 Most Heavily Shielded Ship = Falcon Sentinel 250MJ Shield (M3)
 Most Powerful Ship = Argon Centaur 11 Guns – Beta High Energy Plasma Throwers
 Biggest Cargo Ship = Dolphin Super Freighter 14000cu Size XL (TS)

Equipment – Where to go

Advanced Satellite – Advanced Satellite Factories or all race trading stations
 Best Buyer's Seller's locators – Teledi Equipment docks
 Boost Extension – All Equipment docks
 Cargo Bay Extension – All Equipment docks
 Cargo Life-support System Pirate Bases
 Docking Computer – Paranid Equipment docks
 Duplex Scanner – Argon, Split, Teledi Equipment docks
 Ecliptic projector – Paranid Equipment docks
 Engine Tuning – All Equipment docks
 Fight Command Software – All Equipment docks
 Freight Scanner – All Equipment docks

Jump drive – Gonor Temple or Terrorcorp HQ
 Mineral Scanner – All Equipment docks
 Mobile Drilling System – Teledi or Split Equipment docks
 Navigational Relay Satellite – All races, certain trading stations or Satellite Factories
 Navigational Command Software – All Equipment docks
 Navigational Beacon – Unable to purchase
 Ore Collector – Teledi or Split Equipment docks
 Police license – All race trading stations (applies for race you buy it from only)
 Rudder Optimisation – All Equipment docks
 Salvage Insurance – Gonor Temple
 Singularity Engine Time Accelerator – All Equipment docks
 Space fly Collector – Split Equipment docks
 Special Command Software – All Equipment docks
 Strafe Drive Extension – Split Equipment docks
 System Override Software – Pirate Bases
 Trading System Extension – Argon/Boron Equipment docks
 Trade Command Software – All Equipment docks
 Transporters Devise – Gonor Temple
 Triplex Scanner – Boron or Paranid Equipment docks
 Fighter Drone – Some trading stations (all races)
 Flak Artillery Array – Some Boron Equipment docks or FAA factories
 High Energy Plasma throwers – Paranid or Argon HEPT Factories
 Impulse Ray Emitters – Alpha Teledi – Beta Argon – Gamma Boron
 Ion Disruptors – Boron Equipments docks Special Weapons Facilities
 Kyon Emitter – Capture from Khaak ships
 Laser Tower Weapon – Some trading station (all races) and Laser Tower Factories
 Mass Driver – Special Weapons Facilities in Boron or Argon space
 Mass Driver Ammunition – Argon Equipment docks or Special Weapons Facilities
 Particle Accelerator Cannons – Alpha Split , Beta Argon, Gamma Boron (EQ's/Fact)
 Phased Shockwave Generator – Paranid Equipment docks or PSG complex's
 Photon Pulse Cannon – Alpha and Gamma Argon, Beta Boron (EQ's) or PPC forges
 Pulsed Beam Emitter – PBE forges (Boron)
 Repair Laser – Cut Scene Only

Be aware that trading stations all have different item lists, but one of them in each race will sell what you need. Depending on whether it is available to that race though.

Classical Controls/Hotkeys

Flight:

A – accelerate z – decelerate Backspace – Full Stop
 Pitch up – down key
 Pitch down – up key
 Yaw left – left key
 Yaw right – right key
 Roll left – q
 Roll right – w
 F1 – Select Cockpit view/cycle through views
 F2 – External View
 F3 – Target View
 H – Toggle Hud Display
 F4 – Select Monitor
 +/- _ Zoom in/out (only in external view)
 Ins 0 (Num) – Change camera mode
 Num 5 – Default camera mode

Ship Interface

F – open freight bay menu
 O – open cargo bay doors (twice to close)

Alt – Video Enhancement Goggles
 E – Eject
 M – Switch Gravidar modes
 K – loose targeting mode
 J – Seta Engine Time Accelerator
 G – Ecliptic Projector
 M – Install Missile
 L – Launch Missile

Targeting

Shift L – Target Enemy under cursor
 T – Target nearest enemy (caps lock engaged) lower case t for target nearest
 Ship/station
 Home/End – Cycle to next and previous station
 Insert/Del – Target next and previous player ship

Command

U – move to selected target
 D – dock at selected target
 Shift C – Open command menu; 1.Navigation 2.Combat 3.Trade 4.Special
 Example – Shift C, 3,1, Enter (will order the selected ship to buy wares for best price)
 (However that sequence will obviously only work on Freighters set to home base)
 Enter (Num) – Open Menu (classical menu)

Options

Esc – Cancel
 Shift S – Save game menu
 Shift L – Load game menu
 Enter - Select

Precision Station Planting (something nearly everybody doesn't know)

(First you have to select the station you want to plant) How to move it's position:

Num8 – Move North
 Num2 – Move South
 Num4 – Move West
 Num6 – Move East

To adjust elevation (height) press insert to change to height view (press again to go back):

Num8 – Move higher
 Num2 – Move lower
 Num4 – Move left
 Num6 – Move right

Key:

Relatively SimpleBit complicatedChallengingGlobal StatisticsGeneral Information

#Credits

Assists; Storm666 (for explaining energy consumption)/Capt Scarlet (for donating some nice info)
 Hope this was of use! Cheers!!!!

Giskard's X3 Combat: The Right Role

<http://forum2.egosoft.com/viewtopic.php?t=95810>

After reading several threads in the X universe forum over at Egosoft I noticed a lot of players where failing to adapt to X3 combat. They where treating combat as if they where still playing X2 and complaining about it when it did not work.

So to address this issue I have covered the basics of weapon choice and ship roles in a new guide called "X3 Combat:

The right role." (for the right weapon and ship, which is too long for a title so you know why I shortened it).

X3 Combat: The Right Role.

Introduction.

I had a quick read of the other guides available for X3 combat and whilst they are pretty good, I found they did not answer the questions players asked in the forums and the kind of tips players offered other players in various threads were to be honest horrifying. Having said that, those players where not told the reasons for the rebalancing of ships and weapons in X3 so I should not have been so surprised when they presented X2 load outs to noobs wanting to know the best configs in X3 for their new M2s and M3s.

Inspiration for this Guide comes from Merroc the Insane Mamba Pilot.

Merroc is a Greenie at Egosoft and I had cause to test one of his saves out before Christmas 2005. He told me, just shoot the bad guys and you will see the problem. So off I went and I nearly had fit when I saw he wanted me to take on an entire fleet of Khaak fighters using 4 APACs. So I dropped on to Devnet Chat and said, "Merroc, you're insane and I can prove it. APACS, now I know why you liked the Mambas so much in the X2 days. You're a Sadist".

Funny thing is though, those 4 APACs took out the entire Khaak fleet of fighters so effectively that by the end of the test I was converted to the Merroc way of doing things and started apply the lesson to every ship I brought. No... I did not fit APACs to every ship. I just learnt not to put the most powerful weapon a ship that it can carry in every weapon slot. This guide is the result of that test and my own combat experiences since then.

So here in this guide I will look at various ships load outs and escorts, without focusing on any particular area of combat or any ship or its unique features. Other guides cover those areas rather nicely. If you want to know how to capture ships, what weapons do what or what ships are best, then please read the other guides available. They are pretty good in those areas and well worth reading.

Combat Rebalancing in X3.

Many X2 players were annoyed at the fact that most of the ships in X2 became useless or were useless to start with after you earned enough cash to buy your first M3. So one of the players made a rebalance mod which went down rather well in the scripts and modding forum. So well in fact you can see the results in X3 today. The reason the mass drivers work so well, the reason the PSGs range was shortened after too many friendly fire incidents and the reason why larger more powerful weapons are now primarily anti capital ship weapons all traces back to the X2 rebalance mod and the threads in the X2 forums.

So unlike X2 where the only ships worth having were the Nova, The Centaur, Osprey and the Oddy. In X3, every ship now has a role to play in the game and every weapon needs to be used against its intended target type.

Which is why so many people complain the larger ships are too weak now, they have failed to understand how combat has changed and failed to adapt to those changes.

So let me explain the best I can what this means to the player in X3.

The M5 Fighter.

A large group of M5 fighters can take out an M2 faster than Darth Vader and the Death Star. Players find this out every time they lose an M2 in Combat because their gunners cannot hit a fast moving target using Photon weapons or even PSGs due to the fighters staying out of range. Right here you see the results of X2 tactics used in X3. People dismiss the M5 and M4 yet here we see how powerful they are in large numbers against large ships. This presents us with our first tip that will be applied across the board in this guide.

A smaller fighter with 6 weak weapons firing continuously can cause a lot of damage in X3 for a short period of time,

so what would a larger fighter armed with the same weapons do?

The M4 Fighter.

Like it or not the M4 has the same amount of fire power across its 6/8 weapon slots as the old M3s from the X2 days. This means they are very capable class of fighters and need to be slower than the M5 or the M5 would be obsolete. The exception is the Split Scorpion which can mount weapons found on X3 M3s and has a speed that approaches the X3 M5 ships, but like all Split ships it lacks the shielding other M5s have. The Scorpion would be Merrocs new Mamba and the word on MSN is he is thinking of buying one. Still he is insane so who needs more than 1 5mj shield anyway

The M3 Fighter.

The M3 is slow but very powerful class of fighter but if you fit only AHEPTs to your own M3 you effectively turn it in to an M5 instantly. It runs out of power so fast you spend half your time waiting for the power to build up so you can fight again. An M3s shields are not much help against 5 M5s either so an M3s only defence is its superior power plant and its ability to keep shooting when the M5s run out of power and needs to recharge. But if you do fit only AHEPTs to your M3, you lose that advantage.

The M6.

Now we come to the first big ship most of us get when we find our selves with roughly 10 million spare credits. Like the M3 Class, this Class of ship has a lot of firepower, in most cases its firepower matches the M3 roughly. In the case of the Centaur, it has vastly superior fighter power. It is slower than the M3 which means an M3 escort can easily keep up with it and defend it. But again, if you arm your M6 with AHEPT and BHEPTs then its power supply will run out in the middle of combat and your M6 will have to sit there and take any punishment thrown at it until it can fire again. An M6 only has 1 advantage these days over an M3 and that is that it can take a lot of punishment before it dies. This ship now needs a fighter escort to survive but without it, the escorts die too quickly so the M6 is key to keeping both itself and the escorts alive.

The M2.

In World War 2 the Battleship found its end at the hands of the mighty carrier, since then Carriers have ruled the waves and ships like the M2 have been used to help protect them against direct attacks. When a fleet needs a focused burst of fire power, it's the M2 that provides it. But in combat against fighters, the carrier and not the M2 is the ship to have. So the M2 these days whilst effective is not a ship you can send in to combat and forget about. It needs a fighter escort to survive but can soak up a lot of punishment whilst the fighters do their job. Like the M6, the M2 will take the hits the fighters would normally get if it was not there. In doing so, it reduces your fighter losses considerably. Soon the credits you saved from fighters you did not lose adds up and makes this purchase worth while. For example, whilst taking over a Xenon sector, I lost 15 M3 Fighters, without the M2 I would lose more. But that's still at least 30 Million in losses.

The M1.

The M1 is the carrier class ship in X3. Its fire power is probably about the same as an M6 but its very slow and one of the best shielded ships in the Universe. It only needs time to launch fighters to kill anything in the galaxy and if it keeps its fighters close and under control or directs them effectively against a single M2, it can kill an M2 in record time. But whilst its fighters are away, its own weaponry are not much good for defence and its speed means most ships can catch it. An M2 or several M6s would be needed to ensure this expensive piece of hardware stays functional. Especially if you invade Xenon sectors. Defence is its only real weak point and that only occurs if the fighters have not been launched or are scattered around the sector.

Xenon Carriers to be honest are sitting ducks because the fighters do not sit and protect their home base. So if you attack a Xenon J, you will see my point proven before your eyes.

In truth, the M1 needs more fighter based commands, so fighters can be grouped together in wings at launch time and those wings need a clearly marked leader the player can give orders to groups of them in one simple action. Despite this, masses of fighters are still very effective even if you cannot control them easily once combat has begun. But I'll cover this issue in more detail later.

Ships and Weapons.

As we have already talked about, the type of weapon fitted to a ship increases or decreases its chance of hitting its intended target. So here we will look at weapons verses targets. Deliberately leaving some weapons out so you have something to discover your self later. E.g. PBEs, Flaks and Mass Drivers are all weapons not covered in this guide but worth while experimenting with.

IREs to PACs Weapons= Anti fighter weapons.

These weapons are amongst the best possible anti fighter weapons you can fit to any ship. BPACs are probably the best choice for bigger ships and M3s but all these weapons are designed to be used against fighters and thus should be the weapons of choice when ever you face enemy fighters.

AHEPT and BHEPT = Anti M6 weapons

The AHEPT and BHEPTs are quite capable of taking on smaller fighters or even capital ships. But since other more effective weapons exist for both those roles, these weapons become specialist weapons for taking out your average M6. Since the HEPTs can be used against multiple types of targets they have become the main stay of most fleets. They are your average, in between weapon, the one that is a jack of all trades but master of none weapon.

Alpha, Beta and Gamma Photons = Anti Capital ship weapons.

These weapons are slow to fire, turn and rarely hit fighters of any class. They need to be aimed at a large but slow moving target to be effective. When aimed at an enemy M2 or M1, these weapons are extremely effective but when aimed at an M5, M4 and M3, they become extremely ineffective. They could possibly be used against an M6 but like the HEPTs, they are not best weapon to use outside of their intended role in X3.

Combat Load outs.

All ships should carry a variety of weapons, not just the biggest baddest weapon you can fit to a ship. Fair enough, the choice is a little limited on an M5 but as you get bigger ships, the choice increases. It is at this point players start to ignore the lower end weapons in favour of vastly more powerful weapons then complain when their Gamma Photons cannot hit the M5 that's killing their M2.

An M5s weapon choices are limited but an M4s are not so limited and your load out selection starts with them. For example a Split Scorpion can carry AHEPTs and Mass Drivers. Since it can carry Mass drivers it has no need for BPACs to take down shields because the energy onboard is used exclusively by the AHEPTs and when it runs out the Mass Drivers will just keep on shooting anyway. But Mass drivers do not cause a lot of damage individually so it's wise to fit them in groups of 4 and only take 2 AHEPTs as backups.

Now an M3 is a vastly different beast, it works best with APAC or BPAC weapons mounted in groups of 4 with AHEPTs and other weapons to back them up added for extra bunch against targets bigger than another M3. Likewise they can be configured using weapons that are ideally used against masses of smaller targets too, but I prefer to stick to BPACs for both roles and arm mine for combat against larger ships. AI ships will continue to fly towards their target until they run out of power, then it will turn away whilst its weapons recharge. This means AHEPTs give the M3 less time on target than BPACs do.

An M6 is a sitting duck on its own; it's too slow to escape fire from an M2 or to out run a group of hostile M3. It needs to be jack of all trades but highly effective in all areas. Which is hard combination of required skills to nail down in any single ship. So an M6 as an individual ship becomes useless. But as the head of a sector patrol, it's second to none. So we treat it as a patrol ship or an escort ship with its own wing of fighters and equip it so it supports its own fighter wing. In this case we add pretty much the same weapon load out we would normally give our M3s. That way it is good at missile defence and taking out most smaller fighters. Also because it's a lead ship, other

tactics come in to play which we will talk about later.

The M2 is really just a massive M6 but its intended target is other M2s, blow for blow in a straight fight you would probably kill your target M2 but you would lose your own as well because it too needs an escort to tilt the balance in its favour. But your target will also have an escort so you need to consider anti fighter weapons for all your turrets in combination with anti capital ship weapons. The balance you choose will determine who wins or what kills your M2 first.

For example, if you go for purely Photons, then your M2 is highly effective against another M2 but the chances are high you will be killed by fighters long before you kill your intended target. If you go for purely anti fighter weapons such as BPACs then you will annihilate the enemies' escorts but if your fighters do not kill the enemy M2 fast enough, you're just as dead. So you need to balance your load out so its equality effective at fighter defence as it is against another M2. Doing so also helps protect your escort fighters since the M2 will attract the attention of fighters and the enemy M2 at the same time but because it has the shielding to cope with this. It will survive longer than your escorts would have done. Thus leaving your fighters both protected and free to wipe out anything in the sector near your M2.

An M1 is a totally different kettle of fish, it's not strong enough to take on an M2 and it is also in danger if an M6 comes near it. Mainly because it relies on its fighters to kill its targets and in that role, 60 M3's will make short work of entire sectors. So this ship needs its weaponry that is biased towards an anti fighter role with a few anti capital ship weapons added for insurance.

Leaders and Escorts.

M3 fighter patrols.

Forget it, these are cannon fodder and you will end up constantly replacing loses in any patrol containing only m3s.

M6 Patrols.

When an M6 is a leader of a patrol, it becomes the first ship to choose a target and its wingmen obey and attack that target. This usually means the M6 becomes the focus for the enemy fire but due to the fact it has better shielding than the fighters escorting it, it survives where the fighters normally would not. A good escort for an M6 is 4 M3s but I have a patrol that uses 1 M6, 1 Nova, 1 Falcon and 2 Boron M4s that have survived intact for many game days now. Taking on all attackers and winning every time. Each and every battle the M6's shields are reduced to 50% but the M5s are right there nailing the attackers and forcing them to break off and allow the M6s shields to recharge. The M3s then nail them whilst their weapons are recharging. This is a highly effective combination of ships for a sector Patrol and far cheaper than 4 M3s too.

M2 Patrols.

An M2 is not really a Patrol ship and does not really need the Protection of an M6, it does need the protection of a lot of M3s though and several M4s or M5s. Either way its very expensive ship to have on sector defence so its best used in conjunction with an M1 and make use of the M1's own fighters during sector invasions by the Khaak or player invasions of Xenon or Khaak space. When the M2 goes in to combat, the M1's fighters are assigned to protect it. When the M2's shields grow too weak, you withdraw it and allow the fighters to finish the job. In this role the M2 works extremely well in X3.

M1 Patrols.

M1s need protecting because they have very little protection of their own. A group of 3 M6s with fighter escorts of their own should be enough to help the M1 survive in a Xenon sector long enough for its fighters to wipe out all Xenon installations and defences. Outside a Xenon sector, a single M6 with fighters would be enough. Unless your in the middle of a Khaak invasion of your sector. Like I said above, an M1s fighters are highly effective escorts for an M2 because the M2 acts as a control point for the fighters. When you're talking about moving 60 fighters from A to B to attack ship C, giving them all protect orders for an M2 effectively means you control all your fighters by just controlling the M2. The M2 becomes the spearhead for your M1 whilst your M1 remains safely at the rear with its own protective screen of M6s.

You may consider doing this with an M6 but I advise you not too, in tests I ran the 2 M6s I used were destroyed every time.

Finishing up.

As you can see the key feature of X3 is the right weapon and ship for the right job. The X2 tactic of fitting all the best weapons to the biggest, baddest ship just does not work any more. X3 enforces a balanced approach to combat that lets every ship be effective in its own unique role. So unless your ships take a balanced approach too, the AI ships that are balanced to perform their unique role will beat you every time.

To sum up, M5's make great interceptors and draw off attacks against your larger ships whilst your larger ships and M3's try and take the attackers out. M5's, M4's and M3's provide the best escort service for larger ships and the presence of both a larger ship and several smaller ones helps both classes of ship survive longer. Weapon load outs need to be right for the targets they are aimed at, the wrong weapons fitted can lead to an early death for the ship mounting them.

Hope this helps you balance your fleets, fleet combat is actually great fun in X3 but still needs some extra work to make it perfect. Once you adopt these tips and start making tactics that use them you will find your M2 is no longer a sitting duck but the Knight that leads your charge against the enemy capital ships whilst the grunts protect it.

The first time you see response of your fighters when the M2 they are protecting is attacked, you will be a believer too. Just remember, an M5 responds faster than an M3.

It's all about the Right Job for the Right Ship and Weapon.

The New X3Rv2 Ships, by Giskard

http://www.respawn.co.uk/modules/newbb/viewtopic.php?topic_id=7&forum=9

The M3+ Fighter.

These are basically souped up M3s with more Cargo space and more turrets. They do not actually carry better weapons but are generally better shielded. Some make better patrol craft because of the extra speed and shielding as a result.

The M7.

This is a one off Ship available only by doing the Balagi Mission. It can be reverse engineered at the HQ and then you can build as many as you want of these. The M7 makes excellent patrol ship, even if it is expensive and it should be treated as an M2 with few shields in regard to the damage the M7 can do to other ships of all sizes. When fitting this ship out, its best to follow the M2 guidelines since it is a smaller M2 that can dock at freighter bays.

The New X3TC Ships, by Apricotslice

The M8.

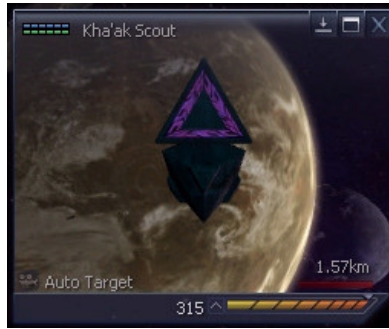
The new M8 class is a designated Bomber class. Its primary role is to launch a lot of missiles from a big distance. They are smaller than an M7 and have no forward facing guns.

The M7M.

The M7M is a missile version of the M7, with a specialty of boarding. M7M's are useful in a bomber role, but their main strength is that they can launch the Boarding Pod, making boarding operations much easier. They have no forward facing guns, so not very useful for conventional combat.

The TM.

The TM class is a mini carrier. Its a freighter hull that can carry a small number of fighters. Its addition to the game will fill the gap that a lot of people used TL's for early in the game before they could afford a Carrier.



Giskard's X3 Economy Guide

<http://forum2.egosoft.com/viewtopic.php?t=98301>

The X3 Economy Guide.

Guide Version 1.6 (X3 V1.3)

Introduction.

Initial fears for X3 were that because of distances and that the player needed to travel to trade anything, combined with the extremely high prices of stuff, it was going to be harder to make money. I have found the issue becomes obsolete if you think about trading in a new way, so lets look at that new way. Exploring the Universe first allows you to see what markets exist. If you drop satellites in key sectors such as those that contain Equipment docks, you will find it easy to track prices and stocks. That helps solve the problem of wasted travel time over 2 or 3 sectors and helps the player make a profit more often than not. With out exploration it is a long frustrating process of trial and error and not fun at all. The further out in to the universe you go the more you see the need for a jump drive to make money. We will explore this issue more later.

The early game sees the player trading energy and food for between 10,000 credits profit or and 30,000 profit. Which seems a lot compared to the 5000 to 8000 profits of X2, but since everything is more expensive now because of the price increases and the distance, it all kind of evens out. What has changed though is the economy. Instead of manual trading being a route to getting your first factory, in X3 it is both fun and very very profitable as a sole means of earning money. No 10 factories can make the same kind of profit as the player can in X3. So manual trading is probably something you will do a lot in X3, even in the late game.

A freighter with a jump drive becomes a must and whilst your trading lots of small items like Energy cells, you will find the bigger the freighter the better. You can get freighters with cargo holds that are upgradeable to 14,000 in size, making your first Mercury's 3000 cargo hold look rather small, we will talk about these in greater detail later. The biggest Mercury has a max cargo hold of 11,000 cargo units and the only thing more scary than docking one of those babies is undocking next to another large freighter. We are talking brown trouser time here, good fun though. :)

Trouble is, those freighters, especially the big ones are sitting ducks for pirates. So you really need to upgrade them all the way and perhaps even have an escort of fighters if you can afford them. Definitely take some fighter drones. Never assume 5x 25MJ shields offer protection for more than 20 seconds. They do not, even a small group of Pirate Harriers can easily take care of your shields. Surviving the first strafing run is the hardest part because the enemy fighters have full power for shooting. After that, if your still alive, you stand a chance of escaping. So think about taking missiles and drones for protection and do not rely on your freighters weapons for anything other than missile defense. Especially any PSG based weapons, I found even a Harrier carries weapons that have a greater range than PSGs.

A good change in X3 is that you do feel like your getting somewhere trading manually now, the long boring start of game phase has been replaced by a new system that allows you to earn money much faster and get embroiled in the best side of X3 earlier, the factory ownership side. Yet because manual trading is actually very profitable, it remains

lots of fun and the primary source of income for the player even in the mid game. It more or less makes using seta to earn money over night a poor substitute for doing it your self. Which is as it should be. Capturing is also a poor substitute for trading too, which makes a nice change. Despite this, the big ships still require you to work hard to get the money for them, so nothing has really changed except the player is having more fun in the mean time.

Once your game says you have played for a day or so, the economy starts to change. It stabilizes and food and energy stocks begin to rise and fall normally. There is talk that in 1.3 there are no bargains but so far I have found no problems finding bargains in my game when I looked everywhere and not just the sectors around Argon Prime. There is much more variety now so you may not always make maximum profits in 1.3 but you will make a profit if you learn the average prices for most goods you trade in.

Your First Freighter.

Players start off trading energy and food and then move on to Hi tech goods. After that you can move on to weapons and very expensive goods. Trading food is nothing like trading Hi Tech goods and trading Hi tech goods is nothing like trading weapons. For starts you can make a living out of trading solely in any one of those areas, which was impossible in X2. But the requirements and the funding needed to do it increases when you start trading in new items. So lets look at the basic requirements for each of those areas.

Idiots guide to buying and selling prices.

If your not good at figures, always buy from factories that are fully stocked and always sell to factories that are empty. This will give you maximum profits with every trade run you make.

Food and Energy Trader Requirements.

Starting Freighter, 20,000 Credits to get a good first load of energy.

Hi Tech Trader Requirements.

Starting Freighter 500,000 credits to buy a good load of Hi tech wares plus 1 jump drive

Arms Dealer Requirements.

Starting Freighter, 1 million Credits plus a jump drive and a very good knowledge of the universes Equipment Docks.

Path to Profit.

When new players start playing X3 they will naturally begin to exploit holes in the economy and their profits will increase rapidly. Soon they will have enough to buy weapons on mass and at that point they will need to leave Argon space and trade around the universe. Effectively becoming Universal Arms Dealers. Whilst making 30k from the sale of Food and Energy (including costs) seems good at first, to an Arms dealer that's the profit he gets from selling 1 weapon. Considering most weapons take up less than 10 units of your cargo hold. Can you imagine how many weapons would be needed to fill it up completely and how much your cargo would be worth ?

I know what your thinking, why bother with food, why not go for weapons first. Well you do not have cash for starters and your reputation is too low as well. But once you have a high enough reputation with one race to buy high priced weapons, you should be able to sell them any where you can dock.

Just so you know, its extremely easy to spend over 16 million credits buying weapons to sell on. Such cargos usually hold a mixture of weapons, shields and ammo to fill your hold. That way you can usually sell several different types of weapons at each and every Equipment dock you visit. Making your profits per stop run in to the millions, but you cannot do this by sticking to the central Argon sectors. You must get out there and map out all the factories, all the sectors and all the Equipment docks.

Food and Energy Trader.

Tradable Goods = Energy and most food types.

Profits = between 10,000 and 300,000 per full cargo hold.
Type of Market = Local usually.

Hi Tech Trader.

Tradable Goods = Microchips, Satellites, Computer components, Drones, Crystals etc.
Profits = between 50,000 and 1,000,000 per full cargo hold.
Type of Market = Universal Market for most products.

Arms Dealer.

Tradable Goods = Weapons, Shields, Ammo
Profits = between 200,000 and 5,000,000 per full cargo hold.
Type of Market = Universal Market for most products.

Available Freighters and Locations.

Argon Freighters, Location, Max Speed, Max Cargo Capacity.

Mercury = Argon Prime, 100m/s, 4000.
Mercury Tanker = Argon Prime, 65m/s, 7600.
Mercury Hauler = Light of Heart, 80m/s, 8000.
Mercury Super Freighter = Light of Heart, 77m/s, 7400.
Mercury Tanker = Omicro Lyrae, 100m/s, 4000.
Mercury Super Freighter = Omicro Lyrae, 72m/s, 11800.



Split Freighters, Location, Max Speed, Max Cargo Capacity.

Caiman = Family Pride, 124.99m/s, 3500.
Caiman Tanker = Cho's Defeat, 81m/s, 6650.
Caiman Super Freighter = Family Tkr, 96m/s, 6475.
Caiman Tanker = Family Njy, 124.99m/s, 3500.
Caiman Super Freighter = Family Njy, 89.99m/s, 10325.

Boron Freighters, Location, Max Speed, Max Cargo Capacity.

Dolphin Hauler = Kingdom End, 59.99m/s, 10000.
Dolphin Super Freighter = Kingdom End, 53.98m/s, 14000.
Dolphin = Great Reef, 74.98m/s, 5000.
Dolphin Super Freighter = Depths of Silence, 57.74m/s, 9250.
Dolpin Tanker = Lucky Planets, 48.74m/s, 9500.
Dolpin Tanker = Ocean of Fantasy, 74.98m/s, 5000.



Teladi Freighters, Location, Max Speed, Max Cargo Capacity.

Vulture = Seizewell, 79.99m/s, 4500.
Vulture Hauler = Seizewell, 63.99m/s, 9000.
Vulture Super Freighter = Grand Exchange, 61.59m/s, 8325.
Vulture Miner = Ianamus Z ura, 85.59m/s, 5175.
Vulture Super Freighter = Ministry of finance, 57.59m/s, 13275.

Paranid Freighters, Location, Max Speed, Max Cargo Capacity.

Thanks to Dual Nihil and Executor for taking the time to complete this next part for me. Much appreciated guys.

Demeter Tanker = Paranid Prime, 110.00 m/s, 3800.
Demeter Miner = Paranid Prime, 117.70 m/s, 4370.
Demeter = Cardinals Domain, 110.00 m/s, 3800.
Demeter Super Freighter = Cardinals Domain, 79.20 m/s, 11210

Demeter Hauler = Trinity Sanctum, 88 m/s, 7600.

Trade Command Software MK3: Some Tips and Warnings.

Like a lot of people I made a lot of money in X2 by using the Universe Trader option of the Trade Command Software Mk3. So it is very easy to think it will work again in X3 and not consider the side effects the new universe has on this software. The MK3 will earn you a lot of money and increase your reputation with any race it trades with. Trouble is, it uses a jump drive later on and that needs energy. Guess what factory is not so common in X3 ?

Yup you guessed it, Solar Power Plants.

Solar Power Plants are restricted to a couple of sectors in each of the races primary areas. So your MK3 will spend most of its time in a sector without energy. This leads to a lot of annoying messages about no jump fuel being found (Fixed in version 1.4). It did not take me long to sell my MK3 for the sake of a peaceful life but before I did I got a good idea of the kind of profits it can earn and to be honest, the player can double anything the MK3 can earn simply by trading manually.

Very vulnerable until patch 1.4, they are now probably the safest ship in the game, unless they do not have the shielding to survive long enough for their jump drive to charge. They do not sell any initial e-cells you put aboard, and are now known for 'raiding' your own complex stocks even when you have intermediate wares selling turned off. You may be able to make more trading yourself, but if you have better things to do with your time, they are a steady earner in the background for you, and no longer need so much hand holding once you get them up to level 24.

Requirements of the MK3s Universe Trader Feature.

Pilot reaches level 8.
Fight Command Software Mk1
Fight Command Software Mk2
One 25MJ Shield

Where to buy.

Most Teladi Equipment Docks and The Terra Corp HQ in Home of Light.

Manual Trading.

So you think manual trading is one long boring endless cargo run and capturing pays more anyway because its always been like that. Well it may have been like that in previous X games, but in X3 the Freighter Pilot is now the rich big brother of the Fighter Pilot. He can make more money trading each hour than the Fighter pilot can Capturing ships.

In this section I will go into detail on how this can be achieved, tell you the requirements and what to look out for and even how to think in some cases.

So lets make some Rules of Acquisition shall we.:)

Rule 1: Explore.

There is no way you can buy and sell goods if you cannot find a supplier or a customer. Its simply a none starter of an idea to choose the traders life if your not willing to explore. So buy your self a M5 or a fast M4. If your going for an M4 try the Paranid M4, a Boron M4 Mako or the Split M4 Scorpion (with mass drivers, nice) and then explore as much of the universe as you can. If you chose an M4, try killing pirates in Boron space until they will sell you a Triplex scanner. Once you have that exploring becomes much easier.

There are usually ways around Xenon sectors so if your afraid you cannot make it through any Xenon Sector, just enter the Xenon gate and turn back right away. This will make the sector appear on your universe map.

As you go you might want to drop Satellites in any sector containing a Shipyard, Equipment Dock or a lot of Weapon or Hi Tech goods factories.

Rule 2: The Mighty Mercury.

Your first freighter should be cheap, do not worry about fitting it out at this stage. Just make sure you dock at stations on a regular basis and that Autosave is turned on. You will find yourself trading in items your freighter needs so you can easily pick up parts in your travels. Also if you later upgrade to another bigger Mercury then you can often dock at the same station with your old and new ship just transfer all the parts and cargo before selling your old freighter.

Rule 3: Bigger is Better even if its Slower.

They say its not the size that counts but what you do with it that matters. Well with a big one you have to do a lot less work than the guy with a small one, small freighter that is :) Spending up to your limit on a new yet bigger freighter is fine as long as you have about 20,000 credits left. But its often cheaper to make the upgrade once rather than trying out every freighter you come across. So whilst your trading in sectors containing Shipyards, do a little research on the available freighters and make some notes for later. Eventually you will want a Super Freighter but be warned, even the Argon have 2 different Super Freighters. One is not so super as you might think.

Rule 4: Seta x10 is your friend.

Some of those super freighters are so slow that you will find the jerky game play at Seta x10 is acceptable. So do not be afraid to increase the seta slightly to allow for the loss of speed.

Rule 5: Jumping makes you money faster.

A Jump Drive should be amongst the first things you fit to your cheap freighter. Then carry a sizable stock of energy (around 800 Energy Cells in your first freighter, 2000 in the super freighters) for use as jump fuel.

Rule 6: Keep your Float above 2 Million.

The Float is the credits used for trading. Always try and keep at least 2 million (Do I hear "2 Million, I do not have that, OMG how I can win.....". Fear not for 2 million is merely small drop in the ocean in X3 in credits or goods handy for trading. 4 Million is handy if you can manage it. 20 million will mean you can clear out entire sectors of all bargains

About the Universe your trading in.

Time to explain what's going on around you.

X3 uses free traders to trade goods around the universe. They go from one sector to another and clear it of any bargains that may exist.

Now there are 4 basic types of Free trader.

Energy Traders.
Food Traders.
Hi Tech Traders.
Weapon Traders.

Unless your very unlucky, a sector will usually have only been visited by one of those types of traders. So either there will be no good sources of energy, no good source of food, no good sources of Hi tech wares or no good sources of weapons. You will find at least 1 of those areas provides good trade in most sectors. So the trick is, is to buy the Trading extension from an equipment dock (not a Split Equipment dock) and jump in to a sector and check the prices in each of those areas. Find the type of goods that the AI has not traded in and buy it all up your self.

Now jump to a sector where the goods you brought are in demand and sell your stock there, e.g. food and energy are needed by Hi tech and weapon factories. With luck, the Hi Tech or Weapons will be available for you to buy, so your next jump will be to a sector containing an Equipment dock to sell weapons too or a Trading Station that demands your Hi Tech goods.

About now I should explain what Equipment Docks and Trading Stations do.

These 2 types of stations are your best friend because they do 3 things.

- 1) They always buy at the Average Price, so any products you got cheap will always be sold at a profit at these stations.
- 2) They eat up goods that other factories do not actually use. So once you sell to one of these stations, the goods will slowly vanish allowing you to sell there again later.
- 3) They offer you a place to buy those goods if you want to, e.g. should need a few laser towers or missiles for defense. But best not buy from these if your going to sell the goods later. You cannot make a profit buying from Trading Stations or Equipment Docks. Its impossible because you can only sell to other Trading Stations or Equipment Docks and there prices will be average prices too.

Factories.

Time to talk about factories. You have been trading all over the universe and have seen what products sell but for the life of you, you cannot sell the same items and are wondering why.

Well there are some rules here. First you need to consider where you were not able to trade manually, e.g. where the AI had already been and bought up all the goods. You can see its a sector that sells its goods too fast. So whilst it is no good for manual trading, it is a very good place for your factories. If you see a 25mw shield factory for example that's always fully stocked with resources but empty of all products, then build a 25mw shield factory of your own right next to it. This is the safest way to ensure the AI will buy from you despite any Free trader issues that may exist.

Selling prices in X3 must be as low as possible to attract the AI Free Traders. The old sell at max price simply does not work too well in X3, unlike X2. So you cannot get greedy. If you want to be greedy, use selling freighters to sell your own products directly to other stations. This is the best way to earn maximum profits from your factories stock.

Low level factories such as cattle ranches and other similar factories never make much money because you have to sell their stock extremely cheaply. Its pocket money really and a not good foundation for an empire. However, once you add a second level food factory such as a Cahoon Bakery, they suddenly start making money for you that could be considered better pocket money. Still not great but at least you can see a return on your investment.

Solar Power Plants may need selling freighters before they start making a decent amount of money. Even with these, the mighty SPP is not what it once was. It is at best slightly better than the Cahoon Bakery.

Rimes Facs and Teladianium Foundries sell pretty well to the AI Free Traders. You do not really need Selling Freighters for these factories.

Cheap missiles often flood the market too quickly and make a lot of money early on but then it slows down to a crawl. More expensive missiles require selling freighters to sell them to Equipment docks but sell more often and at a huge profit too.

Weapons, Drones, Satellites, Crystals, Microchips, Computer Components all make money fairly quickly and are good choices for the player looking to make some money from his factories.

Illegal Goods.

The illegal warez market is a little different in X3 than it was in X2. In X3 discreet couriers and frozen food freighters buy and sell the wares for Pirate bases. Until you deal in any illegal warez its hard to see just how big the market really is. So we will look at a complex that produces illegal goods and sells well, even without selling freighters.

You will need.

- 1 x Dream Farm.
- 1 x Bliss Place.

Or

1 x Space Fuel Distillery.
1 x Wheat Farm.

Or both ! LoL

Ideally you will need to use a complex construction kit to connect either the Bliss Place and the Dream Farm or the Space Fuel Distillery and the Wheat Farm. I actually made the lot in to 1 big complex using Large versions of all factories and demand was still higher than production. Making all 4 factories in to 1 complex means you can feed the entire complex energy using just 2 freighters.

Location to build these is important and the best location is also one of the safest as it is a defended Argon sector with in trading range of at least 5 pirate bases, possibly more depending on your game. I am of course referring to Elenas Fortune. At the time of writing, other Egosoft forum users have started to notice Elena's fortune is a prime spot for these too, so this is not a recommendation coming from just me. Others think so too.

You will only need to buy in energy so selling freighters will not be needed, mainly because there is such a high demand in this area that the product sells it self pretty well.

Pricing your goods.

I found the following prices work rather well.

Sell Space Fuel at 550c
Sell Space Weed = 1990c
Buy Energy Cells at 14c

The return on your investment, depending on whether you went for large versions or not, should be a small but regular income. Much better than Cahoon Bakeries, Wheat farms or Cattle Ranches on their own but not as good as most Hi tech factories. You should see your factory remains empty most of the time as products are snapped up before you have a chance to stock pile anything. Its fairly cheap to setup a smaller starter complex to sell either one of these products and easy to upgrade it to sell the other product later.

Factories and Complexes.

The Complexities of Complexes.

The Complexes in X3 have a few issues that come up due to bad placement. So its important you understand these issues now.

- 1) Docking for the AI is difficult if not impossible.
- 2) Autopilot causes the players ship to ram the complex due to bad docking positions and badly placed complex tubing. **Substantially improved in patch 1.4.**
- 3) Yoyo style docking occurs after the complex is extended to include more factories. Meaning even though your freighters can dock. It takes them many attempts before they actually do dock.
- 4) Factories in the complex make a constant banging sound because they where placed so close to each other that they are actually touching.
- 5) You can either buy or sell interim products, not both.

Those are the kind of things I am hoping to help you avoid in this section by helping the reader understand the mechanics of X3 Complexes.

Complexes, produces, resources and intrim goods.

Complexes allow you to sell all goods produced at that complex by default, there is a menu setting in the adjust parameters that allows you to buy and/or sell intrim goods too. Resources are goods you buy in that are not produced by the factory. Resources cannot be sold since they are needed by the complex and thus the complex would stop working without them.

Now I have seen players complaining that complexes do not allow you to set a separate buy and sell price for intrim

goods so lets answer that complaint now shall we. Intrin goods are like products, they are made at the complex but they are also used at the complex. Any shortfall in supply will naturally lead to the complex needing to buy in those goods. But selling a required product is not generally a good idea because the end product could run out of supplies it needs. You see, you have very little control over who buys what or how often and since some freighters can buy up to 13,000 units of your stock. Selling an intrin product could lead to problems.

But that still is no reason for not having a separate buy and sell price for them is it ?

Well try this reason.

Why would a factory buy in a product it makes ?

Thats a job for Trading Stations and they cost a lot of money. So if you did have a buy and sell price for complexes, why would you need a hugely expensive Trading Station or even an Equipment Dock ?

So the only important use of the price you can set is to set the selling price because once you add a buying and selling price to a complex you suddenly render 2 important game features totally useless.

Factory Placements for Complexes.

Now you know about products and interim products, lets take a look at how to connect factories together. I will assume you have 4 factories named A, B, C, D.

Connect A to B and then choose a good spot for the docking part of the complex. Since this will be used for the entire complex from this moment on. You do not want it too close to the factories or in any area your likely to expand your Complex in. I usually place it far below my factory complex and try not to build below the current factory complex line. So the docking area (Complex Hub) seems to hang down below the complex like a spider on a thread.



Now we need to connect C and D and this presents us with our first design problem.

Do we connect A to C and then A to D ?

No because we know we have 2 factories to join to the complex and each factory that joins directly to the complex requires a tube to touch that complex hub at some point. So we join C and D together first, then join A to C. This gives us a far better complex layout since 1 tube goes from C to D and another goes from A to C Instead of all 3 factories connecting to A like a giant spiders web.

Of course you will probably add more factories later individually so how can you be sure not to make a mess ?

Well you cannot to be honest but you can reduce the risk of a mess by placing all the factories to be in a complex in one long line.

E.G.

A B C D

Will look like this as a complex

A-B---C-D

So if we add another factory we need to place it at the end of D like this.

A-B---C-D---E.

This ensures it connects to D because D is the closest point. Notice I put 3 dashes in between B and C and D and E ?

It means a bigger gap than normal should be left, do not attempt to neatly place all your factories in a tight little group. It just leads to problems mentioned above.

At the time of writing, Trading Stations and Equipment Docks cannot be connected to a Complex.

Designing your own Super Factory AKA Complexes.

Now you know of some of problems associated with Complexes lets lay down some ground rules.

- 1) All factories to be included in a complex should be placed in a line.
- 2) If dealing with 4 or more factories. Always connect factories in groups of 2, E.G. A&B, C&D first. Then connect the 2 pairs together to make a bigger complex.
- 3) Always put the docking bay far out of the way of the primary complex area so docking accidents do not occur.
- 4) Let any factory you want to sell primary products run for a while before connecting them to your complex.
- 5) Remember, products not used in your complex will always be primary products e.g. Microchips, Missiles, Weapons, Shields etc.

Now you know the rules lets design our own factory and take in to account some other game features at the same time.

OK we want our first Complex to make missiles, so lets look at what we need.

- 1 Cattle Ranch.
- 1 Cahoon Bakery.
- 1 Wheat Farm.
- 1 Rimes Fac.
- 1 Warhead Facility.
- 1 Missile Factory (you choose what missile you want to make).
- 1 Solar Power Plant.
- 1 Crystal Fab.
- 1 Silicon Mine.
- 1 Ore Mine.

We will not connect a mine to our Missile Complex at this time since it limits where you can build your complex and introduces a higher chance of error. As you can see, our Complex is entirely self contained except for Ore and Silicon. So we only need 2 Freighters to buy up the ore and silicon and our Complex will work. What is even better is the float you must leave in the complex needs only cover the cost of what your freighters are buying. E.G. you do not need to add 100,000 for every factory in the complex. You need only add enough to buy Ore and Silicon.

OK about now your thinking there's a catch right ?

Yup, your not buying a lot from the AI factories, so your reputation with the races will not go up much except when you sell stuff to them. Trouble is selling is a slow process, so your basically increasing in rank only when you can make a sale. Plus that lot will cost millions. So lets cut it down to just factories that will help make missiles quickly

and not include anything the AI can supply us easily.

- 1 Wheat Farm.
- 1 Rimes Fac.
- 1 Warhead Facility.
- 1 Missile Factory (you choose what missile you want to make).

To actually build the complex we place them in a line like so (checking the sector views horizontal and vertical placement when we place the factories).

Missile Factory, Warhead Facility, Rimes Fac, Wheat Farm.

Then we connect them line this.

Missile Factory--Warhead Facility---- Rimes Fac--Wheat Farm.

And below these we put the docking area.

Complex Hub (Docking area).

Remember, a complex often works best when its a simple complex. E.G. a Crystal Fab and a silicon mine, Or a Crystal Fab, Cattle Range and a Cahoona Bakery.

Now we just need freighters to buy Food, Energy and of course Ore. What's even better is each time your freighters do buy goods, your reputation with the race increases slightly and brings you a little closer to the time when you can buy that M1 or M2, or even your own Equipment Dock.

So what have we learned. Well we know Complexes can become messy fast and we know how to make sure only the products we want to sell actually appear as primary products. We also know how to make sure our Complex helps boost our reputation with the other races. So lets have some fun.

Custom Factories.

Now its time to look at custom factories. It is possible to get something for free using complexes. You need only inject enough energy to kick start it and the complex will take care of the rest. Now we are going to make an M6 Servicing Facility. A place where you can dock your newly purchased M6 and fit it out with all the weapons it needs.

For this we will buy our factories from the Argon Shipyards.

You will need to place the following factories.

To supply energy we need.

- 1 Solar Power Plant.
- 1 Crystal Fab.
- 1 Silicon Mine.

To make the weapons we need.

- 1 Alpha HEPT forge.
- 1 Beta Particle Accelerator forge.
- 1 125MJ shield Factory.
- 1 Ore mine.

And to supply food we need.

- 1 Large Cahoona Bakery.
- 1 Large Cattle Ranch.

Total Cost = Just under 40 Million.

We need to place all the factories so we can eventually link them together. Because we have 2 mines in the chain we must first choose a sector where a good Silicon Mine and a good Ore mine already exist and made sure both ore mines can be included in the complex without blocking the docking area. Which is hard, I must admit. **In 1.4, an M6 or TL with a Tractor Beam can move a mine to where you want to build a complex. Its slow, but allows building outside the main asteroid feild.**

Once built you will get AHEPT, BPACs and 125MJ Shields produced for free.

I did not bother with the energy part, I just assigned 3 Freighters to buy energy cells. But you can if you want too. The word from the Egosoft forums is that once you connect over 100 factories, your game may start to crash when you attempt to connect more. The figure players have put figure of around 120 factories before this starts happening so stay below 100 and you should be safe. **This is usually a node issue, and is not related to complex size but rather to how many end product factories you try to put in without support factories. More on nodes elsewhere. The node ctd issue was fixed in patch 1.4.02.**

As you can see, you can build any number of custom factories this way, its almost possible to make your own shipyard by doing this. The only problem is that standard software your ship uses is not on sale here and you cannot build the ships hulls.

My own M6 Service station does not actually sell anything and the AI never trades with it, despite having rock bottom prices, yet it makes a huge profit. Weird don't you think. The reason it makes a profit is because I have a trading station that buys the goods from it and sells them all over Argon space when I do not need them. When I do need them I simply tell the trading stations freighters to stop buying those goods.



(Antigone Memorial, 59 stations, including all minable asteroids. Notice the complex hub well above the plane of the stations.)

Some advanced Complex Building tips added by Apricotslice.

Positioning stations is something you will need to get a feel for yourself. Practice makes perfect. Before you start, SAVE. As you place, save again, but keep the first save available so that you can reload it if you really cock up the first attempt and want to start again.

My own 50 plus station complexes are placed for safety, not for looks.

If you place a station too close to an asteroid or another station, they may damage each other. If they actually touch, then the friction will tear the factories apart. If the shields touch, then eventually they will go down and then the hulls will be damaged. At some point well after the complex was built, a station will suddenly blow up quite spectacularly. And when a single station in the complex is destroyed, the complex hub and all the tubing is destroyed as well. And with the hub, goes any ship docked there and all the product its storing. Your left with a close group of isolated stations. You can if you want, reposition them with the new Tractor Beam, just to make certain the remaining ones are safe. Then you will need to rejoin all the stations back into a complex with a new hub. Before you do, check the shields and hull of each station and give some time to ensure no more are about to blow. Best strategy is not to build them too close.

My complexes look like Spagetti and Meatballs, and I love them !

If you really want to get a complex lined up as neatly as you can, there is plenty of help in the forum available. But I think this is too difficult for first time complex builders to worry about. Hey, its fun flying your fighter through the middle of your complex and watching a pirate ship smash itself to pieces on a tube !

However, the less neat you are, the harder it becomes to find somewhere to put them, which brings up a problem.

Eventually, everyone building a large complex gets to the point where a station is no longer in range of the complex hub after placement, and therefore cannot be joined to the complex. This fools everyone as to the reason why, as the first impression is that it should join to its nearest neighbour.

The distance variable for joining a station to a complex is from the new station to the HUB and seems to be about 15km cubic. So once you have exhausted the area around the hub, suddenly you have a station you cannot join.

It is vitally important not to place stations adjacent to the hub. Doing so makes the task of docking exponentially more complex and results in ships being destroyed, including yours. The universe is dangerous enough without you making it worse.

What this means is that a lot of space that could have been used for adding stations, cannot be.

And so we have a station that cannot be joined.

Wrong !

There is a feature of building hubs that comes in very useful now. The placement of the hub can be almost anywhere, and so far, I have not found a limit to where it can go.

So, what we do is add another station adjacent to the one you cannot join.

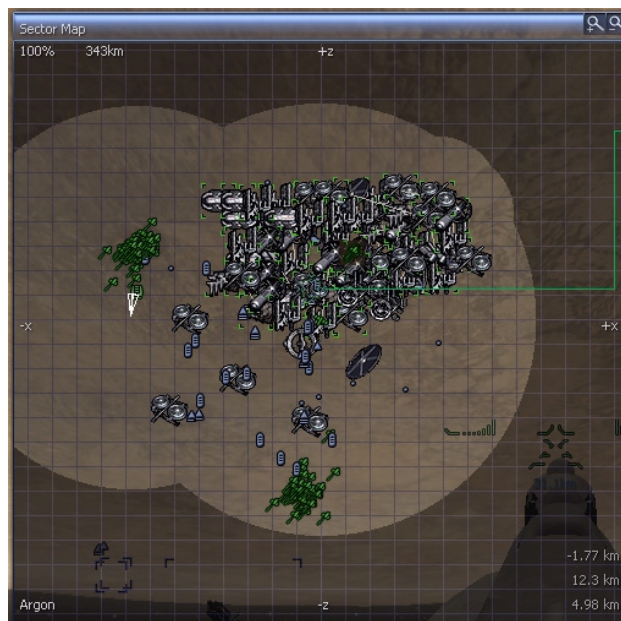
Then we join these 2 stations to form a second complex hub, AND position this new hub in range of the first hub. This is usually easy, because you can place it on the same level as the first hub, since it wont be remaining there.

Now we join the two hubs.

Only ONE of the hubs will remain afterwards, so the first one you select should be the one you wish to keep. Select the one thats the best positioned for docking purposes.

After the join, you will have one hub where you selected, with the contents and ships that were in the first hub all safely where you left them, even though the position of the hub may have changed if you selected the new one.

This technique can be used to build really huge complexes. As long as you can get a new hub placed in range of the old hub, and the old hub has available nodes, then you can keep joining groups of stations almost indefinitely. Even spread out over large areas of space, if you leave key stations unjoined in certain places, you can later use them to join a whole set of complexes into one giant one. It may take some planning, but it can be done.



(Complex in Antigone Memorial formed in 4 complex joins.)

Owning your own Trading Station and Equipment Docks.

Trading Stations and Equipment Docks are still being developed in X3 at the time I write this. However X3 has made some pretty huge changes to these already. In X2 any Trading Station or Equipment dock owned by the player could be made to sell any product the player chooses. There are bugs in X3 that prevent some weapons from being sold from a Trading station that would appear to indicate which way the Egosoft wind is blowing here. So it might be worth buying a Trading Station to sell food and hi tech goods and not weapons in the future. Sticking strictly to typical items these huge structures usually sell when owned by the AI. This should future proof you, hopefully.

It appears all Equipment docks are the same but Trading stations are not. The one you buy pretty much decides how useful it will be because any freighters assigned to it that are not trading will occupy 1 freighter bay and if you only have 5 to start with then your going be to extremely limited. Especially since your forced to use selling freighters because the AI does not trade with player owned trading stations.

As a mod maker I see a mod being useful here to fix this part of the game. Anyway, on with the station stats.

Below is a list of stations and the number of docked ships they can support.

All Equipment Docks (And Shipyards) = 10 Ships of the class TS/TP/M6/M5/M4/M3 and 1 ship of the class TL/M1/M2.

Trading Stations.

Boron Trading Station = 5 Ships of the class TS/TP/M6/M5/M4/M3.

Paranid Trading Station = 5 Ships of the class TS/TP/M6/M5/M4/M3.

Split Trading Station = 10 Ships of the class TS/TP/M6/M5/M4/M3.

Argon Trading Station = 10 Ships of the class TS/TP/M6 and Unlimited Ships of class M5/M4/M3.

Teladi Trading Station = 10 Ships of the class TS/TP/M6 and Unlimited Ships of class M5/M4/M3.

As you can see the Boron and Paranid Trading Stations are only going to support 2 products effectively before ships start queuing because you need a buyer and seller freighter for all products right now. This makes them totally useless to players in the game. Hopefully Egosoft read guides and will fix this. 5 products for Trading Station is not that unreasonable so the Split Trading Station is usable. Though I personally would never buy one with those limitations.

All XL sized cargo needs a freighter so Ore, Silicon, Laser Towers are always going to be jobs from TS type ships. L size cargo will need to be carried by M3 Fighters that are capable of carrying that size cargo. A typical cargo hold of an M3 is roughly around 280 units. So it is not bad but it is expensive. Be careful though, the Pirate Falcon Vanguard

and the Paranid Perseus have very small cargo holds and will be useless in this roll. The Falcon Hauler though is a totally different matter and according to its stats even comes with a rear turret. For Cargo of M or S sizes I recommend the Boron Mako. These have a very good cargo hold for their size and can do about 200kph too. Average cost of these is around 500,000 credits though. So using them will require a lot of cash.

Trading stations only need freighters to sell the big goods such as ore, the rest can be assigned to fighters if you own a Teladi or Argon Trading Station. You can see the goods sizes at the factory you buy them from. They are either XL, L, M or S.

Default Freighter Scripts.

The default freighter scripts are the only scripts available at the time I write this guide that can be used for Trading Stations and Equipment Docks. Since the AI does not trade with player owned Trading Stations and Equipment Docks, your going to need 1 buying freighter set to buy at best price and 1 selling freighter set to sell at best price. First though you need to drop 1 item of the type you wish to sell in to your Trading Stations or Equipment Docks to make it available to trade because the station management system is not available in X3 either. Once you have done this, it is best to set the price slightly higher than the minimum price for those goods to the Freighter will always buy at minimum price but will never sell at that price.

List of goods that sell well from Player owned Trading Stations.

The following foods always sell well from my Trading Station in Argon Prime so its assumed similar goods will always sell well from other races sectors.

Lvl1 Foods (Argon Beef etc).

Lvl2 Foods (Cahoona Meat Steakes etc.)

Energy Cells.

List of goods that sell ok but may use up a spare dock whilst waiting for goods to become available.

Please be warned, your ability to sell these items depends if there is a local demand for these products. In Argon space all these sell very well.

Satellites.

Wasp Missiles.

FireFly Missiles.

Quantum Tubes.

Warheads.

Crystals.

Products that do not sell well due to the economy or bugs.

In 1.3 the AI Free Traders and Equipement Docks now work as they should, so all products now sell. One thing they will not sell though is products not demanded locally. So if you sell a product to an Equipement dock that it does not normally demand, you should not expect that Equipement dock or your own AI freighters to trade in that item with that Equipement dock. You cannot open up a 25mj shield market in Argon Prime for example if none existed before.

Argon Central Sectors: A small example Empire.

In Argon Prime you have a Free Argon Trading Station that you built. It has its max jumps set to 4 so it can trade anywhere in any of the central Argon sectors. You know there are Equipment Docks in Antigony Memorial, Three Worlds, Red Light, Argon Prime and Cloud Base South East. You also know every sector has a Trading station that wants something.

So you count up how many Equipment docks and Trading stations demand each product to see which products have the biggest demand.

Once you know you can start building factories to make products that are in the biggest demand. Because your own Trading station can buy and sell anywhere in these central Argon sectors you do not need any selling freighters at

your own factories. Just build the factories, give them some freighters to buy up the goods they need in order to ensure they all get supplied and then tell your trading station to trade in those goods.

Your trading station will then go about buying up the cheap goods either from you or the AI (either way you make a profit from it) and sell them automatically for you.

Now a factory in Three Worlds would need a jump range of 5 or 6 to trade at the other end of Argon central sectors and to set a jump range that high would slow down production. Yet because we use our own Trading station to buy and sell the goods, the factories can get on with gathering the goods it needs from within 2 or 3 sectors of the factory and let the Trading station that does not actually make anything buy and sell at a much greater range. This way if the local market becomes saturated with some goods you can increase the range for a short time and continue selling those goods.

Now here is a little yet untested theory you might want try.

Your Trading Station in Argon Prime buys at your factories cheapest price but the AI does not trade with it (currently), so your lowest price is only used by your selling freighters as a guide as to what price to accept when it tries to sell your stock. It also has a jump range of 4 which means it can reach Kingdom End and Rolks Fate easily. So what if you put another trading station in Kingdom end and another in Rolks Fate. Suddenly you could easily transfer stock from one station to another if the local market becomes saturated and sell local Argon goods to the Borons and even some Teladi stations.

Even if the sell at best price script never sells to other trading stations, the sell ware command should allow you to transfer goods that way.

The advantage of this is you suddenly find you have a mighty network of trading stations that are able to accept goods and sell them locally even if the original trading station could not sell them itself in its area. Also the Sell Ware command ignores the stations jump distance setting. So you could transfer goods over a larger distance than just 4 sectors (or whatever you set yours too).



Giskard's X3 Trading Networks.

<http://www.respawn.co.uk/content/view/326/77/>

Time to have some fun with a idea that is just so perfect for the X series, im surprised Egosoft never added it in X2. X3 now supports Trading Stations and Equipment Docks using Standard buy and sell at best price scripts. This one fact means a whole bunch of new features are possible and has added to the economy game play in such a big way it had to be written down in a guide in order to explain it properly.

So its time for me to introduce you to the Trading Network. A way to maximize your profits and boost up your credits at the same time :)

X3 Trading Networks.

Introduction.

Trading Networks are made possible by the fact that the best buy and best sell scripts assigned to your own freighters at last allow them to trade with your own Equipment Docks and Trading Stations. Even if the AI freighters do not. So if your wondering what use are player owned Trading Stations and Equipment Docks then this guide is for you.

Trading Networks.

What a Trading Network is, is a string of several Trading Stations roughly the same distance apart with their prices set up so goods flow around the universe from station to station. When set up correctly, only the excess goods are passed between Trading Stations and the rest are sold locally to customers that need them. This maximizes your profits by ensuring a lack of demand for your goods locally does not effect your ability to sell the goods you produce else where. That is what the basic Trading Network does.

Trading Stations Available.

Out of all the trading stations available only the Argon and Teladi Trading stations have a fighter bay and 2 freighter docks. The others lack the fighter bay or only have 1 freighter dock. Since the fighter bay can have an unlimited number of fighters, where as the freighter dock is limited to 5 freighters per freighter dock. The player really needs to consider how many fighters or freighters the trading station will have assigned too it before he chooses trading station he wishes to buy.

Argon Trading Stations have another problem, that great big spinning thing at the back of the station sometimes hits the smaller faster ships assigned to the station if the player is in the same sector, thus causing them damage or destroying them. This tends to happen only when a lot of fighters are assigned to the same station and the stations alignment means the fighters have to fly past the spinny thing to get to the dock.

Paranid, Split and Boron Trading Stations are probably best used as relay stations. That is stations that do not actually have freighters of their own but sit between 2 Trading Stations that do have their own fighters and Freighters.

Equipment Docks Available.

As far as I can tell, all Equipment docks have 2 freighter docks, no fighter bay and 1 perhaps 2 large ship docks. So you cannot treat them as Trading Stations and dock unlimited ships at them. They pretty much are Equipment docks in that they can carry any stock sold to them but will not be that good for Trading purposes. The good news is, just one of these makes buying and fitting out your own fighters much easier. They become a real time saver when fully functional and well stocked. So they are worth having but at around 50 million, I'd say they are very expensive for what they do.

Freighter Docks, Fighter Bays and Wares

A good 90% of all wares available in the X universe are Small, Medium or Large wares. Only a small percentage are XL size and must be carried by freighters. So if you were wise and purchased an Argon or Teladi Trading Station then you should assign any goods that are not XL to fighters and leave the freighter docks free for freighters buying and selling things like Ore. Of course goods that need to be brought in mass, like energy may need a freighter too.

You need 1 freighter to sell stock but generally speaking, you do not need any freighters to buy stock if your Trading station is only trading in goods you actually produce in your factories. This is going to be a key feature in this guide so if you do not understand why just yet, do not worry.

Your other Factories.

Each factory you own can use the Buy and Sell at best price scripts that come with X3 to buy and sell to your own Trading Stations using the factories own freighters. Since docking space for freighters is extremely limited on all Trading Stations, it is better to have the factories sell to your Trading Stations instead of having the Trading Station buy from them. So the key issue here is Trading Station placement. You need to build your Trading Station with in range of all your factories carrying goods you want it to trade in. This too is a vital feature of this guide which will be

explained later.

Setting up a Simple Trading Network.

I will assume you have 5 or 6 factories producing goods in or around Argon Prime for this guide. I will also assume they produce goods other races want to buy rather than Argon specific goods such as Argon Beef.

Let us assume you have a Drone Factory, Chip Plant, Alpha HEPT Fac, A Mass Driver Fac and Satellite Fac in or around Argon Prime (just for example purposes). The first thing you need to do is set the price of the goods as low as you can possibly set them at the factories that sell then. Next you can optionally set Trade with other races to No, since we use our Trading Station to do the selling for us. Make sure all your factories have selling freighters and that the max jumps allow them to reach Argon Prime when selling their stock. They do not need to travel further than that.

Now build a Trading Station in Argon Prime.

Buy 1 type of each product your factories produce and drop them in to your Trading Station so it becomes available as stock. Set the prices of each item 1 credit higher than the minimum price your factories are selling at. Now for each XL sized ware you sell, buy 1 Freighter and for each L sized ware you sell buy 1 M3, the S and M sized wares can be sold by M4s or M5s but you had better check first. Makos are available from Kingdom End and make excellent trading fighters due to their speed. Tell each of those to sell an item at best price. Making sure they can carry the item they are selling first by comparing the ware size to the ships ability to carry that ware (See Ships Details and check for the S, M,L or XL sizes for that ship).

Now set the Trading Stations Max Jumps to 5 and give your Trading Station some credits so it can buy the goods it is sold. This will allow it to sell products it is sold, all over Argon central sectors and as far as Menalous Frontier and Paranid Prime.

Soon you should see your factory freighters selling any goods it cannot sell locally to your Trading Station and your Trading Station will try and sell them further a field. Some goods such as Warheads, Mosquito Missiles and Satellites may flood the market and you may not be able to sell them locally after a while. So we need a second Trading Station.

Build another Trading Station in Paranid Prime and sets max jumps to 5 and give it some credits. Check what goods your Trading Station in Argon Prime cannot sell. Lets assume it cannot sell Satellites. So drop 1 satellite in the Paranid Prime Trading station and set its price 1 credit higher than the Argon Trading Stations Selling price. Now your Argon Trading Station will sell the Satellites to your Paranid Prime Trading Station. So will need a selling freighter or fighter to sell the Satellites locally. Buy one and assign it to sell Satellites at best price at your Paranid Trading Station.

Now Satellite Factories need Majaglit and unless you have a factory producing it near your Satellite factory, your Satellite factory will need to travel pretty far to buy it. So lets help with its supply. Buy 2 Majaglit from Paranid space. Drop 1 in the Paranid Trading Station and another in the Argon Trading Station. Set the Paranid Trading Stations price at 1 credit higher than the lowest price (in case you build a Majaglit factory of your own later in Paranid Prime). Set the Argon Prime Selling price to 2 credits higher than the min price. Now assign 2 freighters/fighters to buy/sell majaglit at best price at the Paranid Prime Trading Station.

Off goes your buyer ship to find some Majaglit, it brings it back to the Paranid Prime Trading Station. Once it arrives, your seller freighter looks for a sale locally. If it does not find one it carries Majaglit to your Argon Prime Trading Station where your own Satellite Factories buyer freighter will buy the Majaglit.

So what you have setup is a very simple 2 way Trade Network. Argon Satellites are being sold in Paranid space and Paranid Majaglit is being imported and sold in Argon Space. The Argon Trading Station wants it to sell only to your own Satellite Factory so it does not have a freighter assigned to sell it.

Relay Stations.

We can now expand our Trading Station to reach more distant sectors by adding a 3rd, 4th and 5th Trading Station,

we get as far as Trinity Sanctum before he hit problems. Going via Siezewell would be easy but you would not need a relay station, so we will take more interesting route here. Now suppose your carrying goods through an area that does not have that many places to sell the goods and is a little dangerous. Such as Rolks Legacy (near Lucky Planets). You are OK as far as Trinity Sanctum but after that your on route that is just a single line of sectors. So lets build Relay station. Any old cheap Trading Station will do for this.

I'll assume you have a Trading Station in Trinity Sanctum. Build a cheap Trading Station in Rolks Legacy, this will be our Relay Station. Add the goods you want to transport to more distant sectors to it. Set the price of those goods 1 credit higher than the previous Trading Stations price in your Trading Network. The prices should steadily get higher the further away from the producer of the goods you get as a rule. Your goods will flow down the chain of trading stations until they get sold.

Now make sure the last primary Trading Station before the replay station has selling ships to sell the goods to the replay station station. These will supply the replay station for us. We do not worry about selling locally because the Trading Station before the relay station will do that for us, also the Trading Station after the Relay station that we are about to build will cover the other sectors Relay Station missed.

We can now reach Thuruks Beard. So we build a fully blow Trading Station there complete with freighter and fighter sellers. There is an Equipment dock near by too and its asking for Mass drivers. Our own Mass Driver fac has flooded the market in Argon Space so it now has excess stock. So we add Mass Drivers to the Paranid prime Trading Station, the Trinity sanctum Trading Station, the Relay Station and finally to the Thuruks Pride Station. Setting the price 1 credit higher at each station the Mass Drivers pass through and assigning a selling freighter to each one. Thuruks Beard needs a buying Fighter since the Relay Station does not have any. Or you could assign a selling fighter to the Relay station to ensure your Thuruks Pride Station does not buy Mass Drivers Locally.

Now your excess Mass drivers flow towards Split space where they sold at all the Equipment docks between Light of Heart and Family Whi. Which is (pardon the pun) a massive market for MDs.

Equipment Docks.

About now you may notice Split sell 25mj shield factories and Argon Space is always short on 25mj shields. So why not build a 25mj shield fact in Thuruks Beard and have it supply Argon sectors by importing them back down your Trading Network using the principles explained above. Perhaps some other weapons, shields and missiles too. Trouble is, no one 25mj shield fac would supply enough shields for a single shield to make it to Argon prime. So you may need to build 2 or 3 to supply all Equipment docks between Thuruks Pride and Argon Prime. But hay, more money for you :)

It struck me that a good place for an Equipment Dock is Cloudbase South West since its close to Paranid Prime where you can buy Triplex Scanners and its right next to the Goner Temple where you can buy Jumpdrives and Transporters. So lets place an Equipment Dock in that sector.

Now this Equipment Dock lays along the Trade Networks path. It is within range of the Argon Prime Trading Station and the Paranid Prime Trading Station. So once we add the weapons and shields we want it to stock to its list of products. We can have the Argon Prime Trading Station keep it fully stocked with Mass drivers ready for when we need them and have the Paranid Prime Trading Station keep it stocked with 25mj shields. So next time we buy a Nova, we need just send it to our Equipment dock and fit it out there with the weapons and shields it needs. Once the Equipment docks stocks are full again the goods will flow normally between Argon Prime and Paranid Prime Trading Stations.

To get this to work we need only set the price at the Equipment Dock higher than the highest Trading Station price for each item. This way any excess stock that cannot be sold locally will always go in to resupplying our own Equipment Dock.

Of course, the more weapons being moved around your Trading Network, the more weapons you can stock up on at your Equipment Dock. Because you have a Trading Network, it does not matter where the products are produced because they can be sold anywhere in the universe via your trading network. Which is handy if the Teladi will sell you a 10gj shield fac but the Argons will not.

Expensive Idea.

Of course this is a very expensive idea. It is not for everybody but as Egosoft staff are keen to say on the forums, what else will you spend your millions on. I'm sure you have seen the posts from people who magically got over 200 factories and an M2 with in 1 week of the games release and start complaining when they realize there's a 2,000,000,000 limit on the credits you can have in the bank. A limit most of us never reach whilst playing normally and spending as fast as we are earning. Well this idea not only provides economy fans with a little extra fun but it also provides them with something they can spend their money on whilst they wait for their Race Reps to increase to the point where they are allowed to buy an M2. When that happens they will find they already have a fully stocked and constantly resupplied Equipment dock that can fit it out.

It also provides a means to automatically buy all the best AI weapons and shield bargains around the universe and make a huge profit from it as I normally do manually trading those goods. Even the Universe Trader would not jump that far for 1 trade and your Trading Network would eventually be shifting hundreds of bargains around.

The only thing to be careful of is not to try and have the same ware flow in 2 directions along the same chain, clearly that would not work. So if your buying AI produced 10gj shields from Boron space, then any new 10gj factories you build should be built in the same sector as the AI factories you buy from. So all 10gj shields travel down the chain in the same direction.

It can get complex when your chain is more of a spiders web, which is fun for Economy fans but not so much fun for everybody else, So I will leave it at that.



Giskard's X3 Strategy Guide.

<http://www.respawn.co.uk/content/view/348/77/>

Introduction.

What keeps fans playing X3 is the ability to think of mini yet easily achievable strategies during the game and work towards them. Once achieved, the player usually thinks up another and the result is an interesting if chaotic game that may cause the player to rethink his game and plan a more global strategy next time.

The purpose of this guide is to offer you 1 global strategy out of many that will touch upon some of the basic ideas you should consider. I will take you from Utter Noob to Master of the known Universe before the end of this guide. Leaving the details out which are usually in the other guides I've written anyway and focusing solely on the details relivent to this guide. .

Configuring the advice to match your player type.

Now we find out what type of player you are. We need to know if your a combat Ace or not since it effects the type of ships you will want to buy for your self (not the AI pilots that work for you).

- **Combat Aces** = This type of player could play the game with no shields if they wanted too since they take the

view that the best protection is not getting hit in the first place.

- **Head On (No Chicken) Ace** = This type of player goes head on all the time and doesn't flinch. Hits on shields are expected and ignored, but the target gets killed on the first pass with precision shooting. If the target is still alive and chooses not to flinch, this Ace just rams what's left of the target.
- **General Combat fan** = A more careful player that likes some protection but can put up a decent fight.
- **Noobie Combat type** = Lots of shields since they do not dog fight too well, firepower is all they care about and the target has to come to them since they do not want to go to the target.

If you're a Combat Ace then your primary ship choices will probably be Split ships. Ships like the Raptor, Mamba, Dragon as personal ships. Not AI Ships. You're a fanatic so nothing less will do.

If you're a General combat fan you will be happy with anything, but Paranid or Boron ships suit you best. Ships like the Baracuda, Persues, Nemesis and Oddy. With the exception of the Baracuda, all those are Paranid ships.

If you're a Combat Noob, just stick with Argon ships.

The Head On (No Chicken) Ace, will move up to an M6 as soon as they can, for the extra gun power and shielding, making do with a slower speed. Until they can, they are devoted to their Argon Nova.

Now let's find out what type of trader you are.

- A Master Trader = You like big cargo holds but know you need a little speed. The Caiman would have been a good choice but its holds too small, The Argons and Paranids appear to offer the only ships with good cargo space and good speed.
- Normal Trader = Cargo Space is what you care about and there's really only one choice, the Boron Dolphin.
- Noob Trader = You will stick to the Argon Mercury until you can afford some Universe Traders and then you will forget about trading entirely.

Good AI Choices.

The AI has some common faults that mean it does not work well in certain situations. After much testing I found the following ships best for AI use.

Freighter = The standard Caiman due to its speed and ability to outrun some attackers.

Superfreighters = For use with Universe Traders, check out the Argon and Paranid Super freighters.

M3 Fighters = Nova, Perseus, Falcon, due to their shields and firepower.

M6 = Either the Argon Centaur or the Osprey. The Osprey actually cannot catch anything because it's too slow. So whether you chose one or not depends on the size of the patrol area you will give it. I'd recommend the Osprey only for small one sector patrols along one trade lane.

Sector Patrol configurations.

The following is what I recommend for sector patrols. Using only the ships listed in the Good AI Choices section try and configure your patrols like this. In larger or longer patrols, try and choose faster ships rather than slower ships.

1xM6, with 4xM3 ordered to Protect the M6.

A Triplex Scanner on the M6 is a must.

I also recommend Alpha HEPT's on the M3's and a combination of BHEPT's, AHEPT's and BPAC's on the M6 for the best in sector and out of sector performance. BHEPT's may not fit on all your favourite M6 ships so check first.

Dragon owners have other more interesting choices. If you can find them try fitting 3 BPAC's to your M3's. Your M3's will perform best with 2 AHEPT's mounted on the front since more than that causes their power to drain too fast during the initial engagement. All your fighters need do is survive the first pass to win using this configuration in sector. Out of sector the sheer number ships wins for you with this configuration.

On the M6, set the rear turrent to Missile Defense, and the other turrents to Attack all Enemies. On each M3, set the turrent to Missile Defense. Out of sector, this is not important, but when you are in sector, this will be important.

Set your single sector patrols to patrol along the trade lanes that see most enemy activity. Forget the four corner sector patrols. They no longer work as effectively as they used to work in X2.

For multi sector patrols you must follow the commonly used trade lanes over multiple sectors instead of attempting a nice neat patrol that looks good on paper.

Here is an example of a inverted L shape patrol.

Rolks Fate to Menelaus Frontier to Ceos Buckzoid. A common path taken by pirates that spawn at the Teladi Shipyard in Seizewell. If you set up a patrol along these routes your patrol will always hit the pirates heading for Atreus Clouds. Usually players would just patrol between Rolks Fate and Menelaus Frontier and from Ceos Buckzoid to Teladi Gain. But that particular patrol route is better setup using 1 patrol following that route due to the path the pirates usually take.

Menelaus Frontier is what I called a key blocking sector so later on I am going to recommend placing a single sector patrol in this sector between the east and south gates. So the above is just an example to get you thinking about this.

Getting Started (new game).

From this moment on (in this entire guide) you must replace my ship choices with your preferred ones as outlined above. Also you may need to raise your race reputation a little to follow the advice below. Just buy a fighter and shoot a few pirates if you have too. If you have no experience of combat yet, check each enemy ship's details before you attack it, and only attack what is weaker or equal to your own ship.

Ok, you have got a Mercury, either by selling your Buster, as a standard starter ship, or by working your way up to it. Head for The Wall and start trading Energy. When you have about 100,000 credits, head for Home of Light and earn some money trading Cahoonas and eventually Crystals.

If you get bored, head for Paranid Space and the sectors Empires Edge and Preachers Void in the South and do some trading there. There is a nice little early run from Emporer Mines to Priests Pitty for Soja Beans thats valid only at the start of the game that will earn you a lot of money before the AI free traders build up those stocks.

When you have about 500,000 credits, buy a jump drive from the Gonar Temple in Cloudbase Southwest, and head south to Great Reef and Depths of Silence. Buy the Weapons and Ammo that your Boron Reputation will allow you to buy. You can sell these almost anywhere but your ability to buy them at first will be restricted by your rep with the race selling them. Luckily selling increases your rep and so does buying. So you can improve your Boron rep with each new purchase and also increase your rep with your favorite race by selling to them.

This is a key point for later. If your a Split fan, then you will want to sell to the Split, for example, in order to increase your reputation with the Split faster.

Try and map out the universe as you go and use your jump drive to hop between distance sectors to buy up new stock. Take the opportunity while in any area to map it completely, as later on, its just a jump away. What you ignore now, could be lost oportunities later, since you will not know what stations are in those sectors.

During the game, monitor the following sectors for Weapon and Hi Tech goods sales.

Empires Ridge
Family Pride
Argon Prime
Home of Light
Nathans Voyage
Ocean of Fantasy
Lucky Planets
Great Reef
Depths of Silence.

Remember the game destroys factories so eventually those sectors may not be so great for trading in, so get there early and buy the goods whilst they exist. It wont hurt to keep a running list of key stations, so that you know where to look later on for one of them. It may not be there then, but if it is, it saves you a lot of effort to find a single product

seller.

Its also a good idea to drop a satellite in any sector with a shipyard, for later reference when you want to buy ships and stations. Shipyards sometimes change what they stock, so its useful to check before go there to buy.

As soon as you can afford it, buy a Super Freighter. Since the Paranid Super freighters have bad cockpit positions in 1.4, I recommend a trip to Omicron Lyrae and buy the Mercury Super Freighter from the shipyard in that sector. Swap over your jumpdrive to that new ship and sell your old freighter. Now continue using the Super Freighter to make money. 170,000 per run is possible on the Soja Bean run mentioned above with a super freighter early on.

From this point on you should be able to afford some Universe Traders if you want them but its important to learn where the good trade deals are your self, for when you choose to place factories.

The Master Plan.

What we are going to do is dominate the central SAFE(ish) sectors in order sweep the old republic a side to Rule the Universe together as father and son...oops wrong movie.

To do this we need a strategy that can grow with our Empire. So pick your favourite race and we will start there.

Step 1: develop and secure your favorite races sector.

- 1)Build some factories to earn the money we need for sector defence.
- 2)Secure the races sectors with sector defenders or fixed defenses.
- 3)Take in to account the Master Plan, your over all aim for the game.

Step 2: Secure Trade Lanes between our favourite races sectors and other races sectors.

- 1)Take over and secure the central pirate sectors.
- 2)Buy our first M2 and destroy any problematic pirate stations in Pirate space, if you have not already done so.
- 3)Develop an industry in that area, selling goods the races around those sectors need or use.

Step 3: Blocking approaches to the Central sectors and securing the other tradelines.

- 1)Identify and Block all approaches to the Central sectors using sector Patrols.
- 2)Fill in the gaps by placing multi sector patrols inside our safe areas or fixed defenses on the gates jumping in to our safe areas.
- 3)Develop each area we secure in turn to increase the profits to fund more sector patrols.

Plan 1.

What follows is a list of sectors that are key Blocking sectors for each race. Choose your favourite race and plan on securing those areas early on as well as any areas you build factories in. Since Blocking Sectors are also good trade routes, you might want to build your first few factors in the same sector as your first sector patrols. This would save you some money on sector patrols later. Also remember, other key sectors exist within the areas we are securing that are equally good for trade routes, so do not forget those.

Argon Blocking sectors.

Three Worlds.

The Hole

Presidents End (not Elenas Fortune due to the asteriods).

CloudBase South West.

Paranid Blocking Sectors.

Priests Pity

Emporers Mines

Trinity Sanctum

Teladi Blocking Sectors (This is misleading because pirates spawn at the Seizwell shipyard).

Company Pride.

Teladi Gain

Ceos Buckziod

Split Blocking Sectors.
 Family Whi
 Thuruks Beard
 Patriach's Keep

Boron Blocking Sectors.
 Kingdom End.
 Menelaus Frontier.
 Atreus Clouds.

Good Universal Blocking Sectors (not race specific).
 Menelaus Frontier
 Family Whi
 Hatikvahs Faith
 Brennens Triumph
 Farnhams Legend.
 Priests Pity
 Atries Clouds
 Emporers Mines.
 Trinity Sanctum.
 Choes Defeat.



Some of the above sectors become obsolete once certain Pirate Bases are destroyed. They do respawn however, so you may need to keep destroying them until they respawn outside of our central safe zone.

Your First Factory.

Argon Space = Try a Rimes Fac and Wheat Farm complex in The Wall.
 Teladi Space = Try a Flower Farm in Blue Profit with a selling freighter (very dangerous area btw).
 Split Space = Try a Raster Refinery in Family Pride.
 Paranid Space = Try a Soyery and Soyfarm complex in Paranid Prime with selling Freighters (good choice).

After this you have to consider your own master plan. What do you want to achieve and built towards it. I would recommend a XL Solar Power Plant with full supporting Crystal Fabs, Food and Silicon in Brennens Triumph as early as possible. Space Weed and Space Fuel sell well here.

Yes you can add mines to a complex, I did this in Brennens Triumph in my own game. After you have completed Plan 2 or course.

Some notes of factories.

Food and Energy can be a poor source of income as the game progresses. Yet you need to establish a good base before you can build the bigger stuff. So consider your own future requirements rather than AI requirements early on.

There is no really good spot for Solar Power plants outside the pirate sectors. So building up a solar empire in the pirate sectors first is probably your best bet.

Elenas Fortune is the best sector for Silicon for many sectors in all directions, the asteroids there are rich in the stuff. Seizewell is another good sector for Silicon. I also have a vague memory of Ronkar's Clouds being good for Silicon too.

Since Split space as a lot of Solar Power Plants early on, building Crystal Fabs in Ronkars Clouds is a good idea.

Paranid space appears to lack good supply of Hi Tech goods and since Elenas Fortune is a good source of Silicon and since many Hi Tech goods require Silicon, try building your Computer Plants in Priests Pity inside Paranid space but close to the Silicon after you complete plan 2.

Boron space is a mess and best avoided, but it generates a lot of food so its a good place to build factories that use up a lot of food. For this reason, building Crystal Fabs in Atreus Clouds close to the food and the Silicon in Elenas Fortune is a good idea.

Using the information above we can form a plan for our master economy.

Elenas Fortune, Seizewell, and Ronkars Clouds provide Silicon, the one resource we cannot make our selves when generating power. So placing our Solar Power Plants and Crystal Fabs within 2 sectors of each of those areas should help supply all the power we need. Other good sectors exist but I will let you find those.

Hi Tech goods tend to be in demand everywhere, only existing local supplies dictate if we should built more factories of this type in those areas.

Food supplies may improve in certain areas as your empire develops, so watch for this.

As you can see, we have a good idea where our major power producing sectors will be, everything else will be scattered around the central areas nearby but within easy reach of that power. This gives us a good spread of factories within the central sectors. All we need know is a way to move some goods across the central sectors. So for this we need 3 Trading Stations.

One in Argon Prime, one in Olmankslats Treaty and One in either Blue Profit or Ronkars Fire. Then following the Trade Network Guide's recommendations, (found on <http://www.respawn.co.uk>), we allow goods to flow between these stations to even out supplies across the central sectors.

Plan 2: Removing the threat.

By now, I'm assuming that you have an M2 and have wiped out any problematic pirate stations. We must now clear the remainder of the Central Pirate Sectors. Theres no easy way to do this because all pirate traffic tends to flow through these. Its going to be expensive and your going to need patrols in the following key sectors.

Brennens Triumph.
Danna's Chance.
Nopileos Memorial.
Hatikvah's Faith.
Farnhams Legend.
Split Fire.
Bala Gi's Joy.

Brennens Triumph is so busy that one patrol will probably miss a few pirates, hence the need for patrols in Bala Gi's Joy. Once done however the entire central area becomes much safer.

Nopileos Memorial is adjacent a Xenon sector. The Xenon will periodically raid this sector and into Hatikvah's Faith. If you place stations here, you must provide adequate sector defenses.

Your biggest problem after this actually comes from east of Family Whi and the pirates that spawn in at the shipyard in Seizewell. So your going to need to secure the area around Seizewell and Family Whi too.

Plan 3: Defending the Empire.

Now we look at common trade routes and place multi sector patrols that do nothing but fly along busiest routes. That way any enemy that attacks those trade routes such as the Khaak or the odd Pirate that gets through will eventually run in to our patrols. Since this is where most of your freighters will be most of the time, we must protect them.

Remember the tip I gave about having your patrols follow the path of the Pirates, if a Pirate does not make it to a sector, you will find that sector will be amongst the last you need to defend. So by patrolling the trade lanes used by Pirates, you stop them reaching more distant sectors in the first place.

End Game:

You now have the central sectors for all races pretty much sealed. You have to build up your empire, filling in the gaps in both the economy and defenses to finish the job. The only way to get the game's highest ranks is to completely dominate the game and the method used in this guide is the safest way to do that with out having to deal with lots of "your freighter is under attack" messages.

By the time your finished, your own factories will fill every sector from Kingdom End all the way down to Trinity Sanctum and as far away as Cho's Defeat. The sooner you secure an area the faster you can build up that area and the more profit you will make.

Final Tips.

The economy you built above will increase your Race Reputations and Trading Rank automatically, but not your combat rank. Unfortunately the only good sectors to increase your combat rank are not owned by friendly races so it will not effect your race reputation. They are owned the Khaak or Xenon. The one exception is Xenon Invasion missions and the best place to look for those is Getsu Fune.

Getsu Fune is listed as owned by the Argon but it is the Borons who own the trading station in that sector and it appears that the trading station decides the true owner. This was true in X2 and appears to still be true in X3.

So what happens if you destroy the trading station and replace it with one of your own ?

I have no idea, but it should be fun finding out. At worse the old trading station will respawn and you will have to destroy it again. Which is no big deal if your over all goal is to wipe out the Borons :)

Either way let me know in the forums how it works out for you :)

Aside from Xenon and Khaak Sectors, the following sectors are great for increasing your combat rank in :

- Any of the sectors around the Xenon sectors, where Xenon regularly raid.
- The 3 Pirate sectors of :

Loo Manckstrats Legacy.
Mi Tons Refuge
Moo Kye's Revenge

Those 3 Pirate sectors fill up with hundreds of pirates, so if you go there, take an M2 and use it to test your M2's anti fighter weapon configurations. For those that doubt my forum chats on the best weapon configs for an M2 against fighters, I think I should spill the beans here and tell you it was in those 3 sectors I ran my tests. Later tests proved that the same loadouts work against other M2's as well. So I was happy with my test results. But since your chosen loadouts effectiveness depends on what your using your M2 for, you may get different results. Which is why theres no wrong way to do things in X3.

Finishing up.

No more tips, just me talking now.

The really good thing about X3 is it offers a lot of different ways to play the game. What I have shown here is my own current Master plan. In my next game it may be different but many of the tips and suggestions found in here will remain true no matter what your plan is. Only your front line may change according to who you decide is your enemy.

At the end of the day the player chooses what is right and what is wrong for him/her, as this guide, whilst valid for me and my style of play, may not be right for you. However I hope this guide showed you some of the thought you can put in to your game plan, and some of the depth that can result from such planning.

Special note: Feel free to translate this in to other languages or host it on your own site. We have a great X3 community and like everybody else, I do my part in supporting it.

esd's X² guide to loops

<http://forum2.egosoft.com/viewtopic.php?t=89177>

This guide was originally written for X2, hence its name.

In X3, making factories easier to manage is accomplished by creating complex's, which pool all the resources needed to produce end products, without needing ships to carry them from station to station.

But to understand the dynamics of the complex and what resources it needs to successfully produce an end product, you need to understand the dynamics of "the closed loop".

And the best guide on this subject was written for X2.

So you've noticed that chaining factories together solves the local supply problem? Good, because the loop leaves the

local economy's fragile nature completely alone, providing a product that was made using only your materials.

THE BASICS

Each factory manufactures enough produce to supply one factory with it's needed resource, with the following exceptions: Silicon and Ore Mines (*which produces 100% of a factory's resources when on a 26-yield asteroid*) and Solar Power Plants (*Which produce enough energy for eight or nine factories*).

Given this, we know that each factory needs to feed one factory. To produce Energy Cells we need Crystals. To produce Crystals we need Food, Silicon and Energy Cells. For Food we need the Food Ingredient and Energy Cells. For Silicon we need Energy Cells. For the Food Ingredient we also need Energy Cells.

Confusing, isn't it? Well it can be when described like that. It took me a while trying to visualise the logistical needs before I managed it, and now I have Zero-Credit loops happily running across the Xverse.

LOGISTICS

I used the SDS for all of my loops. That is, of course, until the new Bonus Plugin Pack was released. Now I use the Logistics Software, but do not allow it to learn. this keeps it free, and identical to the SDS. In the diagrams, the arrows represent SDS deliveries. For the Solar Power Plants I have one ship supplying two or three factories. *(Within a closed loop complex, you no longer need this script, however scripts are available for X3 where your complex is not a closed loop.)*

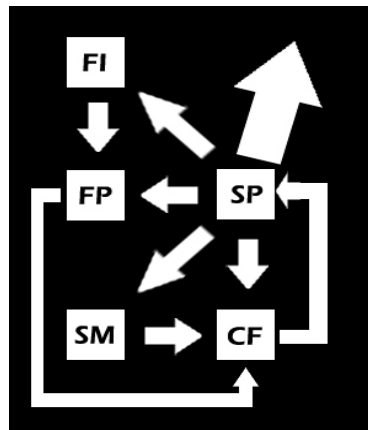
KEY

The diagrams use two-character acronyms. Here's what they all mean:

- **FI** - Food Ingredient (eg Argnu Beef)
- **FP** - Food Product (eg Meatsteak Cahoonas)
- **SM** - Silicon Mine
- **OM** - Ore Mine
- **CF** - Crystal Fab
- **SP** - Solar Power Plant
- **PF** - Plasma Forge

THE SINGLE ENERGY LOOP

This is the simplest enclosed loop, which leaves you with 50% of the Solar Power Plant's output to sell.



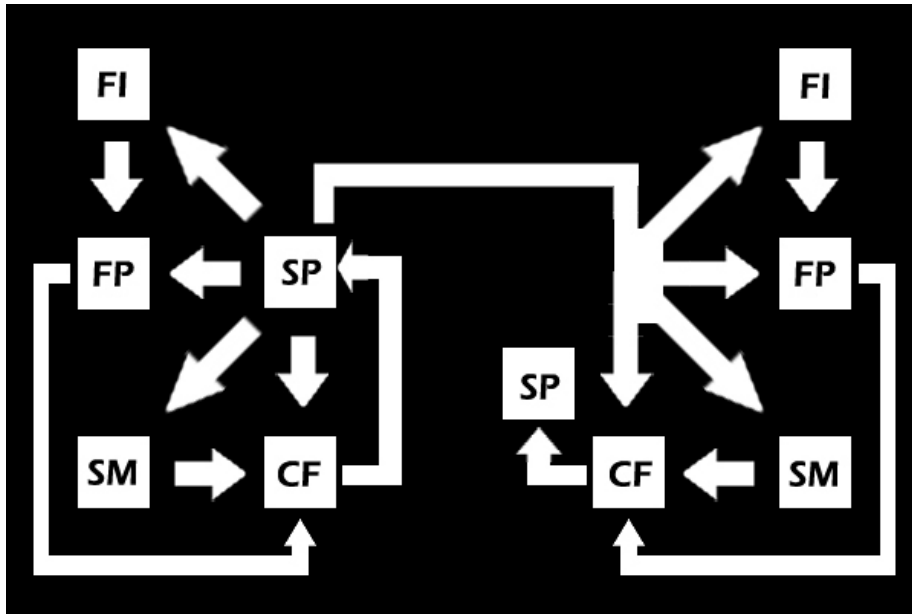
Requirements:

- 1 Solar Power Plant
- 1 Silicon Mine
- 1 Food Product Factory (eg Cahoonas Bakery)
- 1 Food Ingredient Factory (eg Cattle Ranch)
- 1 Crystal Fab
- 1 TS (XL requirement) - Logistics Software Equipped - shipping the Silicon.
- 5 other freighters - Logistics Software Equipped - two shipping Energy Cells to two stations each.

That 50% output can be put to another use. You can put some Energy-Cells-needed-only factories, like a Cattle Ranch or Silicon Mine and sell the produce, or you can go for the Double Energy Loop.

THE DOUBLE ENERGY LOOP

That's right! Twice the fun! This "double loop" puts all of it's resources into making a single sellable product: Energy Cells. This loop will leave you with 100% of a Solar Power Plant's output to sell.



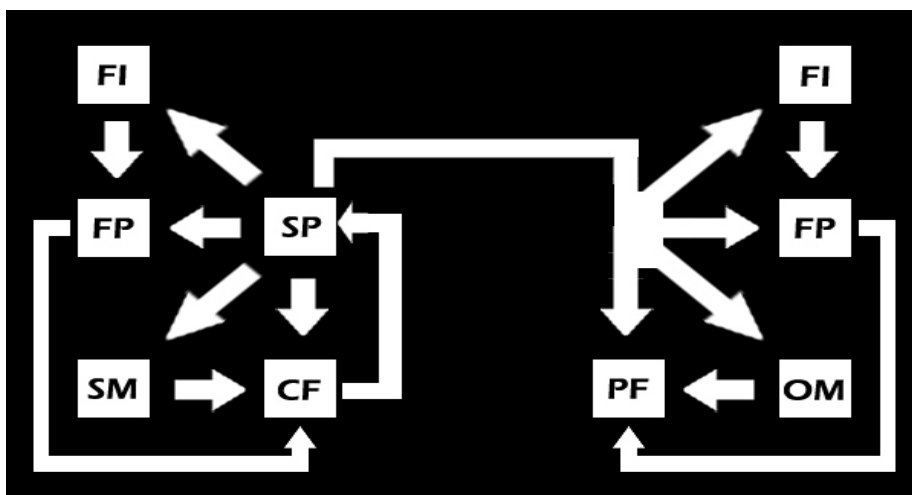
Requirements:

- 2 Solar Power Plant
- 2 Silicon Mine
- 2 Food Product Factory (eg Cahoon Bakery)
- 2 Food Ingredient Factory (eg Cattle Ranch)
- 2 Crystal Fabs
- 2 TS (XL requirement) - Logistics Software Equipped - shipping the Silicon.
- 9 other freighters - Logistics Software Equipped - three shipping Energy Cells to three stations each, one shipping Energy Cells to two stations.

But again, you can put that surplus energy to a much better use. You can supply eight Energy-Cells-needed-only factories, and sell their products. Or you can go for the Final Product Double Loop! (ooo!)

THE FINAL PRODUCT DOUBLE LOOP

This one's the Big Daddy of the loops. I have two of these running with zero credits in Seizewell, one producing Gamma High Energy Plasma Throwers, and the other producing Beta High Energy Plasma Throwers. I do not sell these, instead I make them for my fleet (that's not been built yet.. thinking ahead!). Each has a Dolphin docked for stockpiling the HEPT's.



Requirements:

1 Solar Power Plant
 1 Silicon Mine
 1 Ore Mine
 2 Food Product Factory (eg Cahoon Bakery)
 2 Food Ingredient Factory (eg Cattle Ranch)
 1 Crystal Fab
 1 High Energy Plasma Forge
 2 TS (XL requirement) - Logistics Software Equipped - shipping the Silicon and Ore.
 8 other freighters - Logistics Software Equipped - three shipping Energy Cells to three stations each, one shipping Energy Cells to two stations.

FINANCES

I personally use Zero-Credit Loops to minimise the need for interaction with the stations. Using the Logistics software I "sell" the goods to the factory for 0cr. The disadvantage of this is it needs a manual injection of resources to get it going (though once it's going you need never touch it again, unless a ship is destroyed).

My way of manual injection is to send a TL to The Wall, and another to Akeela's Beacon. I then send one Dolphin to each Solar Power Plant with the command "Buy Ware -> Energy Cells". The TL's fill to the brim with Energy Cells and jump on back to the sector the loop is in. The Dolphins then spread out around the "bottom tier" factories (The Silicon mines, the food factories) and the Solar Power Plants and dump the Energy Cells. After a while, the resources filter round, and the loop starts storming along at full speed. Before you know it, you'll have GHEPT's being loaded aboard your fleet without having a single credit change hands during manufacturing.

Some people however prefer the "leaky loop" method, which involves using BHP or "Best Buy" ships to collect the resources, and setting prices to ensure your ships buy your products unless there is a REALLY cheap deal going with an AI factory. This can save some money, however BHP can cost a fair bit of money after a while, and the fluctuating AI economy means your Best Buy ships could get to a factory after prices have gone up. Ultimately, you may need to top up the cash in each of your looped factories.

HARDWARE

Personally I use Mantas for everything except that which requires XL cargo. For XL, I use Dolphins. They look cool. Mantas however will only hold about one fifth of the total maximum stock for a Solar Power Plant. Using Mantas with SDS stops one factory getting three thousand Energy Cells from a maxxed out Dolphin leaving the others with hardly any, and ensures a reasonably even spread of Energy throughout the loop.

So, there you have it. Looping, a'la pictures. Hopefully this (amazingly long for me) post will help someone, old or new, to properly visualise the logistical problems of three different types of loop.



esd's Guide to MORT

<http://forum.egosoft.com/viewtopic.php?t=186722>

What is a MORT?

MORT stands for **M**anually **O**perated **R**emote **T**rader. It's just like a UT, except you control it instead of a script doing it for you. This guide'll tell you how to set up and run a MORT in an unmodified, 2.0.2-patched version of X3 with the Bonus Pack.

Why a MORT? Why not an ST/UT?

Well there's no reason you can't run both, but personally I much rather the MORT.

- The setup cost is a lot lower than with an ST/UT: No expensive software to buy.
- There's no running costs (except energy cells)
- They're more profitable because they (you!) make better decisions and can take more abstract reasoning into account.
- They live longer. A MORT will not go into enemy territory unless you either tell it to, or you don't provide it with enough energy to jump past the territory. However, a MORT will not automatically try and jump out if attacked - it's reliant on your intervention or you giving it better defense.

- You can give them escorts. Because you're controlling them personally, it's a trivial matter to keep their escorts topped up with energy.
- You can focus reputation increase. Unlike a Universe Trader, you can restrict a MORT to a single race's space, and unlike a Sector Trader, it'll cover more than one sector in that space.
- You can easily reassign MORTs to other tasks. Need an extra transport for that factory **now**? Just shunt a MORT over. You don't have to worry that it's carrying half a million credits' worth of software needlessly, because it's not.
- They don't need training. A MORT is as effective 5 minutes after you've set it up as it is 5 days after you've set it up.
- They give you something to do. I've seen a lot of people complain that they've not much to do while they're earning money in X. I blame this equally on SETA abuse and the ST/UT. A MORT engages you, requiring interaction. An ST/UT barely bothers you.
- They allow you to easily monitor the state of the economy across the universe. You'll spot trends early, fill gaps before anyone else and find station opportunities.
- They tend to keep your sector maps more up to date. Because you actually open the sector map while giving them commands, anything in the scanner range of any of your ships is mapped (eg, new or missing stations).
- You'll spot enemies sooner. Because you've opened the sector map, you'll see those tell-tale red-marked ships that mean there's a profit opportunity waiting for you.
- They don't muck your HQ's stock levels about by buying/selling without you wanting them to.
- They can make zero credit purchases at your stations - just transfer the goods over.

Ok, that sounds good. There's got to be a catch...?

You mean other than wiring 1,000,000,000cr into my character's bank account and naming your first MORT "MORT esd 001" in my honour? Not really. MORTs aren't perfect, they do have their downsides too:

- They will not act on their own under any circumstances (except defending themselves if equipped). If they're attacked, they're reliant on your defending them by either jumping in and saving them, sending someone else to do so, or by giving them sufficient escorts.
- They will miss a deal if you're busy. If you don't answer that call because you're engaged in a XI, they'll just sit at the station. By the time you've got round to them, the deal they were there for may well be gone.

I'm sold, call me MORTy and send my ships a'trading. But what do I need?

The absolute basics are the following:

- A ship. No, really. You can't MORT with a NavSat, not without some hefty scripting.
- Standard equipment (shields, guns, trade, nav, fight and special command software)
- Best Buys and Best Selling Price locators on **the ship you are flying - not on the MORT unless you are playing Terran Conflict (which requires the equipment be on the MORT as well!)**. Otherwise you can't quickly scan sectors for the best buying/selling prices.
- Trading System Extension on **the ship you are flying - not on the MORT**. Otherwise you can't trade remotely or see prices on remote stations.

And that's it. Not much is it? Ok, that's the bare essentials but really, you're going to need more for it to be an ultra-effective MORT. Add the following equipment:

- A jumpdrive. A must for making long-range and/or fast trades.
- A transporter device. Good for transferring cargo between ships, either another MORT, one of its escorts, your personal ship or another.
- Escorts. Protect your investment with as many ships as you think is worth it. There's no reason why you can't assign a destroyer or two to each MORT, though that's a bit overkill and will almost certainly slow things down a bit.
- Explorer software. Have it map those asteroids for you while it's in a dense sector.
- Ore Collector. Handy to have it hop over and help with Mobile Mining before returning to MORT duty.
- Triplex Scanner. Spot ships and sector changes more easily

What ship should I use?

Depends on what your priorities are. I tend to use Caimen Superfreighters to maximise profits. Trading energy in Queen's Space is extremely profitable if you can hold 10k of energy cells, and you can also empty most silicon mines.

Right, that's what I need, but how do I actually MORT?

It's virtually identical to trading in your personal ship. The first thing you want to do is go to the MORT's command console and set "Notify when order complete" to **yes**. This'll contact you each time it lands and provide an easy interface route to perform the trade.

Send it to a Solar Power Plant. Buy 500 EC, this'll give it jumpdrive fuel to go anywhere in the universe and back again, pretty much. You don't want to run out of energy on the buying leg of a run, it leaves the MORT at too much risk. If you have escorts, have them buy their energy afterwards (so you pay less for the bulk of it), or buy the escorts' energy with the MORT and transfer it over (cheaper, but more complicated).

- Buying

Now you'll want to scout for it's first trade, unless you filled your cargo with energy at that SPP, in which case skip ahead to the selling. Open the ship's command console and find "Best buys". If you spot a good deal in the same sector as the MORT, order the MORT to that station.

If not, you need to scout further afield: Close the command console and open your property list. Find the MORT and highlight it, then press the comma key to open the Galaxy Map centered on the MORT. Start looking for deals (deployed satellites and scout ships help a lot here), then go back to the property screen, press C to communicate with the MORT and order it to "Jump and Dock At Station..." to the destination.

Now you need to wait until it gets there, so go do something else. After a while, you'll get an "Incoming message". Open the message log and there'll be the MORT saying it's arrived. Open the ship menu, then hit D to initiate the trade. Prices still good? Then buy.

- Selling

Almost exactly the same as buying, but opposite! 😊

Open the console and see if there's a good deal locally. If not, scout further afield and then order the ship to the best deal. Do something else while it travels, and when it messages you, open the ship menu, hit D to initiate the trade and if the price is still good - sell! If you're selling energy, always keep at least 200EC in reserve for JD fuel.

Now simply go back to Buying, rinse and repeat.

Is that it? Is there any more advanced MORTing?

That was merely the basics, padawan. Be patient and ye shall learn to become a MORT Master! Well... it's not really **that** complicated.

You can perform several buying trips before you have to sell, particularly if you're buying small amounts of something expensive. Squirrel away all the PPC's within 10 sectors of Paranid Prime, for example, and then head off to the TCHQ and sell the lot.

Monitor trends, maybe record them with a pen and paper, so you can maximise your profits. They're running low on Nostropol in PTNI? That'll effect the production of other goods. Nostropol isn't the most profitable deal to be found, so look around and see if you can fill the gaps (Crystals, Microchips, etc) that the Nostropol shortage is causing. Don't fill the Nostropol shortage until you've catered to everyone else!

Can MORTs help out my HQ?

Absolutely. As well as not mucking your stock levels about, you can easily stockpile cheap goods using your MORT, a jumpdrive and the HQ. Rastar Oil going dirt cheap in Family Pride? Grab it with your MORT, send the MORT to the HQ and stock up - you'll only use it to build ships with later. They're great at finding the harder-to-get resources for the PHQ too, such as Microchips and Crystals.

Have you missed anything? Is this all there is to it?

Well I can't think of anything off the top of my head, but there's always going to be something. If there is, I'm sure someone will mention it and I can edit it into this guide.

Isn't calling this a guide giving it a bit too much credit?

Probably, but I don't care! 😊

HAPPY MORTING!



Storm666's X3: Complex's and Consumption: Understanding the requirements

<http://forum2.egosoft.com/viewtopic.php?t=105327>

In X2, factories were quite easy to understand how they fitted together, with they're one for one ratio to make a perfect loop (now called a complex in X3). But with the variation in size of factories in X3, it all got a bit more confusing didn't it!

Anyway the good news is, its not that confusing if you were use to the X2 methods, and for those new to the production and consumption rates of factories heres a little bit of info to help you understand how to get the right quantities of factories to supply your needs and not over do things.

The basic old rule of thumb of one factory will consume the produce of another factory is still true as long as you stay with the same size stations, so a M Cattle Ranch will produce enough argnu to feed a M Cahoon Bakery, like wise for the L size,

BUT! two M's will not provide enough to supply a L, here's why...

All stations that have NOT been tagged as M, L or XL (usually high tech) have the standard consumption rate as the old factories in X2 (15 ecells per cycle per station). We'll say these have a factor of 1. All the new sizes are just a muliplication of those old factories requirements.

M size stations are double a standard station, it has a factor of 2 (uses 30 ecells per cycle, just like 2 old X2 stations)

L size stations have a factor of 5 (uses 75 ecells per cycle, has same production and consumption as 5 standard stations). So 2 M size stations will NOT be able to feed an L size station!

The only XL's so far are Solar Power Plants, **(but modding work currently in progress will provide them sooner or later for almost every factory type)**, and the factor is 10 (10 old spp's), a nice number tho 2 x 5(L's) or 5 x 2(M's) will work with that no problem.

So to power an Argon XL SPP (10) you need;

5 M Crystal Fabs ($5 \times 2 = 10$),

2 L Cahoon Bakeries ($2 \times 5 = 10$), or 5 M size

2 L Cattle Ranches ($2 \times 5 = 10$), or 5 M size

and 2 L Silicon Mines, 26 yield ($2 \times 5 = 10$).

Total = 40,

And this lot will consume basically the equivalent of 40 old type standard stations in X2, just to feed its-self.

Now of course you want to add as many stations as you can to that set-up to make your money back, but how many is that?

SPP - Outputs

The MAX outputs of the SPP depends on if you are supplying your crystals internally (within the complex) or externally (from other factories or NPC using ships).

The production rate of crystals in a crystal fab is slightly below what a SPP will require at max, so this restricts the output of SPP's.

Anyway the figures below represent the number of standard size stations a SPP can supply on a 24/7 basis if crystals are supplied internally.

M (spp) = 17 (using 1 CF)

L (spp) = 42 (using 3 CF's but using L size everywhere else see note below)

XL (spp) = 85 (using 5 CF's)

Don't forget all Crystal Fabs are M size only in X3

If you are supplying crystals externally (or shipping extra in) the figures are;

M (spp) = 18

L (spp) = 46

XL (spp) = 93

So basically if we go back to the complex we did before and take away the value of the number of stations that power the complex 40, from the SPP's output 85 (*our example supplies the crystals internally*), you will know how many more stations you can still power from your complex, and that's 45 in our case.

With 45 you could make an additional 11 shield factories run 24/7 from that spp! Every single shield produced for free!

(11 shield, 1L + 3M cahoona, 1L + 3M Cattle, 1L + 3M ore (26 yeild, would be better to find a very large roid and plonk a L or 2 on it tho) then throw the lot into your power complex.

Total = 44 (sheilds and their support) + 40 (power and its support) = 84 and you still have some energy to spare for your jump drive if you pop in someday.

Anyway I know I've made an already complicated subject even more complicated for some of you. But basically, if your really not bothered about getting the most from your complexes just build M to M's and L to L's and you'll be ok, for those planning some really complex builds I hope this info and data helps a little.

Note: about L size SPP's and M size Crystal Fabs:

If your building an L size SPP into your complex you have got a slight problem, the factor of 5 for an L class SPP, makes it hard to build a streamlined complex because we only have M size Crystal fabs, and two M's don't make an L, so you'll have to use three M Crystal fabs, but that's not a problem.

If you use L size stations elsewhere (argnu/cahoona/silicon(26 yeild) etc) all three crystal fabs will produce at the rate of the available cahoona or silicon (which ever is lowest) which in effect makes your three CF's consumption/production a factor of 5 again.

If you use M size stations below the Crystal Fabs, you can run the SPP at full power due to your over production of crystals (although you will also now be using more resources and makes it a totally pointless task to do! But it will stop the flashing station in your property menu).



A Little Guide to Capital Ships by teladianium

<http://facts-x2.net/Board/index.php?showtopic=1626>

Credits: I have read or received a lot of good advice from ppl on the Egsoft forum, in no particular order: arch2, Tooth, KMiller1610, Misinformed & General Dave.

Caveat: I don't have the monopoly on capship tactics and loadouts so do whatever works for you.

TITAN

My normal loadout for Xenon / Khaak sector clearances & assassination missions:

Front: 8 BPPC Attack My Target
Left: 8 AFlak Attack Enemies
Right: 8 AFlak Attack Enemies
Up: 4 GPPC Attack My Target
Down: 4 AFlak Attack Enemies
Back: 8 AHept Attack Enemies

Bad Points:

Nothing worth mentioning.

Good Points:

General all rounder. AFlaks and PPCs make a good combination of anti-capship and anti-fighter weapons.

I agree with arch2 that single weapons in a turret, on the Titan, are better than a mixture and that Attack Enemies is better than missile defence. I have used the Titan over a period of weeks with this loadout and it has served well to clear all the Xenon sectors and do alot of work on the Khaak sectors as well as doing all my assassination missions that involve the mark in a TL or M1.

PHEONIX

Normal loadout for Xenon / Khaak sector clearances & assassination missions:

Front: 8 GPPC Attack My Target
Left: 8 AHept Attack Enemies
Right: 8 AHept Attack Enemies
Up: 4 GPPC Attack My Target
Down: 4 AHept Attack Enemies
Back: 8 AHept Attack Enemies

Bad Points:

Slowest M2 at 40 m/s and no Flak cannons. Not keen on the view from the bridge which is right at the back of the ship so that you look down 1 km of ship and as a consequence the HUD says 4 clicks to target but the monitor shows 3 as the ship is so long.

Good Points:

Can mount GPPC all around, good shields at 10GJ and excellent shield generator.

The second time that I took this for a run in the Khaak sectors I toasted a Destroyer and still had 7.8GJ of shield left. The GPPCs made short work of the Destroyer. Then I was surrounded by Fighters, Interceptors and Scouts but as the shields were so good I decided to take a run at another Destroyer that was 12 clicks off. The Hepts are not as efficient as Flaks in taking out the enemy fighters but they do the job eventually. What was most impressive was that by the time the Pheonix got to the Destroyer the shields were back up to 10GJ - they steadily recharged even while I was

beating off masses of fighters. After taking out the second Destroyer I let the Pheonix take out the accompanying fighters and by the time these were cleared I jumped out of the sector with shields at 100% - never happened in a Titan or Odysseus. I have also found that you can cruise around in a Khaak sector and even though the ship is constantly under fire from Fighters, Interceptors and Scouts the shields rarely dip below 100%.

I used the AHepts for anti-fighter weapons as I didn't have BHepts handy whereas I have an AHept complex in Ore Belt that was full with 32 Ahepts so this was a convenient choice. I would probably be better to replace them with BHepts.

Second time I took the Pheonix into a Khaak sector I decided to push it a bit and see how far I could go. I took out 4 Destroyers and all the accompanying fighters and still managed to jump out of the sector with shields at 100%. They were down to 6 GJ twice but by the time I had got over to the next one they were charged up over 8 GJ. This only worked as I had already cleared some room around the jump point and the Khaak cap ships were nicely spaced out over the sector.

The only problem with the Pheonix that I have found is the limited front view. A couple of times I suddenly saw my shields drop by 2 - 3 GJ, I think that this was due to taking a hit from a J or Ks GPPC. In the other capital ships you get a good front view so you strafe away from incoming PPC fire. The answer may be to switch to the front camera when you close with a J or K, there isn't a problem with Khaak cap ships as they will hit you whether you strafe or not.

ODYSSEUS

I use this loadout for Xenon and Khaak sectors:

Front: 3 GPSG 5 BPPC Attack My Target
Left: 8 AFlak Attack Enemies
Right: 8 AFlak Attack Enemies
Up: 4 BPPC Attack My Target
Down: 4 AFlak Attack Enemies
Back: 4 GPSG 4 BHept Attack Enemies

I carry a few extra BPPC for assassination missions so that I don't get any friendly fire problems, the load out is then changed to this:

Front: 8 BPPC Attack My Target
Left: 8 AFlak Attack Enemies
Right: 8 AFlak Attack Enemies
Up: 4 BPPC Attack My Target
Down: 4 AFlak Attack Enemies
Back: 8 BHept Attack Enemies

I.e. very similar to my standard Titan loadout.

When attacking a Khaak Destroyer the GPSGs cut in about 3 clicks or so and the destroyer is toast while the shields on the Oddy should end up at 50-60% if things go well. This is an improvement on the Titan as this usually ends up with shields about 30-40%. Mixing the GPSG and BPPC on the front turret ensures that the PSGs start firing when the BPPC start at about 3.8 clicks, otherwise, with the PSGs in a turret alone they don't start firing until the ships are closer together.

I also find that the PSGs on the back are quite useful as in the Khaak sectors a lot of the enemy fighters seem to come at you from behind and those Gamma PSGs mixed with BHepts make short work of them.

The only time that I have received a "warning energy low" in a capital ship has been when removing a Khaak station as the GPSGs really use that laser energy up - though it takes a few minutes to get this warning with the PSGs and AFlaks constantly firing.

PYTHON

The most recent capital ship that I have bought so I've only taken it out a couple of times.

Current loadout:

Front: 8 GPPC Attack My Target
Right: 4 BFlak Attack Enemies
Left: 4 BFlak Attack Enemies
Up: 4 GPPC Attack My Target
Down: 2 AFlak Attack Enemies
Back: 6 AFlak Attack Enemies

Note: the Python has a reduced number of slots in the L, R, D and Back turrets.

Bad Points: nothing to speak of, can only carry 8 x 1 GJ shields instead of 9 and cargo space is limited but sufficient.

Good Points: GPPC and BFlak. Also is the fastest at 69 m/s.

In a Xenon sector this easily coped with a J closely followed by a K and the BFlaks seemed to cope better than 8 AFlaks, longer range as well. I'm not sure that I'd be happy in Khaak sectors with 8 GJ for shields, at least when jumping in for the first time, probably be o.k. after that.

Not the ideal ship for going on the rampage in the Xenon sectors unless you are using TS to collect salvage.

GENERAL CAPITAL SHIP FIGHTING TACTICS

When attacking capital ships I constantly use the strafe keys to dodge any incoming PPC fire.

I use strafe and roll, together with Shift + t, when under attack by fighters so that I keep turning the anti-fighter weapons towards the enemy - and you dodge some of the incoming fire as well.

Some people recommend that you put PPC on one flank of your ship and anti-fighter on the other. As the Titan can mount GPPC on the flanks the idea is to bring your Titan in to attack another cap ship and angle in between the cap ship and its fighter escort so that the GPPCs are firing at the cap ship and the Flaks (or whatever) are firing at the fighters. Haven't tried this myself but it sounds like a reasonable idea.

I've also found that the Flaks take care of the M6 escorts in assassination missions quite quickly but I always try and get the PPCs bearing on them as soon as possible as they can cause a lot of damage otherwise.

XENON SECTORS

When jumping into a Xenon sector for the first time you will probably find a swarm around the jumpgate, often 4 or 5 M1 and M2. I find that this is the most dangerous time and will jump in and out a few times to wear them down and clear some room. In sectors like X347 (south of Scale Plate Green) and X472 (north of Black Hole Sun) you can jump from one gate to the other to spread the Js and Ks out, take out a cap ship and jump to the other gate, rinse and repeat.

When attacking Js and Ks I usually use what KMiller1610 calls "death from below". Come in head on to the cap ship and strafe down when you are approx. 6 klicks away, and when the front turret starts firing at around 3.8 klicks I usually slow the ship and start strafing down, then if they fire back strafe sideways to avoid incoming PPC fire. I try to keep to around 3 klicks so there is plenty of room to manoeuvre but ignore the small fry, its the enemy PPC that does you damage.

I now have 4 TS on standby, 2 ordinary and 2 superfreighters. These are handy for salvage work though at the moment the 2 standard TS are mostly docked at EQ docks where I dock the Titan and Odysseus. The Supers I use as salvage ships and general runabouts. After clearing a Xenon sector I call up a TS to collect any salvage and then sort out any unclaimed ships. The Flaks seem to get a lot of pilots bailing so after clearing a sector I can get anything up to a dozen Ls and Ms - some even have shields and / or guns. I have tried a couple of approaches to this: I can call up a Hercules that has a Buster (with transporter and jumpdrive) docked with it then transport over to the Buster, claim anything with good hull and tell it to dock at the Herk. Alternatively, if there is a shipyard next door like in X598

(north of Grand Exchange), I'll call up the Nova Raider and claim them and just send them over. For the sake of completeness I'll claim everything and just sell off the ones with bad hulls and keep the good Ls to repair and fit out as factory defenders.

KHAAK SECTORS

As with Xenon sectors, the most dangerous time is when you first jump in to the sector. You'll probably come in on top of a Destroyer and need to jump out immediately. I found that working my way up the list of Khaak sectors from the bottom worked o.k. for me. Once you have cleared a space around the jump point - the Oddy is good for this as the GPSGs decimate the fighters - you can start targeting the cap ships. I usually take out the station as soon as it is safe to do so as they are a bit of a navigation hazard being right next to where you jump in.

There is no salvage apart from 2 or 3 gamma kyons every now and again but you can't use them and you only get 116k per, so I don't bother picking them up anymore.

With respect to the cap ships, a Carrier can be taken out by any M2 without working up a sweat but the Destroyers are a different matter. Ideally you want a clear run to the Destroyer so that your shields are still good, then just get close up as soon as possible with front and up turrets bearing on the enemy M2. In a Titan you should be able to take out the M2 with your shields down to about 40-50% but it depends. One problem is that your turrets may be firing at enemy fighters so they don't start firing at the M2 as soon as you would like - and as soon as they start firing at you. I always keep a close eye on the shields and if I'm not doing damage to the enemy M2 immediately then I'll start the jump sequence when my shields are around 70%, as that Destroyer can wipe out all your shields very quickly, leaving it until your shields are 50% will be too late to jump out. You may need to run at them a couple of times before you take them out but with practice you improve.

IMO the Pheonix, which I once referred to in X2 as "that Teladi rust bucket", is the best option for Khaak sectors but its just not a fun ship.

WHAT'S NEXT?

A couple of things to check out. Why does the Ray suffer when under attack from fighters. Filling the side, down and back turrets with AHept could probably be improved by using BHept but the Pheonix copes fine just using AHept, though admittedly it takes a while to clear them. But the Ray was down to about 6 GJ of shields after a run into X597, I hadn't even caught up with the nearest Xenon cap ship so I wasn't too impressed.

The Hepts fire too slowly to keep up with fast fighters. Without flaks, pacs are probably a better choice, as they will fire constantly and rapidly. For fighters, going down in size guns is often better. You will need to do your own tests and make up your own mind.

I haven't tried any of the more exotic weapons like mass drivers and pulsed beam emitters so I might give them a whirl. Just because no-one is raving about how great they are doesn't mean that they are no good IMO. I wouldn't have believed that I'd be recommending the Pheonix to anyone unless I'd tried it out myself.

Then there is the question of shield generators, the ships are listed as follows:

Titan 14,400 MW

Pheonix 8,000 MW

Odysseus 12,400 MW

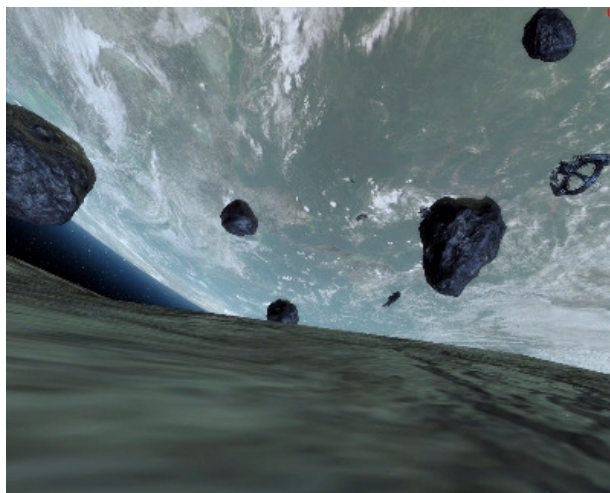
Ray 14,200 MW

Python 14,400 MW

But the Pheonix seems to be superior to any of the other ships without being too unbalanced. Now it may be that Chairman Ceo just makes a better quality shield generator but I suspect that the 8,000 might be wrong and perhaps even say 18,000.

WHICH IS BEST?

A very subjective question though I expect that if you had a poll the Titan would win, perhaps influenced by the fact that you get a boost in race rank by doing the plot so it's the ship that most ppl are going to try first.



WillWilk's A brief guide to Sector and Universe traders

<http://forum2.egosoft.com/viewtopic.php?t=121043>

There have been rather a lot of questions on the Sector and Universe traders recently so, given that most of my income is from them, I thought I'd write this guide.

Some of this guide is based on X2's trade command MK3 (mostly the level based data). The original readme from X2 proved most useful and some small sections of this guide have been adapted from it or used directly where relevant.

Many thanks to mkess and BurnIt! for producing the original script and documenting it so well 🍀🍀

I hope you find the guide useful 😊

This is just my take on the subject after a fair bit of playing time.

What they are:

The Trade Command Software MK3 is a software upgrade that allows a hired pilot to automatically look for good prices and trade on the player's behalf.

Sector traders only buy and sell in one sector, Universe traders will range over all discovered sectors (except Xenon ones).

A high level UT in a good ship will easily out earn several factories.

As an example my level 25 traders in Demeter Super Freighters are making between 250,000 and 300,000 credits an hour. A large wheat farm buying at average and selling at maximum makes 90,000 credits an hour, a large cahoona bakery at average buy, maximum sell, makes 68,400 per hour.

Pilot levels:

This is taken from the X2 readme, but from what I've observed seems to apply to the X3 version as well.

The pilot learns to interpret the output from the MK3 software and earns experience. Every 50,000 earned credits the pilot advances by one level.

From **level 4** onwards he is intelligent enough to check the product of the station he is located in before flying to other stations to trade, avoiding empty trade runs.

From **level 7** onwards he will recognize the chance to make a profit if the selling price is above the buying price.

Before he only bought wares where the selling price was above average price.

From **level 9** onwards the pilot will steer his ship to the closest shipyard if it has been damaged.

Additionally from **level 8** onwards the pilot is able to check neighboring sectors for good trade opportunities. This requires you to start the "Universe Trader" command (assuming you meet the other requirements below).

Level 8 allows the trader to use the jump drive, if the ship is not equipped with a jump drive the pilot will simply order one as soon as he reaches **level 12** (at a 10% premium for delivery). Additionally the trader will order up to 12 Fighter Drones over time which he will use in emergencies to distract attackers.

If a Trader is attacked he will tell you the ID of the attacker so you know who to look for should you feel the need for revenge.

The jump distance for buying and selling increases with the Trader achieving higher levels until the ship covers nearly the whole universe. For reasons of rationality the buying-range is limited to a max. of 5 jumps (level 21+) otherwise the ship would require too much jump energy.

Up to level 12 the selling-range is 1 sector - the pilot is learning to check his neighborhood.

Level 13+: 5 sectors
Level 17+: 15 sectors
Level 21+: 25 sectors

The buying-range is smaller.

Up to level 15: 1 sector
Level 16+: 3 sectors
Level 17+: 5 sectors

Extremely high-level Traders (level 23+) will additionally co-ordinate their trade runs with each other to avoid multiple Traders heading for the same stations.

This coordination doesn't seem to be working properly at the moment, with any luck it'll be fixed in the next patch. (Thanks to apogee for pointing this out, I've investigated and now spotted it happening as well.)

What you need:

A suitable ship

This is a compromise between speed, cargo and, to a lesser extent, shields.

The bigger the cargo hold, the more profit per run if you can fill it.

The faster the ship, the more runs you'll make per hour.

Finally the better shielded the ship, the greater the chance of it surviving attacks. **It must have enough shielding to survive long enough to charge the jumpdrive.**

The best ships are TS super freighters, but there's no clear winner.

The three most popular choices are:

Split Caiman - fastest (89.99m/s), good cargo (10325), 4*25MJ shields
Boron Dolphin - best cargo (14000), slow (53.98m/s), 5*25MJ shields
Paranid Demeter - good cargo (11210), reasonable speed (79.2m/s), 5*25MJ shields.

I'm a fan of the Demeter as the best all rounder, on paper the Caiman should be best as it can shift the most cargo in a given time but I like the extra shield more than the speed.

The Teladi Vulture (13275 cargo, 57.59 m/s, 5*25MJ shields) offers no real advantage over the Dolphin and the Argon Mercury (11800 cargo, 72 m/s, 5*25MJ shields) has little to recommend it compared to the Demeter.

It is also possible to install the software in M4, M3 and TP class ships but the small cargo holds and lack of ability to carry XL size goods will severely limit profits.

The various Super Freighters may be purchased from:



Demeter - Trinity Sanctum
 Dolphin - Kingdoms End
 Caiman - Family Nij
 Vulture - Ministry of Finance
 Mercury - Omicron Lyrae



Note that there are two versions of each race's Super Freighter, these locations are for the variant with the most cargo.

Max the speed and turning, if you can afford it also max the cargo. If the cargo's not maxed then the trader will slowly buy extra space but only up to 80% of the available expansion. It also means that the trade ship has to visit trading docks each level to install the extra capacity slowing down trading.

Trade Command Software MKIII - Available at Teladi Equipment Docks or Terracorp HQ

For Universe traders:

Fight Command Software MKI

Fight Command Software MKII

At least 1*25MJ shield (or the best that can be fitted, though a trader in an M4 or M5 seems a little silly)

Recommended:

Special Command Software MKI

Allows you to transfer pilots between ships

Triplex scanner : Better scanner range is not needed for the trader but can be useful when you're looking at the sector they're operating in remotely.

Jumpdrive : The trader will buy their own at level 12 but this costs 10% more for delivery, cheaper to buy it in advance.

That's all.

You don't need weapons or trade command MKI/II. **In fact, guns often seem to be a killer. Its claimed that in having guns, the ship turns to fight instead of escaping and the delay to escape is fatal. Depends a lot on the ship.**

Tips & tricks:

Starting Sectors:

For a sector to be a good training ground for your sector traders you should look for:

Energy.

Basic and Advanced food factories (e.g. Cattle Ranches and Cahoona Bakeries in Argon space).

Trading Dock (In all race sectors, just don't start your ST in a pirate sector 😊).

Ideally some high tech fabs and mines.

It helps if it's a smaller sector with the fabs close together to cut down on flying time.

Some popular sectors for starting your sector traders:

»» SPOILER ««

Best sector of all:

Empires Edge - This seems to be the best sector in the X universe according to reports. All my STs start off here.

Other good sectors:

Queens Space

Preachers Void

Shore of Infinity

Reasonable sectors:

Rolks Drift

Power Circle

Company Pride

Profit Share

»» SPOILER ««

Many sectors can be made into good starting sectors by the addition of a Solar Power Plant. Just make sure you sell at 15 or less otherwise low level STs won't buy from it.

Transferring Pilots:

Adapted from the original Trade Command MK3 readme.

To transfer pilots, a special menu option is available, where you have to fill in the start and target ship as well as the station where the ships should meet. Because of the limitations of the script engine, both ships have to be in space. Also, both ships should be in the same sector to prevent accidents (crossing enemy sectors).

The new ship, which has to be "empty", i.e. no pilot must be on board, gets the name of the old ship, all important items are transferred, and the pilot is placed into the new ship with all his experience. After this the trader can be started as normal and resumes at the current level.

It is not possible to preserve the experience level of the pilot through simple transferring of the MK3 software. If you transfer the MK3 in the normal way, the pilot stays and you take on a new inexperienced pilot when you start the MK3 software.

You'll need to transfer the scanner and Special Command software manually or buy new ones if you want them on the new ship.

The old ship gets the name '---'

I've also noticed that the trader level doesn't get displayed following transfer until after the trader's been restarted. This gave me a bit of a shock the first time - I thought the level had been reset, but the UT command worked and when I checked again, the level was back to 25 as it was before.

This covered in more detail elsewhere.

Ships Under Attack:

If your trader is attacked then they will try to escape to a nearby sector or station. Always check out reports of attacks and ensure that the trader has jumped to another sector. If they try to dock in the sector they were attacked in, then they will probably die.

If they were buying then re-issue the universe trade command, they'll probably not head to the same sector as prices will have changed and they'll be starting from a different sector as well.

You may want to sell manually if they were selling and then re-issue the UT command for ships with cargo onboard. If you don't then they'll head back to the original target station, which could take a long time, plus the station will most likely have had other deliveries that will reduce profits.

Always try to make sure that the attackers have been dealt with, if you don't then you may regret it later when they manage to kill the next trader that encounters them. I find the "under attack" messages from my UTs provide a good source of pirates to capture and always jump in to avenge the attack 😊

Known Bugs (as of Patch 1.3):

No energy in range: Fixed in the 1.4 Patch.

Every so often one of your traders will stop with a message saying he can't find energy cells in range. These should be delivered if he can't find any (you'll get the message even if the ship has a reasonable stock on board) but there is a bug in the delivery routine. The bigger your cargo hold the larger the e-cell reserve and the less often you'll see the message. To resume trading either order the trader to jump to a sector with cheap energy and restart the trade command or manually buy him some energy and restart.

Running almost empty:

Traders will repeatedly run very small quantities of a good to the same station. This usually happens with equipment and trading dock runs. It seems that if the dock has more capacity at delivery than at loading then the ship will make another run to fill the gap. This will continue until either the target station's full or no more of the good can be bought. Restarting the UT fixes it until the next time

Fighter Drones:

The final minor problem with UTs is that if they're selling fighter drones they will also sell the 4/8/12 they keep for defence. Even then selling the ones they get from the delivery service to replace them.

These few bugs mean some micromanagement is needed but UTs are definately a good investment in my opinion.

Krusade's X3 Combat Guide

<http://nellingworth.bravehost.com/cguide.html>

Basics

To start with you should have a ship with adequate shields and weapons and atleast fight software mk1 preferably mk2 as well.

The Fighter ships in X3 are the M5 scout, M4 Interceptor and M3 Heavy Fighter, each of these can come in different variants Raider, Vanguard, Sentinel and Hauler as well as the normal version.

The Hauler ships are really meant for trading so they aren't ideal for combat but they can still be used.

The Capital ships in X3 are the M6 corvette, M2 destroyer and M1 carrier, all of the are formidable foes but can be beaten by large numbers of fighters so if you intend to fight in one alot it is a good idea to buy a few escorts, unless you own a carrier in which case you'll have a large number of fighters docked in the ship.

Weapons

When you have got your fighter or capital ship it's time to think about weapon loadouts, because all weapons now have a function in X3.

IREs: These are the weakest weapons in X3 but they don't drain the generator of ships quickly so they are useful for those who fly ships with smaller generators and for missile defense in the turret of an M3.

PACs: Perhaps the most useful weapon in the game these can be used by all M4s and M3s and while not as energy efficient as the IRE they can deal alot more damage and are capable of making short work of an M3s shields

HEPTs: These weapons use energy far faster than the PACs but the amount of damage they do to fighters is stunning, mostly fitted to M3s and above but some M4s can use them.

Ion Disruptors: This weapon only affects the shields on a ship but take them down very quickly.

Mass Drivers: This is the only ammo based weapon in the game and ignores the shield instead it just damages the hull, this weapon does most of its damage due to its rate of fire.

PBEs: This weapon is like the mass driver in than it fires alot of shots very quickly but it is energy based and does damage to the shields as well as the hull. The energy drain of this weapon is very low so it can fire for a very long time. **This is the closest gun the player can own to the Khaak Kyon, but with a lot shorter range than the Kyon.**

PPCs: These can only be mounted on capital ships and are best employed against other capital ships and stations.

Flak Arrays: These are energy based flak weapons mountecd on capital ships for fighter defense.

PSGs: These are energy based area effect weapons which use a large shockwave to do damage over a large area.

Kyon Emitters: These are the only weapons used by the Kha'ak, they are instant hit beam weapons. **This means that unlike all other guns except PBE's, you cannot dodge the shot. If the aim is true, it hits you immediately. This is why Khaak clusters when surrounding you are so deadly even though most of the guns firing are weak alpha's.**

Missiles: There are various missiles available: dumbfire rockets, various homing missiles, swarm missiles and others such as the disruptor missile and the firestorm torpedo.

[There are a whole lot of new guns in TC. Please see the manual for more details.](#)

Reasons For Combat

There are several reason to start fighting:

1. Capturing ships and selling them for profit.
2. Protecting your property.
3. BBS missions.
4. Police work (this needs a police license)

Capturing Ships:

Capturing is a very good career path early on as an M3 with no equipment can sell for over 400,000 credits.

To capture a ship you have to force the pilot to bail, get out of your ship and claim the empty ship.

Capturing Tips: *by Da_Imp*

The freight scanner is your friend when you're out capturing. Always scan your target to see what weapons he's packing. If the weapons equipped are too much for your shields to handle, have a peek at another ship and engage that one if chances are better. This works miracles early in the game, when you've souped up your M4 a bit and want to go TS hunting. The ones with an IRE turret are easy pickings. The ones packing a PAC should be avoided until you have at least 2x5MJ shields.

Protecting Your Property:

Occasionally Pirates or Kha'ak may attack your stations or ships. Iif you don't have any escorts for the transporters or defenders for the stations you'll have to desroy the attackers yourself.

BBS Missions:

There are several types of combat mission offered by stations via the BBS. These range from transporting a pasenger who is being chased by the Xenon, **assassination missions**, to full blown Xenon invasions.

Police Work:

This involves destroying Pirate, Xenon and Kha'ak ships in race sectors for rewards 5000 credits for M3s, 1000 credits for M4s and 500 credits for M5s. **Rewards are much bigger in TC. Scanning ships with the freight scanner while owning a Police License for the race sector you are in, can allow you to discover Pirates disguised as ordinary traders. If the ship turns red and the name changes to a Pirate name, then you are free to kill (and get paid the bounty for the kill) or capture the ship. If however, its not a Pirate, some traders still get annoyed with having been scanned and will turn on you for doing it. In this case, shooting at them will incur a race rank penalty.**

Tactics

Your tactics will vary depending on what ship you are flying. But you must always pick your fights carefully because while 1 M3 can destroy several M4s with ease the reverse is also true.

Tactics for M5s: *by Giskard*

When Fighting in an M5 try to avoid all enemy fire because one or two volleys from an M4 can destroy an M5, this is best done by strafing or performing barrel rolls. It is important to take out the smaller targets such as other M5s and M4s because most M5 weapons can't harm the larger ships.

Tactics for M4s:

When fighting in an M4 the most important thing is to avoid enemy fire, this can be done by using the strafe keys and by moving as fast as possible and by performing barrel rolls and other similar manouvres. It is also important to take out the biggest threat first.

Tactics for M3s:

When fighting in an M3 it is important not to think that you are neally invincible because even M4s can carry some very powerful missiles. Some M3s have rear turrets these should be set up with weapons that don't use much energy and set to defend against missiles.

Tactics for Capital Ships: **Covered elsewhere.**

Destroying M1s and M2s In Fighters:

The easiest way to destroy an M1 or M2 in X3 is to find a blind spot and stay there whilst constantly pouring fire in to it.

One of the most effective weapons against these ships is the Mass Driver because it ignores the huge ammount of shielding and can keep firing as long as you have ammo in your cargo hold.

The disadvantage of the mass driver is the cost of the ammo which can be very high if you don't have a regular source of income, but each ammo pack does last quite a long time.

General Tactics:

Have several weapon loadouts available so you don't waste energy (or ammo) on smaller targets eg: 6HEPTs being used against an M4 when 2 would do.

If possible carry a couple of mass drivers around and some ammo because even if your generator runs out of energy you can always use mass drivers provided you have enough ammo.

Avoid fighting too close to stations, asteroids and capital because due to the new physics model there is a chance that you might slide in to objects despite the fact your ship is pointed in a different direction.

The barrel roll - by *VincentTH*

The barrel roll is an excellent maneuver in X3, thanks to the new interface. I play the game with the mouse and KB, and holding down Q-A (or Q-A-S for a wider roll) will execute the barrel roll. It is extremely useful when you need to dogfight with the Nova which has a deadly aft-turret, or when you need to get away from the fight, so that your gun or shield can recharge.

On a head-on pass, as well as when you are in the bogey's six, align your ship at the reticule ('K' key with Fight SW Mk 1), press Q-A, and voila, it reduces damage to your ship, while still hitting the enemy. Once you get used to it, it is a must have manouver against the Nova. The barrel roll is not effective against PSGs and IDs however, but damage from PSG and IDs are low, so it is a non issue, since you would take the target out before your shield goes low.

You can do the barrel roll on the initial head-on pass, with full guns. Here is my loadout on a Nova: 1 Ion Disruptor, 1 Mass Driver, 3 A-HEPT, 3 A-PAC and an A-IRE or B-IRE in the back for missile defense. Given enough practice, this should kill the Nova in the first pass with the barrel roll move, without much damage to your shield.

If you are on the target's six, the barrel roll is also useful when other pirates are shooting at you, or when the target has an aft-turret, like in the case of the pirate Nova.

The barrel roll is also useful for getting away, when your shield is low or when your gun power is dry. Just break off your attack, then roll away until your guns/shields recharge.

Gun configs:

- If you want to capture the Nova instead, use Gun Config 1 for full guns, and use Gun config , say, #3, for 1 ID + 1 A-PAC; do the initial pass as usual with full guns, then switch to gun configuration #2 for the capture. It is also a good idea to use gun config #4 for low power mode, with 1 MD + 1 A-PAC. (I use gun config #2 to take out fast targets like Harriers and/or Khaak Scouts, and consists of 2 A-PAC + 1 A-IRE).

- If you are outnumbered, fret not: engage your jump drive to the same sector at about 3km from the target, then use the barrel roll to engage. You should target the slowest ship, which usually is the leader of the pack. The idea is to create a difference in speed in order to create a separation of the pirate ships. After the jump, the M5s will be first to be slaughtered, then the M4s, etc.... Your target from the initial pass should now be the slowest of the pack, because its hull is now damaged. This jump tactic is also useful against Khaak clusters. **This jump trick needs the script for gateless jumpdrive. The alternative is to jump to one of the sector gates of the same sector, and then head back into the battle. If you choose a gate within scanner range of the enemy, but outside the battle area, they will start to come to you and spread themselves out so you can pick them off more easily. If you have to jump further, they will start to come to you as soon as you get into their scanner range.**

Also engage your jump drive whenever your shield drops below 50%. With 50% shield you should survive till the jump sequence ends, and you can always cancel the jump if you take out the target beforehand.

Contributors: VincentTH, Da_Imp, Giskard



Tsar_of_Cows', The Profit Guild Guide to Opportunities for Profitssss

<http://forum2.egosoft.com/viewtopic.php?t=98222>

Introduction

This is meant as a community effort to collecting as much information on profit opportunities in X3 as possible, and making the combined knowledge available in this thread so that anyone can look here for inspiration or a simple answer on how and where they can make Credits.

I've provided a structure and my own knowledge, but I require extra knowledge from other community members, (and ofcourse, corrections to any conjectures I've made 😊) which I'll add to the guide with the name of whoever contributed it.

The opportunities will be listed under different headings according to how the profit is made (trading, fighting, building, exploreing etc.), and by which areas of space it is in (Argon, Boron, Pirate etc...).

Actions that are illegal in nature, (in game that is 😊) will be marked clearly, and, where applicable, extra tips and smaller opportunities will also be marked.

I'll kick start with a few things I know.

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.:Trade

.:Everywhere!

Sector/Universe Traders *Submitted by bendyspex*

Sector and Universe traders are ships that you set up with Trading Software Mk3, and a few credits, and they go about trading and making you money.

Obviously, Sector traders only operate inside a sector that you specify, while Universe traders wonder around everywhere looking for Profitssss in your name.

Universe Traders will also use a jumpdrive if you provide them with one, but will buy their own once they reach level 10.

Extra Tip- Mercuries make good traders, as they have a decent amount of cargo-space and speed!

Extra Tip- Setting them off in Core sectors is a good idea - they'll gain rank quickly in a safe enviroment.

Extra Tip- *Submitted by DemaeRamen*

The Sector trader needs to be of Level 8 or higher, have at least one 25MJ shield, fight command Software 1 and 2 and Trading Software Mk3, to become a Universe Trader.

.:Argon Space

General Note: The Argon home sectors are very safe, and the economy is relatively stable, but there are still good opportunities. This is a great place to start trading.

Navigational Relay Satellites

The NavSat factories in Cloudbase South West and Argon Prime don't have any freighters selling the Nav Sats, so they quickly fill up with satellites and the cost goes down to just over 5700. You can then buy up 40 or 80 of them at this reduced price and sell them off for around 1000 Credits more at the Argon Trading stations in the same sector. Each Trading Station can only stock 40 satellites however, so there isn't much point in buying more than 80, unless you've found other stations that buy them (or you want to set up some of them).

Extra Tip-*Submitted by DemaeRamen* Try docking capped M4s in the Nav Sat Factories and when the factory fills up, buy the satellites, you can get the M4s to remotely buy them and sell them for you.

Space Fuel- Illegal

There is a large space fuel distillery in Heron's Nebula (sector one North of Argon Prime), it often sells off the space fuel extremely cheaply (600 or 700 credits) because very few traders will buy it, and there are no near-by pirate stations. The local trading station on the other hand, pays a fortune for it - 1252 credits per unit, and can hold up to 166 units.

If the price at the distillery is less than 1252Cr, buy out as much as you can fit in your transport/the station can supply/you can afford, then sell off as much as you can to the trading station, for 1252Cr. Any left over can then be sold at the pirate base in Ore Belt for 1252Cr, the pirate base in Atreus' Clouds for the same price, finally the pirate base in Company Pride, again for 1252Cr.

Extra Profitssss- The Distillery seems to devour Energy Cells and Wheat, so you can turn up on their door with Energy, sell it off for a big profit, then buy up some space fuel for a bigger profit!

Extra Tip- Set up a nav Sat in the area, and you can monitor what the Distillery's needs are, as well as how much it is selling fuel for, in addition to if the Trading Station is ready to buy more fuel yet.

Extra Tip- *Submitted by xalien*

The Trading station in Montalaar is also buying space fuel.

Extra Tip- *Submitted by mowat*

The pirate base in Company Pride buys spacefuel at 1252Cr.

Extra Tip- *Submitted by DrunkenPirate*

The pirate base in Atreus' Clouds buys spacefuel at 1252Cr.

Extra Profitssss- *Submitted by mowat*

You can also buy Ecells very cheaply in Company Pride and sell them off back in Heron's Nebula.

Cahoona Meatsteaks *Submitted by Øystein*

You can buy Cahoona Meatsteaks cheaply in Home of Light and Cloudbase South West at one of the many Cahoona Plants and sell them to the local trading station for 72 Cr per unit, or to the local factories.

Ore

Ore is quite a good thing to trade - for one thing, it's legal, for another, it can be bought exceedingly cheap and sold, bizarrely enough, quite high.

Ore Belt is a good place to start, failing that, try Power Circle or Herron's Nebula. What you are looking for is a full mine, that is selling Ore for 50 to 60 Cr. If you find one, buy up as much as you can. Then, go to sectors with a heavy ore demand, Cloudbase South East, and Red Light, as well as, to a lesser extent, Argon Prime, are good places to start. In these sectors, check out the weapons manufacturing and computer plants, as they often need ore, and, even if they don't need much, will pay usually in the region of 100Cr for it. This doesn't sound like much, but consider this - that's a **very** easy 100%+ profit, you can essentially double your investment. An opportunity like that shouldn't be underestimated.

Extra Profitssss- The boron suck at mining, try turning up at Rolk's Drift or Kingdom End with a full load of ore,

there are often large profitss to be made!

Extra Tip- Set up nav sats in Ore Belt, Power Circle, Heron's Nebula, Red Light, Cloudbase South West and Argon Prime and you can monitor the whole Ore Market, and become a driving force in the industry!

Energy Cells

Safe, boring and easy. There are Solar Power Plants in Antigone Memorial, Power Circle, the Wall, and Ore Belt, buy for less than 14 Credits and you can allways make a profit. Bulk buying in a tanker is especially profitable.

Extra Profitssss- The Boron have done something silly again - they put all their SPPs in Queen's Space, meaning that there is a massive, massive power shortage in Kingdom's End, and Meneleus' Frontier, turn up in these places will a full load of Ecells and you are virtually guarenteed to find a factory desperately offering 19 or 20Cr per cell.

Extra Tip- Set up nav sats in Ore Belt, Power Circle, Antigone Memorial and you can watch the whole energy market! Whahahahahaa! You're like Enron, but without the self-sabotage!

..Teladi Space

General Note: Teladi space is very very unsafe, the security forces turn a totally blind eye to blatent acts of piracy, I often have to clear out the Core Teladi sectors with my M3 to save my freighters. However, the Teladi economy is utterly bonkers - as one might expect - and it can be surprisingly easy to make profitssss.

Flowers

Another Safe, Boring and Easy resource, you can find flowers in the northern sectors - Ceo's Buckzoid and Teladi Gain, being sold for very good prices, head down to Blue Profit and there are 4 Sun Oil Refineries desperate for flowers. Easy money, but flowers are very cheap - it won't make you a multi millionaire. Unless you are fanatically devoted to trading them that is...

Swamp Plant - Illegal

Not illegal in Teladi Space, but illegal in other Government sectors, so make sure to clear your hold of it before moving on. You can find swamp plants at a Large Dream Farm in Ceo's Buckzoid, (and, I believe, a few in Space Weed Drift) and there is a Bliss Place just south of that in Profit Share and another in Teladi Gain, which both buy swamp plants at a frightning rate for large prices.

Extra Profitssss- The Dream Farms require a rediculous amount of energy to run, so selling energy to them can make you wealthy too.

Extra Profitssss- The Sun Oil Refineries use swamp plants as a secondary resource, perhaps to "enhance" it? But anyhow, they'll buy it for about 165Cr per unit usually, so consider them as a back-up if the Bliss Places get full.

..Boron Space

General Note - the Boron Economy is generally pretty stable (unfortunately) and it can be difficult to squeeese good profits, especially in the core sectors.

Delaxian Wheat

As is pointed out in a BBS article - the Boron love delaxian wheat, and their BoFu plants and Stott Mixerries both use it as a secondary resource. Guess what? The Boron don't build Wheat farms. So, turn up with a hull full of wheat and you can always find profitssss.

Teladianium

Another secondary resource - the Borons love it, and don't make it themselves, BoFu plants require Teladianium as a Secondary resource, and perhaps some of the others do too - this is a profit opportunity I've noticed, but never taken, so I can't give very good specifics.

ECells

The Boron have done something silly again - they put all their SPPs in Queen's Space, meaning that there is a massive, massive power shortage in Kingdom's End, and Meneleus' Frontier, turn up in these places will a full load of Ecells and you are virtually guarenteed to find a factory desperately offering 19 or 20Cr per cell.

BoGas

There is a hilarious shortage of BoGas in Blueish Snout (far north-east boron colony) and the surrounding sectors. There are around 6 or 7 BoFu labs in the 3 boron sectors in that area and only 1 BoGas factory. This means that all BoGas requiring factories in the area are totally empty and offering more or less full price for it. This means that jumping there from other Boron sectors with a hull full of BoGas could be extremely profitable.

..Split Space

General Note: Split Space is relatively safe, but their economy appears to be quite tightly-knit in the home sectors, and I've found it very difficult to find any particularly profitable trade runs, and I have yet to find any milk runs.

10 GJ sheilds

There is a heavy shield complex in Rhonkar's Fire, which churns out 1GJ and 10GJ shields, catch it at the right moment, and you can pick up a few 10GJ shields for around 700,000 credits each. Doesn't sound great does it? But consider this - you can sell them off at any equipment dock for 779,000 credits. That's a comparatively low profit when you look at how much the item is worth, but 79,000Cr per-item is not something to be sniffed at, and it's pretty easy money.

Extra Tip- You need to have extremely good relations with the Split to buy 1 & 10GJ shields, high enough rank to be able to buy M1s and M2s from them - so consider this a strategy for late in the game.

Navigational Satellites

There is an Advanced Nav Sat factory in Thuruk's Pride, which, for some, strange reason, is building standard nav sats ("Superior" Split Technology, ey? 🤖) as with in Argon Space, you can buy low and sell high, unfortunately, the Trading Station in that sector is expecting Advanced Nav Sats, so you'll need to find another one to sell them at. Try Family Pride.

Extra Profitssss- Obviously, this means you can buy Advanced Nav Sats cheaply somewhere like Argon Prime and sell them at Thuruk's Pride for a decent profit.

Computer Components

There are Computer Component factories in Thuruk's Pride and Rhonkar's Fire, yet not enough factories in the area to snap up all the components. Buy the components cheaply and you can sell them off at a higher price to the Trading station in Family Pride.

Extra Profitssss- You can also get computer components in Cloudbase South West and Red Light - and there is only one factory (a drone fab) in the area which buys them, so, sell them off at Argon Prime or Family Pride.

..Paranid Space

General Note: Due to several acts of piracy by your's truly (🤖) as well as a certain plot event... the Paranid attack me on sight. Last time I was at Paranid Prime, I was chased through the sector by a Zeus and an Oddy, and what must have been the best part of the entire Paranid Home Fleet.

Consequently, I have no idea of profitssss waiting to be made in Paranid space. Sorry!

Empire's Edge is widely hailed as the best sector for training Sector Traders in. What they can do, you can do better !

Note about all trading opportunities mentioned above : Have you noticed that many of the really great opportunities are a long way away from each other. Buy low on one side of the universe and sell high on the other. The jump drive equipped trader with trading savvy and a lot of e-cells, will make a killing.

..Fight

..Pirate Space

Note: Most of the below is illegal, and should only be undertaken if you intend to play as a swashbuckling space-pirate - Y'haaaarrrr!!
(or a pirate hunter...)

Piracy!- Illegal

Hang around in just about any pirate sector and sooner or later, a trader will come along. He might be flying a standard freighter, or a hauler, or perhaps a super freighter or even a tanker, he may be carrying energy cells, weapons, food or even passangers. One thing is for certain, however - he is a mark.

Piracy really deserves a full length guide, and I may oblige at a later date, but for now, a few quick tips -

Extra Tip-If you are looking to capture freighters, make sure you have a nearby shipyard of a race you are on good terms with, at which you can sell off/ repair the ships you "appropriate".

Extra Tip-If you are just interested in stealing the cargo, obviously having a freighter on hand to pick up your booty will be a rather good idea. **Continually com'ing them to drop freight can get you the whole cargo.**

Extra Tip-And, if the pilot bails, remember you can make even more profitssss by picking him up and selling him into a life of servitude at your local pirate outpost.

Extra Tip-Also, do remember - piracy severely effects your race-relations, allways stay friendly to at least one race - don't attack their ships and don't fight in their sectors. If you are a truely scurvey pirate, you'll stay friends with the Teladi.

Slavery- Illegal

If you make another pilot bail, run over his space suit with your cargo bay open, and you'll get a rather nasty message - "Cargo Bay now contains.... slaves.". This is, obviously, truely dispicable. However, though it is bad for your morallity, it is extremely good for your bank blance! Pirate bases will buy slaves for a little over 1300Cr a head, not bad... for you, I'm sure they see it another way.

Extra Profitssss-I may be wrong in this, but I also believe that if you take "Tour of a Lifetime" BBS missions, you can give them a truely terrible holiday by dropping them off at a Pirate station. Think of the childern you merciless dog!
There is a script that turns passengers into slaves.

Extra Profitssss-Slightly less dispicably, if the above is true, then you can almost certainly cap TPs with passengers onboard and sell them into slavery at your local pirate stronghold.

Extra Tip- The fuzz will rumble you if you are carrying slaves in any Government held space except Split held Space. The Split, apparently, don't have a problem with slavery.

Now, wash your hands, you dirty, evil, dispicable person! I ought to tell your mother!

Pirate Hunting- Ill... oh wait, no, that's legal...

Simple enough - Pirates are rather numerous in Pirate Space, so, find a likely gang of them, and start capturing their ships. Ion Disruptors are your freind in this enterprise, and if there is a shipyard near-by, they'll be your friend too!

Extra Tip- Be carefull when picking the scurvey-space-dogs you're going to attack. Check their ships carefully, and decide how much of a threat they post to you. For example, the standard Buster is mincemeat to a standard Nova with a turret in the back, but a Nova Raider's turret doesn't work (**dont be too sure**), so your Buster can stay behind it without being creamed by the rear BPAC. Similarly, the Teladi Falcon is extremely slow, and an easy target if you have a fast ship, but can be a serious threat to a slower ship. Even in a fast ship, watch out for the escort M4s/M5s as they'll be faster and will cover their leader.

Extra Tip- Decide what order you'll attack them in. Generally, if I'm looking to cap them, I'll open up on the M3 of the group first with a full 6AHEPT blast from my Nova, then I'll hit him with dual Ion Ds for a while to knock out some of his shields and weapons, then, I'll turn on the escort M5s and blow them up, and knock down the M4s shields and do some hull damage. Then I'll just stick to Dual Ion Ds untill i capture them all or get fed-up and blow them to simitherienes with my AHEPTs. If I was looking to just deal with them quickly to save my freighters, I'd destroy the M3s, then the M4s then the M5s, i.e. in order of biggest to smallest threat. **Some do the reverse, judging speed as the biggest threat. Some target PSG carrying ships first. Make up your own mind what will hurt you the most, and go for them first.**

Extra Profitssss- Do a cargo scan, and figure out if any of them are carrying juicy cargo, then go all out in an attempt

to capture the ship or ships with nice cargo. I once capped a Buzzard with 34 BPACs in it's hold, which made me the best part of a million credits when I sold it (and the weapons) off to a shipyard, even though the hull was only at 13%! **Another example was 115 5mj sheilds. The ship was destroyed in the end, but 8 container pickups later, over 2 mil credits richer.**

.:Government Space

Policeing

If you gain enough race rank with any particular race, you can buy a police license at any of their trading stations. This means that you are the law, and pirates should respect your authorit-ay in the sectors belonging to the appropriate government. However, they won't respect you, so, make them. Preferably, with plasma throwers. 😊 Every criminal you kill will net you a nice little bounty from the appropriate government, as follows:

M5 - 500Cr
 M4 - 1000Cr
 M3 - 5000Cr
 M6 - N/A
 M2 - **10,000Cr**
 M1 - N/A

Extra Tip- Submitted by beefcake

Try hanging around in border sectors with a freight scanner and a decent fighter ship. With a police license you are allowed to perform the role of customs and scan freighters and fighters cruising through the sector.

You do this by getting within 4Km and through the target menu selecting "Scan". If they are a smuggler, they will immediatly turn red and attack you. You can then terminate them for your police bounty at no loss of race reputation. **Not quite. Normal traders can get annoyed with you and turn red as well. If you shoot them, normal race ranking penalties apply. Look for the word "Pirate" in the name before you pull the trigger.**

Extra Profitssss- Submitted by beefcake

You can also capture smugglers and sell off their ship and the illegal cargo!

Xenon Invasion!

Look out for the almighty Xenon Invasion missions in border space. I found one in Family Nji, to protect Thuruk's pride. Exterminating 26 Xenon scum earned me around 1.2 million Cr. And a massive race-relations increase! Nice! **As your combat rank goes up, so does the payout. When you finally take out a Xenon capital ship yourself, the payout jumps, and the loot left to pick up brings in a lot more.**

Extra Profitssss- Even greater profitssss await you if you just so happen to be a member of the police force in that race's territory. 😊

.:Build

.:All Sectors

Nav Sats

As I have mentioned a few times, it can be extremely beneficial to set up Navigational Relay Satillites, not only can you moniter sector traffic for your own scurvy reasons, but you can monitor prices in all the factories in the sector you placed the satellite in - not just the ones in range of it.

This has huge advantages for a trader - you don't need to go somewhere to find out the prices, and you can decide your next trade run while safely docked.

It also allows you to moniter the galaxy wide economy in the long term, allowing you to assess the best place to plop a factory or factory complex, without any trial and error.

So, on the whole, I strongly advise you use Nav Sats, they are very handy indeed.

Extra Profitssss- Buy your nav sats from Satellite factories instead of Trading stations - you can save around 1000Cr that way, and even buy a large amount of them and sell some of them to the local trading station.

Place nav sats above or below the center plane, and never in a trade lane, or it wont be there very long before someone runs it down. There are several scripts to place sats in all sectors, saving you some work.

Moniter Trading Stations *Submitted by ezza84*

Trading Stations can act as a sort of barometer for the needs of local sectors, by watching what goods are in stock and what goods are never there can give you a good insight into what you could build in the area.

.:Argon Space

General Note: The Argon home sectors are very safe, and the economy is relatively stable, but there are still good oportunities. Factories set up here will enjoy very good protection from the military, especially in the core systems.

Delaxian Wheat Farm - Home of Light

This was my first factory. A wheat farm in Home of Light can help supply the many cahoona bakeries in that sector and the surrounding sector, and it is between Ore Belt and The Wall, which both have the necessary energy cells to run such factory. The manual recommends placing a wheat farm in the latter, but placing it there will put you in competition with the wheat farms in the northern sectors, which is where the Argon have concentrated most of their farms. The southern sectors, (i.e. below Argon Prime) have no wheat farms in them at all, so I think Home of Light is a prime location.

Because the surrounding sectors are so safe, the transports barely even need shields, and certainly do not need escorts.

Delaxian Wheat Farm - Herron's Nebula *Submitted by bendyspex*

This is a prime location for a wheat farm, the local Rimes Facts as well as the distillery are absolute sink-holes for wheat, and there are plenty of Ecells on hand only 1 or two jumps away. As a bonus, this sector is exceedingly safe, so your transports require virtually no protection.

Ore Mine - Ore Belt *Submitted by Krusade*

Even though there is some local competition, there are plentiful supplies of energy on hand and good sector protection, so apparently this can prove to be a steady earner. **Pay attention to the yeild of the roids and use the high yeild ones. Be wary of getting too close to the Pirate Base in this sector.**

Silicone Mine - Ore Belt *Submitted by Krusade*

Provides pretty steady profits with nearby factories in Cloudbase South West, Red Light and Cloudbase South East all requiring silicon for one thing or another, and energy on hand makes this a potential winner. **Ditto, the roid yeild and pirate base.**

Plankton Farm - Ringo Moon *Submitted by Krusade*

The Cattle Ranches in the surrounding sectors use Plankton as a secondary resource, so there will allways be a high demand for it. Unfortunatly, there is a bit of a trek for Enregy, with the closest SPP 2 sectors away in The Wall. Luckily it isn't a particularly dangerous trek, thanks to the very safe nature of the Argon home systems.

Delaxian Wheat Complex - Omicron Lyrae

There are numerous Cahoona bakeries in the surrounding systems, yet only 1 wheat farm, also, there is plenty of cheap energy cells available from Circle of Labour. I have two Wheat farms linked into a complex, with Mercury Haulers buying ecells at 16Cr and selling wheat for nearly maximum price. This location is a winner!

10GJ Shield Fab - Argon Prime Area - *Submitted by ezza84*

10GJ shields are in short supply around the whole universe. Argon space would be a good place to start supplying.

WeedBooze Complex - Elena's Fortune - **Illegal** *Submitted by ChainSOV*

Apparently a Spaceweed and Spacefuel complex can make a fortune here.

What you will need for a Weedbooze complex:

1x Bliss Place
 1x Dream Farm
 1x Wheat Farm
 1x Spacefuel Distillery
 1x TS

All you need is 1 transport buying Ecells and the selling price 1 Cr bellow average and the AI traders swing by and stock up on the err... goods.

Note : In TC, it is now illegal to have a Space Fuel Distillery or Bliss Place in race space. If you do put one in a race owned sector, eventually a capital ship will show up and destroy it.

Extra Tip- Sit outside with a police license, and a freight scanner to catch your unsuspecting customers. Then attempt to cap their ships and sell them for a huge profit, presumably taking the contents of their cargo-hold back to your factory to sell to somebody else! Warning, this may be bad for the number of potential buyers...

Extra Tip - A closed loop Weed-Booze complex, while expensive to set up, makes the product FREE. More profitzzzzzz.

Extra Tip - If you have fast M4 or M3's with reasonable sized cargo bays, you can also sell the booze and weed for top price to all the Pirate Bases your ships can reach. Much more profitzzzzzz.

Extra Tip - Why settle for 1 distillery and 1 bliss place. Put in 2, 5, 10 of each. Reports in the forum seem to indicate the economy can support this.

..Teladi Space

General Note: Teladi space is very very unsafe, the security forces turn a totally blind eye to blatant acts of piracy, I often have to clear out the Core Teladi sectors with my M3 to save my freighters. However, the Teladi economy is utterly bonkers - as one might expect - and it can be surprisingly easy to make profitssss.

Flower Farm - Blue Profit

A flower Farm in Blue Profit is proving to be extremely profitable, there are many refineries in the area, and plentiful supplies of Ecells within 2 jumps.

However, the surrounding sectors are a hive of pirate activity, so my freighters are exceedingly heavily shielded (I bought the L variety) and I often patrol the sectors in my M3 Nova Raider. I **have** lost freighters in the area, several! So in the future I will invest in escort ships!

Dream Farm - Greater Profit

The Sun Oil Refineries in the area and the Bliss places in Profit Share and Teladi Gain require large amounts of swamp-plant. I'm currently running a large Dream farm in that area, which is churning out a massive profit, even more so since I lowered the price to let the refineries buy it.

Again, it needs heavily protected transporter ships and I often patrol the surrounding sectors and wipe out any pirates, who literally lie in wait for my transports.

..Boron Space

General Note - the Boron Economy is generally pretty stable (unfortunatly) and it can be difficult to squeeze good profits, especially in the core sectors.

Delaxian Wheat - Queen's Space

A wheat farm in Queen's Space could be potentially lucrative, with the pleasantly large stocks of ecells on hand, and the heavy demand for wheat in the surrounding sectors. In the long term, I intend to have a large wheat complex in the area, but the prohibitive transport costs and time it would take are putting me off until I can afford my own TL.

BoGas - Ocean of Fantasy

There is a hilarious shortage of BoGas in Blueish Snout (far north-east Boron colony) and the surrounding sectors. There are around 6 or 7 BoFu labs in 4 boron sectors in that area and only 1 BoGas factory. This means that all

BoGas requiring factories in the area are totally empty and offering more or less full price for it. There are also plentiful energy cells available in the area. The whole place is practically screaming for a large BoGas complex, with 2 or 3 BoGas factories connected together churning out tonnes of the stuff. I would do this, but my rep with the Boron isn't high enough yet. 😞 However, I have now set up 1 BoGas Factory, selling at nearly max credits, and buying Ecells cheaply.

Weapons - Depths of Silence & Great Reef *Submitted by ChainSOV*

These sectors seem to produce a lot of weapons, but don't have many buyers. So swinging around here and stocking up on shields, Mass Drivers and Ion Disruptors and flogging them to the equipment docks can make a tidy profit.

Split Space

General Note: Split Space is relatively safe, but their economy appears to be quite tightly-knit in the home sectors, consequently, it can be difficult to find a good way of expanding into Split space.

Chelt Aquarium, Rastar Refinery - Thuruk's Pride

There is a chronic food shortage in the North West Split Core systems, this is because the food production seems to be centred to the South and South East of Family Pride, and the sectors in that area gobble up the Rastar Oil leaving none for the sectors to the West and North of Family Pride.

Thuruk's Pride is therefore a good place to consider a food production complex. There are plentiful energy cells within 2 or 3 jumps, however, Chelt is more difficult to get a hold of. I'm currently running a complex with a Chelt Aquarium and Rastar Refinery joined together, it's making much profitssss!

Paranid Space

General Note: Due to several acts of piracy by your's truly (🤖) as well as a certain plot event... the Paranid attack me on sight. Last time I was at Paranid Prime, I was chased through the sector by a Zeus and an Oddy, and what must have been the best part of the entire Paranid Home Fleet.

Consequently, I have no idea of profitssss waiting to be made in Paranid space. Sorry!

Soyfarm - Sacred Relic *-Submitted by Surray*

Sacred Relic has 3 Soyerries, all desperate for Soya Beans due to a lack of Soy Farms in the area. Not only that, there are 2 SPPs in sector, just waiting to supply your budding Soyfarm!

Because they are so desperate for Soybeans, you could set the selling price to upwards of 40Cr, or even to the maximum price of 42Cr, and they'll still be bought.

The Soyerries are also in constant demand, so it would be possible to set up a Soy complex there and just churn out a constant supply of the stuff to keep the whole sector going.

Soyeries - Trinity Sanctum *-Submitted by Zoidius*

Zoidius has suggested a two soyer complex in Trinity Sanctum, because of the local abundance of Soy Beams and ECells, he has suggested using a Tanker freighter and allowing the complex to buy Ecells from a sector two sectors West.

Soyeries - Paranid Prime Area *Submitted by ezza84*

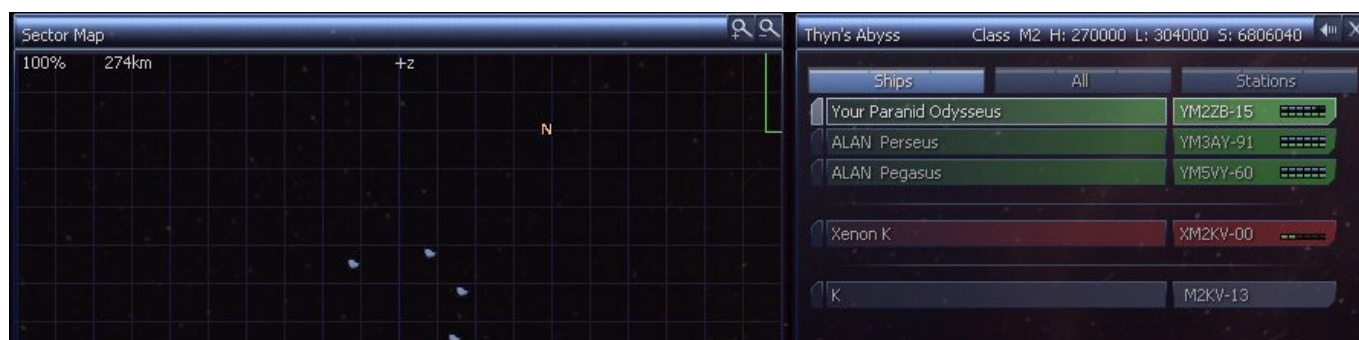
The sectors surrounding Paranid Prime are desperately short on Soya Husk. You know what to do. 😊

Secondary Resources *-Submitted by Capt. Scarlet*

Secondary Resources are resources required by AI factories as well as the primary resources. That's pretty obvious. However, some factories require resources which the race they belong to doesn't produce. For example, Plankton Farms in Boron Space require Delaxian Wheat, which is only produced by the Argon.

Note : While AI factories require the secondaries to produce, Player factories do not. This is so player factories are not impossible to get working, and also so the economy has enough depth that everything produced can be traded. The only exception to this is Player SPP's where Crystals are a Primary product and not a secondary. At least one of the secondaries will usually come from another race.

.:Contributors : bendyspex, Krusade, DemaeRamen, Øystein, mowat, xalien, Surray, Zoidius, ezza84, beefcake, Capt. Scarlet, DrunkenPirate, ChainSOV



"Capping" By Apricotslice.

<http://forum2.egosoft.com/viewtopic.php?t=136110>

In case you haven't worked it out, 'capping' means capturing a ship by forcing the pilot to bail out.

The capped ship is then yours to do with as you wish, including selling it at the nearest shipyard, and repairing its damage and refitting it for use in your own fleet.

AI pilots bailing out, is completely random. There are many debates about capping strategy in the forums, but its still a random event. It is most likely to occur when the hull drops below 85%, and very unlikely to occur before then, but anything is possible. The only thing not possible is the pilot bailing out before you fire a shot.

You only get a hull afterwards, regardless of how much damage you did, and anything left inside it is a bonus and also quite random.

In X2, once the pilot bailed out, the ship was automatically yours. X3 handles this far differently as the ship becomes abandoned and must be claimed.

There are 3 ways of claiming a ship.

The first is to eject from your ship, target the abandoned ship, press the 'i' key for its command interface, fly to within about 30 meters of it, and when the 'claim' command becomes visible, click on the claim button. The ship will turn green on your nav map and hud and is now yours. You then need to turn around and return to your ship.

The second method is to buy the Systems Override Software from a Pirate Base. This has the same distance restrictions but you do not need to leave your ship to complete the claim. Warning though, this software is considered illegal by most races and you will be forced to eject it or fight, if you are scanned with it aboard. If you are scanned, you will lose your Police License, if you have one.

The third method is Systems Override Software Mk.2. This is a 3rd party script that can be installed and run with a modified game. Also bought from a Pirate Base, it is substantially more expensive but for the extra money you get a 5km claim range, an auto-move function if you are outside the 5km range and the fact that the software is not detectable by scans.

Claims software is illegal to have on your ship if detected, but capping and claiming is not. Go figure. Also a constant debate in the forums.

The rules to be able to claim a ship are that it must be stationary, and it must not have a Pilot. There are reports of apparently abandoned ships that refuse to be claimed. These usually turn out to have a Pilot aboard.

As much as capping strategies are endlessly debated, the last word on capping goes like this :

Target and Shoot. It will bail or go boom !

What ship you use is largely irrelevant. What matters is skill and determination, or a sheer don't care attitude.

Lets look at races.

Argon, Boron, Split, Paranid, Teladi. Pirates or race sectors, all can be capped. Yaki too if you have them in your game.

Xenon. Cappable but less likely. Mainly because they give no warning and you tend to kill before noticing they turned blue on the hud. Also, the Xenon travel in big packs, so its often difficult to claim safely, or keep a claim in one piece afterwards. Caps in Xenon territories are your biggest challenge to get out safely.

Khaak. Can be done, but is the least frequent. Getting guns for them can only be done by collecting them if dropped in combat or capping one with guns left on it.

Lets look at Ships.

M1 Fleet Carrier. You cannot cap one. Its theoretically possible, but hardcoded so you cannot.

M2 Battleship. Its called a "Destroyer", but in naval comparison this is a Battleship. You cannot cap one either.

M6 Cruiser. Its called a "Corvette", but its really a Light Cruiser. No can do either.

M3 Heavy Fighter. This you can cap. These are the prize. A Nova with little hull damage sells for big money. The others for slightly less.

M4 Medium Fighter. This you can also cap. These are the easiest. And they fetch big money. Not as much as an M3, but its not peanuts either.

M5 Scout. This you can cap, if you can catch it. Its a fast light fighter, but only a skilled pilot is going to make good in it in combat.

Lets look at Guns.

IRE Ok range, light hitting, very fast firing.

PAC Ok range, not so light hitting, not so fast firing.

HEPT Good range, strong hitting, slow firing.

PSG Short range, broad area, ok hitting. Fires in a big cone shape.

MD Old style projectile thower. Ignores sheilds, and nibbles away at hull through very rapid fire. Requires ammunition packs.

ION Nullifies Sheilds, looks like a lightning bolt, and is not targettable. Does no hull damage.

PBE Short range, immediate hit, but low hull damage and higher sheild damage.

PPC Capital ship Main Guns. Long range, slow fire, big damage.

FAA Short range Flak, high firing rate with good hit.

Missiles Long range, variable hitting from "ouch" to "wtf" to "what happened ?".

So, capping is about what gun goes on what ship and what you do with it.

What works ?

Almost anything will trigger a pilot to bail. Even capital ships get bail outs if your flying it.

Some do it better than others, and some make it very difficult. Others make it more a case of why bother, since before you know you have capped a ship, its already destroyed.

So what do we do ?

You take down the target's shields, then you remove enough hull to make him think about living. Fast or slow, its random. Whatever you feel comfortable doing. Surgical precision to a plan, or just blast away, its still random chance.

You choose a ship and gun loadout that you find works for you. The loadout is defined by the choice of ship (unless

you mod). But each ship has options.

You first need to find a ship that suits your style of fighting.

M5 are fast, and lightly gunned. An orange peel would protect it better than its shields, but at least they recharge fast. Its better if you dont get hit at all, so you need to be a master of avoiding fire. IRE's will cap one of these nicely, but you have to plug away at them, because the shields recharge faster than you think. PAC's will take it out faster, and often too fast. One HEPT salvo will destroy it. Dont go anywhere else.

M4 are faster, and carry more grunt, as well as more shields. The shielding is still light, so HEPTS will kill in very few salvos. IRE's fire fast enough that holding on to the M4 like a dog on your trouser leg will rapidly kill or cap. PAC's somewhere in between. The shields may be stronger, but they recharge slower, so once they are down, its damage time in fast order.

M3 is a different kettle of fish altogether. Slow as a wet week, armed for bear and shielded to take it. Forget the IRE's, they will take ages to dent it. PAC's if you have to but this will be work. You need apha HEPTS, but not too many. 8 hepts will kill any fighter in minimum time, and then leave you with no gun energy to fire again at the next target. And we are going for caps, so some finesse now needs to be applied. Group up your guns. 4 ahepts on 2, 3 or 4 pacs or ires on 3. First pass you press 2 and use the hepts going for removing shields. When the shields are down, press 3 and use the lighter guns to nibble off the hull, keeping the shields down. Finesse only works so far though. When you run out of patience, put the hepts back in and blast the sod ! He may bail anyway, but if he doesnt, your not wasting time on a ship that wont cap. The line between finesse and time wasting is a fine one and you have to walk that alone.

M6 is a wallowing whale with some solid grunt and the ability to take a pounding. The problem is, most people allow it to, and then wonder why its game over. I prefer to convert it into a super fighter (which it was in X2) with a scripted speed upgrade and better rudder, to the point where it handles like an M3, with the speed of an M5. Then the same approach as in an M3 works and works well, with the advantage of better shields so you can take a bit more time lining up your shots. Without any upgrade, you lose speed to gain shielding and turrents. DONT put hepts in your turrents. All they will do is destroy your caps before the pilot can even get out of the cockpit. And they are lousy for missile defense because they fire too slow. For capping, alpha IRE's all round the turrents, rear one on missile defense and the other 2 on protect ship. Often, the turrents will finish a cap for you as soon as the target passes out of your gun angle of fire, because the turrents keep firing and the pilot gives up through ongoing hitting. If you cannot hit anything with the default rudder control, put PAC's in the turrents and set the rear to missile defense and the others to attack my target. Then the turrents become your main firepower and you fly to keep them firing. If this is you, then get the M6 Upgrade mod, as this will give you 3 guns in each turrent instead of 1.

Capital ships. If you are going for caps still, then make sure your gun loadout reflects this. Flaks will kill. HEPTS will kill. PAC's will cap. IRE's will cap. PPC's will miss or occasionally kill. PBE's are half and half depending on the skill of the target. If they stay out of range, they are useless, if they hit and run they are really good cap starters, by knocking down shields rapidly which the longer range guns can take advantage of. If the target comes in for the close kill, the PBE's will kill it in a heartbeat. You have to think Fighter. Think Cap. You need some Hepts to take out the shields of M3's, but not too many to kill them outright before the pilot can think "time to hit the old silk". Hepts or PBE's start the process, lesser guns to finish it.

I have not mentioned Freighter craft. Think M3 for TP or TS ships, only with less guns. For TL's, as all other capital ships, forget capping and just kill.

I have not mentioned ION's and PSG's. Both do collateral damage. They will hit any ship in range, friend or foe. Only use them when there is nothing friendly in range. Or when you really dont care about race rank.

I have not mentioned Mass Drivers. The key word here is "shields". When the shields are down, the cap becomes possible. Mass drivers on their own are useless for capping. However, grouped with another gun thats good at stripping shields, they can be very effective as long as carefully used.

As keeps getting said, capping is random.

The average is 1 in 50 kills or thereabouts. And this average changes every time a patch is released, and has been steadily getting worse since the first patch of X2. Although some report it being better in the latest 1.4 patch.

It is possible to do a lot better than 1 in 50, with claims of as small as 1 in 10, and even 1 in 5 when only capping freighters, but with just as many claiming a lot worse. Some of this variation depends on who you are shooting at and your style of game. A big bad pirate gets more opportunities to cap traders than an upright police officer does. That's not to say that this is a prime factor in the ratio, but it is one of them.

Capping can happen the first time you shoot at someone, or it may take 200 kills and several days hard fighting before the first one surprises you. You can cap 3 out of 6 in a single engagement one day, follow it up with more, and then not cap another for days of play. It's completely random.

My approach to it these days is not to care. I shoot to kill. If they bail, then it's a bonus. If I kill the cap with one too many salvos, too bad. You decide how you approach the whole exercise.

Ok, so we have capped and we have it claimed. What now ?

The immediate priority is to get it somewhere safe.

But first, SAVE the game. Carry salvage insurance specifically for this purpose. You can land and autosave asap. Save the moment you have claimed, its insurance against anything going wrong.

What can go wrong ?

For a start, you can. If you claim while enemy are still around, the claim can be destroyed immediately. And if you are destroyed yourself, you lose the claim because where you go back to reload, will not play out the same way twice. You never know when an asteroid is going to leap in front of you and splat. You never know when docking will not quite go to plan and splat. You never know when the claim's buddies will ambush you and splat. Splat = reload = lost claim. Don't go there. Save.

What now, depends on when in the game you are at.

Early game, its where is the nearest shipyard. Tell the claim to dock there. If its a safe route, let it go on its own. If its a more dangerous route, then you either escort it yourself, or tell it to dock at a station or park itself somewhere out of the way, while you keep capping. Then when you have a small convoy of caps, you escort the money to the bank. The forum has some good stories of people's attempts to do this through really hostile sectors. Select the slowest ship as convoy leader and tell the others to follow it. If you are having crash into gate problems, tell them to standby at the gate and jump them one by one, once you have checked the other side of the gate is secure. Then convoy them up again. Don't be afraid to route the convoy the long way to avoid anything hostile.

Later in the game when you have your own TL, or long time in game when you have an M1, you will get one of these to jump in, and tell the claim to dock with the bigger ship. When you have a whole group, your TL is full, or the sector stops yielding targets, then you jump your carrier to the shipyard of your choice.

Shipyard ahoy, what now ?

Decision time. Sell or keep.

Selling brings credits. In the early part of the game, you need it and want more of it than you can get, so selling caps is pay day !

Later in the game, you start getting more objective about it. Nova's make better capping ships than most. So if you cap one, consider keeping it, fixing it, fitting it out and making it your personal ship. (Even if you have to store it for a while to afford the cost.) But other M3's may suit you better. Try before you sell. You may decide to stick to an M5 or M4, so one of your caps may be a better ship. Don't discount it.

Pirate Falcons make good freighters. They can carry a lot of small sized items, and mount enough shields and guns to protect themselves to a degree and being faster than freighters, they have speed on their side as well. Both for delivery and protection. Nova's will too. M4's are good for safer routes carrying small high priced items. M5's will also do for freight duties, especially hauler versions. And of course, another freighter is always useful for supplying e-cells to factories, or selling high volume, low cost goods.

And any fighter will join your fleet, when you decide its time for sector patrols and freighter escorts.

The decision often comes down to the state of the hull. Once it gets too low (subjective decision for you), you will sell rather than fix. Fixing costs big money. 99% hull repair costs about the same as a new ship hull, so its really not worth it, unless the ship is a variation you really want to keep.

Which is another reason for not selling. The pirates do have some variations of ships that you cannot buy, and capping is the only way to get them.

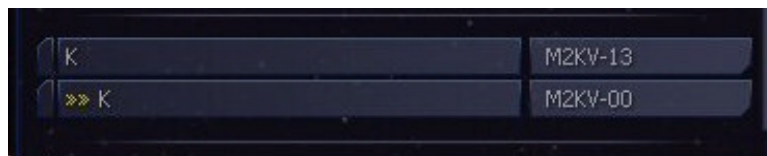
Are there any limits to how many ships you can cap ? No. The game is designed for long term play, and capping is random the whole time, so there is no limit to how many you can do. Some people have whole fleets of capped Xenon L's for example. They may buy their capital ships, but for many, every fighter on them is capped.

Its up to you if you even bother claiming or not, or what you do with what you claim.

There are no right and wrong ways about any of it, there is just your way.

Go to it, good luck.

News Flash : Xenon K Capped ! The Xenon Taxi mission apparently makes this possible during the mission at very high combat rank.



Merroc's Complex Calculator

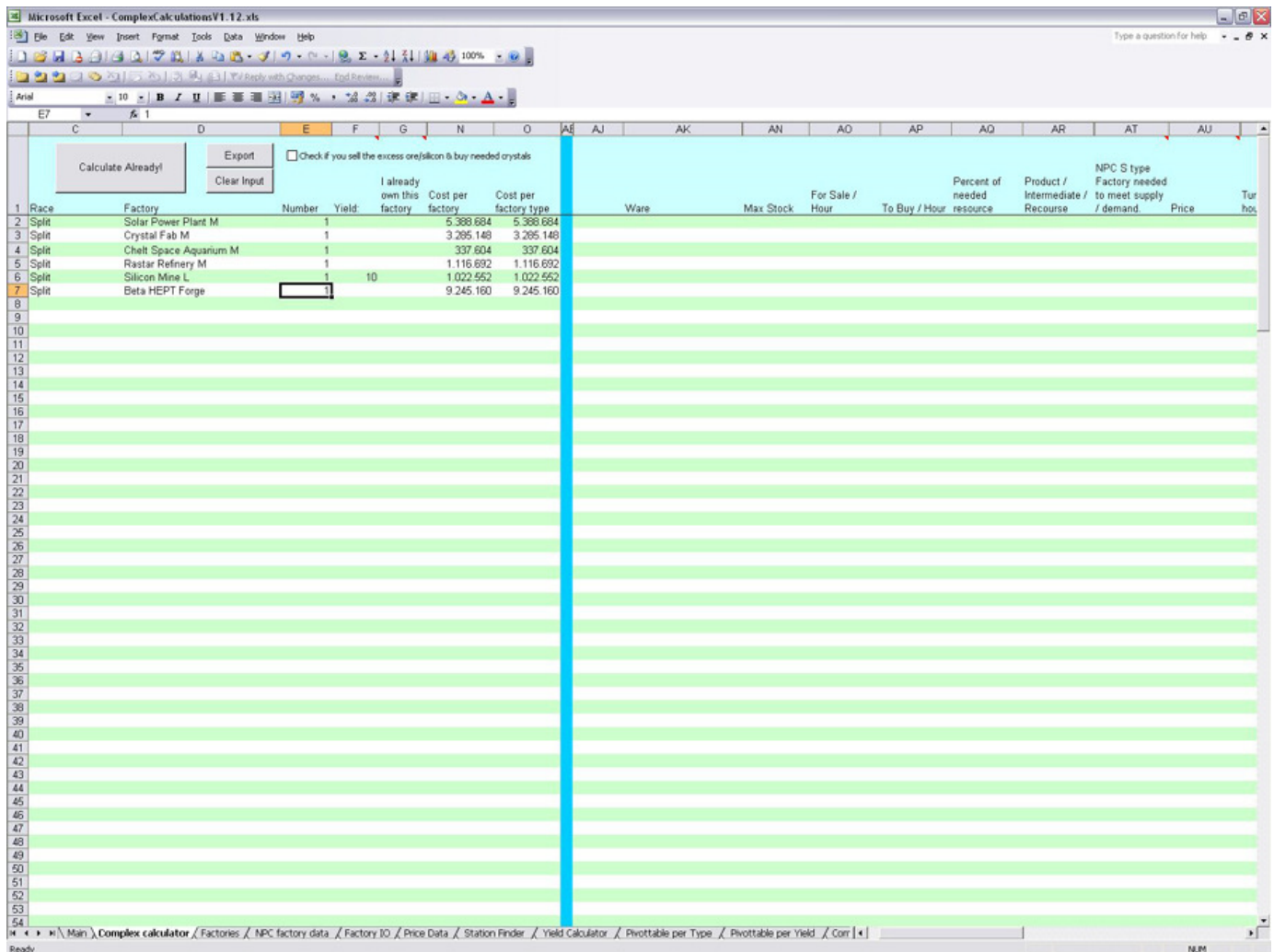
<http://forum2.egosoft.com/viewtopic.php?t=120355>

This Excel sheet has a lot of functions. The main one being a complex calculator, with which you can calculate (amongst other things) the input and output of your complex.

Some other features are a data sheet of all factories, prices of wares, asteroids and a yield calculator.

I shall demonstrate the use of the main function with a small example.

As you can see in the following picture, I have already entered all the factories in my sheet, including the number of factories and for the Silicon Mine the yield of the asteroid I built it on. All I have to do now is hit the big "Calculate Already!" In the upper left of the sheet.



Entering the data is very easy with a drop down list for the race and for the factory. If the race doesn't sell the selected factory, you will see a number of red exclamation marks in the blue column to the right. The number of factories and the yield are just plain numbers.

With "I already own this factory" you can specify whether this factory's price will be included in the total cost of this complex. Leaving it blank (as I have done) will be the same as saying "No" (I have to buy this factory). The "Cost per factory" and "cost per factory type" are filled in automatically and shouldn't require changing. That is all the input work you need to do. Everything right of the first blue column is output data (except one small bit, as you will see).

The output side is a bit to the left, and will look like the following after I hit the calculate button.

Cost per factory	Cost per factory type	Ware	Max Stock	For Sale / Hour	To Buy / Hour	Percent of needed resource	Product / Intermediate / Recourse	NPC S type	Factory needed to meet supply / demand	Price	Turnover / hour	Costs / hour	Totals
5.388.684	5.388.684	Crystals	1.328			100,00%	Intermediate						Turnover/hour 330.754
3.285.148	3.285.148	Chelt Meat	4.000			100,00%	Intermediate						Costs/hour -62.760
337.604	337.604	Silicon Wafers	1.456			100,00%	Intermediate						Profit/hour 267.994
1.116.692	1.116.692	Rastar Oil	2.500	-90,00		66,67%	Intermediate	1,00			-43.560		Total Costs Complex 21.694.320
1.022.552	1.022.552	Ore	832	-150,00		0,00%	Resource	1,00			-19.200		Break Even (hours) 80,95
9.245.160	9.245.160	Energy Cells	70.000	8.460,00		204,44%	Intermediate	9,40			169.200		Profit/day 4.262.429
		Beta HEPT	8	0,60			Product	1,00			161.554		Profit/day 6.431.861
													Max Profit/hour 300.574
													Avg Profit/hour 222.187
													Min Profit/hour 143.800
													Efficiency 89,16%
													Needed Complex Kits 5
													Number of Stations 6
													Total stations needed 11
													Number of free nodes 5

The only thing you might want to alter here is the price column. The prices which are taken by default (open cell) are the average prices mentioned on the prices sheet.

As you can see, every ware important for your complex is mentioned in the output. Together with its max stock, excess or shortage, production efficiency (the excess/shortage in percentages, 100% means you produce as much as you use), whether the ware is a product, resource or intermediate. How many NPC (S-size) factories you need in your direct surroundings to be able to sell of the excess (or buy the shortage, but they can be off in several occasions).

As already mentioned in the prices column you can enter your own prices which you have set for your complex. If you need to know the range, you can look at the Prices Data sheet. From the prices and excess/shortage the Turnover/Costs per hour are calculated.

Clearly I should include an Ore Mine and perhaps a bigger Rastar Refinery. As I seem to have a shortage of these two wares. Of course I could also choose to buy these wares from the NPC factories.

Between the last two blue columns you will see the 'totals' of your complex. Most should be self-explanatory. To highlight the two that might mean the least, Efficiency means how much percentage of the max achievable profit you earn at these price levels. And number of free nodes is to help with the Complex CTD discussion going on in the forums. **This has now been solved with a new Node station mod, so the calculator will tell you if you need one or not. If the calculator tells you that you are in need of extra nodes, you should consider installing the new mod node station. The node ctd issue was fixed in patch 1.4.02.**

Finally I want to explain the two buttons and checkbox next to the Calculate button. "Export" will copy all the contents of this sheet to a new one. It will remove all buttons, however you will still be able to set your prices. For this it will ask you a new name for the sheet generated. The new sheet will be placed right in front of the complex calculator sheet and after that, the input side of the complex calculator will be cleared so you can enter a new complex.

"Clear Input" quickly clears the input so you don't have to do it yourself and risk you remove an essential formula.

"Check if you sell the excess ore/silicon & buy the needed crystals", this option is turned off by default. If you check this box, the situation is default. e.g. normally you will have a small crystal shortage per SPP-Crystal Fab combination (about 2 per hour per SPP M). However with this box unchecked (since most people will prefer this) the sheet will simply lower the total production of EC by the amount of Crystals you would otherwise buy. The same happens with the Silicon/Ore only this time you usually have an excess, with this box unchecked you will not sell this excess and thus save a couple of Energy Cells. In the above example I have this box unchecked. This situation would look as the following with the box checked:

	Cost per factory	Cost per factory type	Ware	Max Stock	For Sale / Hour	To Buy / Hour	Percent of needed resource	Product / Intermediate / Recourse	NPC S type Factory needed to meet supply / demand	Price	Turnover / hour	Costs / hour	Totals
1													
2	5.388.684	5.388.684	Chelt Meat	4.000			100,00%	Intermediate					Turnover/hour 338.497
3	3.285.148	3.285.148	Crystals	1.328		-2,03	98,33%	Intermediate	0,03			-3.427	Costs/hour 466.187
4	337.604	337.604	Rastar Oil	2.500		-90,00	86,67%	Intermediate	1,00			-43.560	Profit/hour 272.309
5	1.116.692	1.116.692	Ore	832		-150,00	0,00%	Resource	1,00			-19.200	
6	1.022.552	1.022.552	Energy Cells	70.000	8.568,08		203,57%	Intermediate	9,52		171.362		Total Costs Complex 21.694.320
7	9.245.160	9.245.160	Silicon Wafers	1.456	7,19		109,59%	Intermediate	0,19		5.581		Break Even (hours) 79,67
8			Beta HEPT	8	0,60			Product	1,00		161.554		Profit/day 4.365.994
9													Profit/day 6.535.426
10													
11													Max Profit/hour 305.404
12													Avg Profit/hour 224.114
13													Min Profit/hour 142.824
14													Efficiency 89,16%
15													
16													Needed Complex Kits 5
17													Number of Stations 6
18													Total stations needed 11
19													Number of free nodes 5
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As a final (and most important note): This sheet is only compatible with Excel. **Not** the windows Excel viewer and **Not** Open Office.



Finding Gates, by Andaius

Ok there is a slightly cheesy way to find all the gates you would ever want if you have a Jumpdrive and navigation software. It will completely make Exploring for those far-flung gates much easier. While the big down side is you won't have the satisfaction of finding it yourself.

»» SPOILER ««

Goto your console and do the "jump and move to position..." then select the same sector your in, then move the cursor way far to the side of the sector the unknown gate is in. When you jump, you will pop out of the before mentioned gate that you where looking for, even though you don't know where it is.

»» SPOILER ««

Useful if your getting to the point where viens are bulging on your head looking for some remote gate. But no fun for the explorer.

Station Node List, by spcutler

(Nodes are the points on each station at which the tubing is attached to form a complex. It is possible to run out of nodes by adding too many stations with no spare ones. Hence the need for this list.)

I think I finally have a comprehensive list of the complex node counts on each of the factory types.

There's no guarantee that these numbers are accurate, but to the best of my ability I believe they are. Nevertheless, if anyone sees an error, please let me know and I'll investigate it.

The one surprising thing that came out of this is the 4-node Teladi Sun oil refinery M. I double-checked the script and it appears to be doing the right thing, but can anyone verify that off the top of their heads? If it's true, that's going to be a pretty nice, cheap way to expand the node count in a big complex (say, one that produces a large number of PACs, HEPTs or PPCs).

For the curious, I am analyzing the XXX_scene.bod files for the number of "dummy_connection" entries. I don't know for certain that this is the correct way to determine the node counts, but it seems to corellate.

Anyway, on to the list:

1 Node:

- Alpha HEPT Forge
- Alpha PAC Forge
- Alpha PPC Forge
- Ammunition Factory
- Beta HEPT Forge
- Beta PAC Forge
- Beta PPC Forge
- Bliss Place M
- Dream farm L
- Dream farm M
- Flower Farm L
- Flower Farm M
- Gamma PPC Forge
- Ion Disruptor Forge
- Mass Driver Forge
- Massom Mill M
- Paranid Crystal Splitter Fab
- Paranid Nividium Processing Plant
- Plankton Farm M
- Scruffin Farm L
- Snail Ranch L
- Snail Ranch M



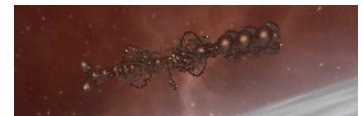
Soyfarm M

2 Nodes:

Alpha Flak Artillery Forge
Alpha IRE Forge
Alpha PBE Forge
Alpha PSG Forge
Aurora Missile Factory
Beta Flak Artillery Forge
Beta IRE Forge
Beta PBE Forge
Beta PSG Forge
Bio Gas Factory L
Bliss Place L
Blizzard Missile Factory
Cahoona Bakery L
Cahoona Bakery M
Cattle Ranch L
Cattle Ranch M
Chip plant
Crystal Fab M
Cyclone Missile Factory
Disruptor Missile Fab
Dragonfly Missile Factory
Drone Factory
Firefly Missile Factory
Firestorm Torpedo Factory
Gamma PSG Forge
Hornet Missile Factory
Hurricane Missile Factory
Lasertower Factory
Mobile Drilling System Factory
Mosquito Missile Factory
Ore Mine M
Paranid Crystal Splitter Fab
Rastar Refinery L
Scruffin Farm M
Shield Prod. Facility 1 MJ
Shield Prod. Facility 10GJ
Shield Prod. Facility 125 MJ
Shield Prod. Facility 1GJ
Shield Prod. Facility 25 MJ
Shield Prod. Facility 5 MJ
Silicon Mine M
Silkworm Missile Factory
Solar Power Plant M
Space Jewellery L
Space Jewellery M
Tempest Missile Factory
Thunderbolt Missile Factory
Tornado Missile Factory
Typhoon Missile Factory
Wasp Missile Factory

3 Nodes:

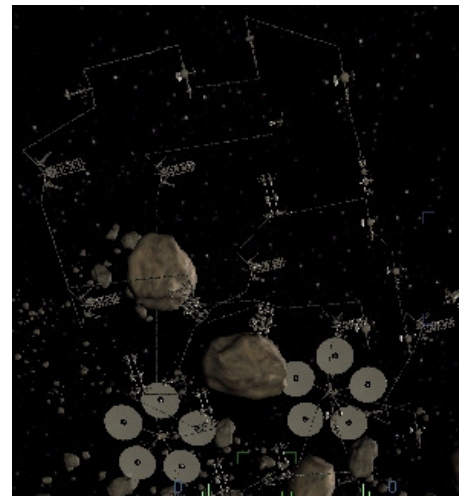
Advanced Satellite Factory
Bio Gas Factory M
BoFu Chemical Lab L
BoFu Chemical Lab M



Chelt Space Aquarium L
 Chelt Space Aquarium M
 Computer Plant
 Headquarters
 Massom Mill L
 Ore Mine L
 Plankton Farm L
 Quantum Tube Fab
 Rastar Refinery M
 Rimes Fact L
 Rimes Fact M
 SQUASH Mine Factory
 Satellite Factory
 Silicon Mine L
 Solar Power Plant L
 Solar Power Plant M
 Solar Power Plant XL
 Soyery L
 Soyery M
 Soyfarm L
 Space Fuel Distillery L
 Space Fuel Distillery M
 Stott Mixery L
 Stott Mixery M
 Sun oil refinery L
 Teladianium foundry L
 Teladianium foundry M
 Terracorp Nividium Mine M
 Weapon Component Factory
 Wheat Farm L
 Wheat Farm M

4 Nodes:

Sun oil refinery M



A Mod has been completed by Armageddon, The Goner Complex Node Bazaar, is a "marketplace for station inhabitants as well as entertainment facilities" that comprises 14 extra nodes. While the entertainment is not accessible in the game (as yet, we hope), the extra nodes this station provides should solve the CTD issues.

How to Use the Tractor Beam by RavenIII

<http://forum2.egosoft.com/viewtopic.php?t=133122>

Introduction:

(Important) Buying The Tractor Beam:

Okay, so you have a station you want to move nearer a complex. How do you do this? With the tractor beam! It can be fun to use, as it can a nuisance. It can usually be found in Split and Paranid sectors. The one I know of is in Tharka's Sun. They are about 700,000Cr so they aren't the cheapest bit of hardware, so make sure you will make use of it.

(Important) What Ship I use:

Even though you can use TL's for the job, I find it easier with the smaller M6 ships, e.g. the Centaur, which is what I'm using, it allows you to get a sense of size, and distance... it'll also make some of the future stages easier.

Using The Tractor Beam:

There are a number of steps you have to take in order to move a station successfully. And some can be complicated, or easy, depending if you practice a lot. I decided that it would be beneficial for me to attach the tractor beam onto my Rear turret of the Centaur, making some future steps easier.

Lining Up With The Station:

Firstly, you need to line up with the station, how I do this is I pick where I want to move the station, then I line up with the Target Box that surrounds my station, and point in the direction I want to go in, and to the destination. This usually takes about 5 minutes, but may take less with practice. Then simply shoot the tractor beam once (a quick tap, it latches on, and you can then continue).

Moving The Station:

This is the easiest part, and the slowest, so patience will help a lot here. Now I found problems with tugging when I started doing this, but this is another story (see end of guide).

Basic Guidelines:

-If you attach to the station at 2.70km, then you have a rough margin of 500metres before the laser detaches, and you start over. Making the detachment point roughly 3.20km. If you attach at 1.20km, then the laser will detach at 1.70km, do you get the idea yet? 😊

You can tell when you're pushing the limit as the laser changes colour, it starts at green, goes to amber (yellow) then to red (or orangey-red). I suggest when it gets to red; you stop and let the station catch-up. Don't worry it won't hit you, it'll return to the distance you started at, and then stop, ready for you to continue.

Now you may be wondering about what speeds to be going at? Well, in the Centaur, I found that going at 6m/s was just perfect, the station takes a little time to speed up, and then match your speed, allowing for continues moving. You can even go as fast as 10m/s although the station may give a little wobble on its axis, and then smooth out. **Or the beam will cut out.**

Note: It is possible to push the station, and the speed limitations still apply, although I haven't practiced this technique, I imagine its the same process as above, apart from pushing the station, not tugging it.

Using SETA:

At first I had problems using SETA like the station would start spinning like a globe on an axis, when I learnt to line up properly, then it would do this just a little, and even once finally settled. If you suffer problems at x10 SETA I suggest you turn it down to x5, and practice on that, once you think it works fine put it up to x7, and try that out, if that works fine, bump it back up to x10. You should have perfected the technique of using the tractor beam, and shouldn't need to change SETA compression ever again.

Added: Limitations!

You are limited to using the tractor beam on your stations, you can't pull any AI stations or Asteroids **(to move an asteroid, put a mine on it first)**. At some point you may be able to use it on your injured ships, although it is not currently possible. Also you're not able to pull stations through the Gates... although this is theory, I haven't tried it, but most stations look too big to fit through the gates. It is also not possible to move complexes, due to the potentially giant scale they have become unmovable, there'd be alot of problems to move 5+ stations through a sector... due to other "smaller" obstacles.

Distance Limitation:

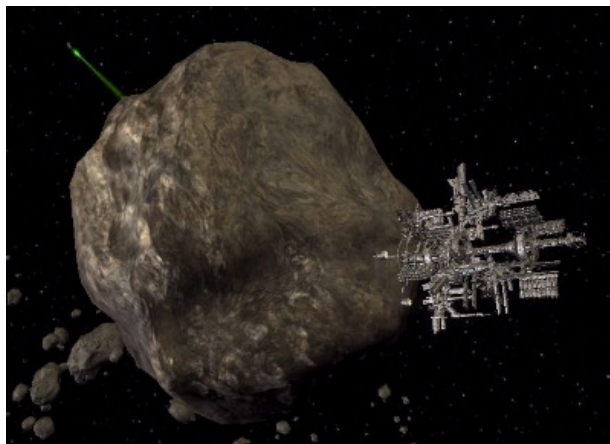
I have found that there is a limitation of 2km from the stations hull. Go over this and it will not work, this does not mean you have to be 2km, from the stations core, which is what the target box is homed in on.

Graphics Problems:

[v1.3.2Beta]

I suffered graphics problems without knowing it, the tractor beam on my game was constantly on Orange, later I changed my Shader Detail to High, from Medium, and it works fine, having the Shader at medium detail also caused problems with other things non-tractor beam related.

Note : The Tractor Beam or Tug Laser, has been significantly overhauled for version 2, including being able to tow ships, and be able to tow through gates.



LordSuch's Sector Planner

<http://forum2.egosoft.com/viewtopic.php?t=110819>

The Sector Planner is a stand alone program written by LordSuch that shows you a map of the X universe and the location of every station in it, allowing you to see the dynamics of the trading game and see how your changes will affect the game.

A new import feature takes the dynamically changing state of your game and imports it into the Sector Planner so that you are always looking at the current state of your game.

This tool allows you to see where there are shortages and oversupplies of products, allowing you to take advantage of these in your game. You can add in your proposed stations and complexes and see what effect they will have on the economy and how profitable they are likely to be.

An invaluable tool for the serious trader. Not updated to X3Rv2 or X3TC.



Ryuujin's How to make sexier complexes

<http://forum2.egosoft.com/viewtopic.php?t=110199>

Initially I refused to use complexes - period. Because they were so awkward looking and fugly. But after much experimentation I've come up with some foolproof methods for making complexes you can be proud of.

Complex Construction

Nodes and Tunnels

First it's good to understand how the tunnels are formed. if you know how they're placed, you can *bend* them to your will.

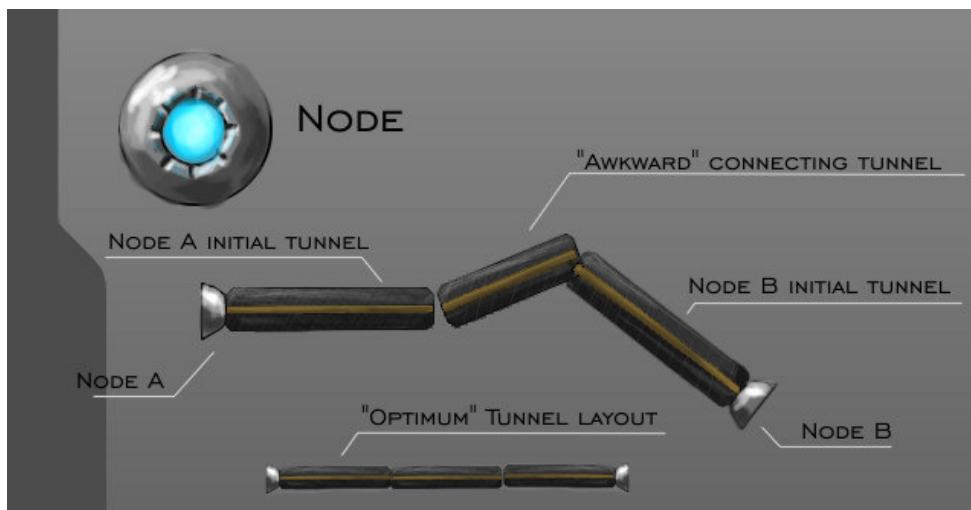
The tunnels are formed between **nodes** on each of the stations. This are easy enough to find, they are small metallic

dome shapes, with a blue light in the middle, usually arranged in a triangle around a stem. Sometimes they are in other locations, or may only have 1 or 2 nodes (Particularly on Fabs and Forges). Obviously it helps to know where the nodes are on a station, if you can't see them on the transparent projection of the station, it might be worth placing it down, and then reloading when you've worked it out.

When a [Complex Construction Kit](#) is placed down, it'll find the 2 nodes nearest one another on each of the stations, and create a large [tunnel piece](#), sticking out the same direction as the node. This first tunnel piece will stick through other stations if you allow it. Once it's added both these tunnel pieces, it'll then "fill the gap" by adding extra tunnel pieces of various sizes and angles to connect the stations.

[In practice](#) this means to get the cleanest, shortest tunnel pieces, you'll want to:

- [A](#)) Ensure the nodes on each station line up as closely as possible
- [B](#)) Ensure the 2 nodes are at least 2 and a half tunnel pieces away from one another.



Placing the station and hangar

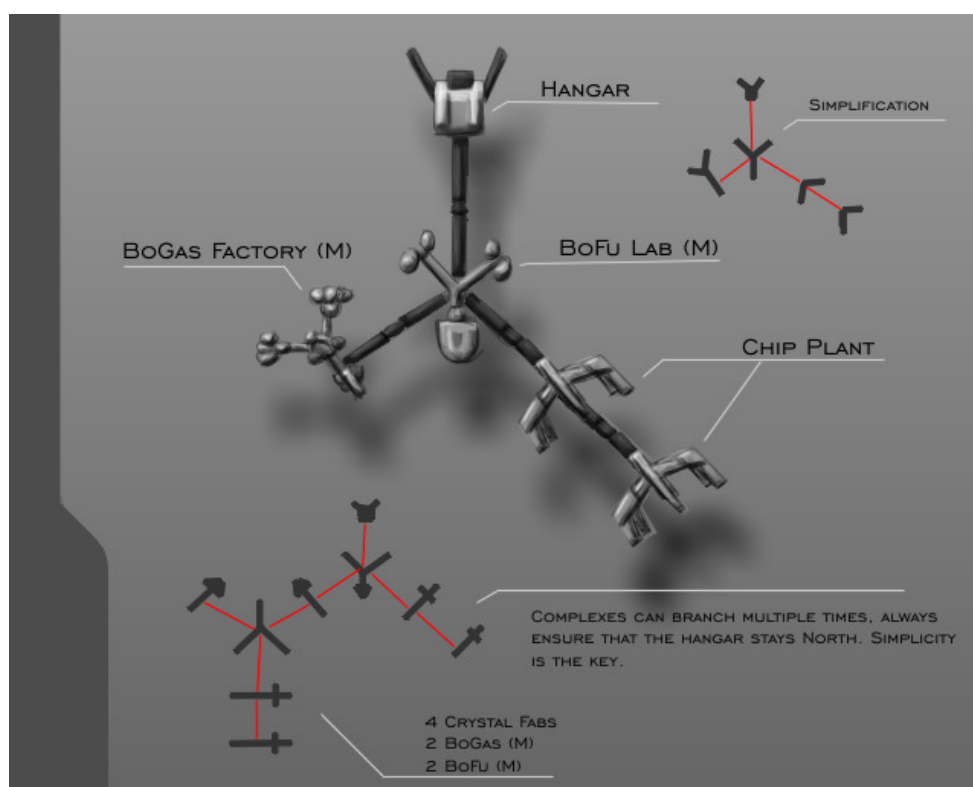
Firstly it helps to know what the stations look like, and where their nodes are. It might help to place them down now, and then reload once you have some idea how they'll look. It also helps to know that in V1.201 the Hangars are bugged, and will always face due North, and are prone to jumping about.

The first station you put down ideally should have a nice horizontal 3-point arrangement. I usually ally with the Boron, and their BoFu Lab's thankfully have a very neat triangular arrangement. This'll act a nice hub to spread from. When you deploy it, don't adjust it's rotation in any direction unless you're feeling brave.

Next target your hub station, and press [F3](#) for outside view. Press [5 on the keypad](#) a couple of times to orientate the view so you're looking due [North](#) (Use the sector map or starscape to help determine which way is North). Next, press [8 on the keypad](#) til the view is tilted bird-eye. Finally, you may use [+ and - on the keypad](#) to zoom in and out.

Now, go to the freight screen and begin to deploy your next station. Using the sector map, move it so it exactly super imposes your existing station (don't forget to use [Insert](#) to adjust the verticle position. Zoom in, jiggle it about a bit and identify the nodes on both stations, and then rotate the new station so the node line up. Zoom back out, and then move the new station to a safe distance (both horizontally and verticly), remember the magic number is [2 and a half tunnel pieces](#). This is hard to judge, as a rule of thumb, a long tunnel piece is roughly 2/3rd the width of your station (assuming it's a fairly round station like a Bofu Lab or Soyery). Rinse and repeat for all your stations, I'd advise you place them down BEFORE you place the tunnel complex.

Finally, place down your tunnel complexes. Remember, the Hangar needs to face due north, so hopefully you left a node clean in the North, simply position the Hangar complex at a safe distance, rotate it to due North, and hopefully it won't go glitchy on you. (If it does, destroying the hangar will not destroy all attached stations, so you can rerig it if you mess up) and volia.



Keep it Simple Stupid

If you're having trouble with sprawling complexes and the hub is shifting about instead of staying put, you might want to consider using smaller complexes.

Consider this:

To run a full XL size SPP, requires:

5 Crystal fabs
2 Large Food Factories
2 Large Farms
1 or 2 Large Silicon Mines

All that to power your fabs. And what do you get? - A sprawling messy complex, and you've spent 60 million on just the infrastructure, no fabs or products (besides surplus energy). It is cleaner, and more efficient in the short term to use small specialised complexes that just produce their own food (Food is the biggest single resource value wise), and end product. And then use a fast freighter to import the energy. Later on, you could create a specialised Solar Plant complex that produces just energy, which the freighters from the smaller specialist fabs can collect energy from.

And finally

- + Always save before deploying any station, to avoid frustration if you screw up.
- + Use something straight (A pencil? A disk box? a ruler?) to help line up those nodes super-straight.
- + Always **ALWAYS** use the same complex kit each time, if you use a different race's kit halfway-thru, the hangar will jump

Complex Planning

After a bit of studying the factories and their outputs, I've finally got some numbers to work off. Basically using the following numbers, you should be able to plan your complexes to achieve 100% efficiency, producing just enough food and energy, to feed your factories, and output pure profit.

Relative Scale

(Unmarked): 1
M: 2

L: 5
XL: 10

So, for instance, an L size BoGas plant, produces just enough BoGas, to run an L size BoFu Lab (5 -> 5), or 5 Crystal Fab M's, will run 1 XL size solar plant (2 x 5 -> 10). Food is used at the same way, so an M size Cahoon Bakery, can feed 2 Chip Plants (2 -> 1 + 1), or 1 Crystal Fab M (2 -> 2)

Energy usage (per minute)

(Unmarked): 15
M: 30
L: 75
XL: N/A - Theoretically 150

Solar Plant Output (per minute)

S: N/A - Theoretically 138
M: 276
L: 690
XL: 1380

All stations use the same amount of energy, which is basically 15 units per size, per minute. (A Quantum tube fab for instance may use 600 energy per cycle, but it's cycle is 40 minutes (600 / 40 = 15)). This means you can plan ahead of time what size power stations you'll need.

So, using this knowledge, it's not hard to plan ahead, I tend to write down some columns, and balance the equations:

Code:

Station	Energy	Food	Crystal
BoGas Lab L	-75		
BoFu Lab L	-75	5	
Crystal Fab M	-30	-2	2
Chip Plant	-15	-1	
Tube Fab	-15	-1	
Tube Fab	-15	-1	
Solar Plant M	276		-2
Teladianium M	-30		
	+21	0	0

You might notice I require silicon, but have no Silicon mine. Mines are the black sheep of the equation, their exact energy requirements are derived from both the size of the factory, and the yield of the asteroid you place it on, which I haven't quite determined the pattern. Regardless, asteroids are problematic at every level, they're hard to fit into the complex layout, produce awkward amounts of materials, and use varying amounts of energy.

So I prefer to build my mines as separate stations, with an energy buyer loading it, and a smaller freighter shuttling the ore/silicon to my complex from my mine/local market. Or, in more creative setups, have a sector trader distributing the ore/silicon/energy to the appropriate facilities.

Apricot Software Guide by Apricotslice

<http://forum2.egosoft.com/viewtopic.php?p=1575907>

Apricot Mapping Service.

Internal Memo.

From : John Slice CEO

To : All Pilots

Subject : Computer Software fitted to ships.

It has come to my attention that there is some confusion about the role of certain software packages fitted to our ships. In order that the right software is fitted to the right ships, the following is a listing of available software and its purpose.

- Trade Command Mk.1 : Allows a ship with a homebase set to buy wares and sell wares for the homebase.
- Trade Command Mk.2 : Adds no new commands but allows for Custom built commands to be added.
- Trade Command Mk.3 : Allows independent trading as a Sector Trader or Universe Trader. Pilots are assigned and must learn how to use this on the job and are ranked according to their progress. Universe trading cannot begin until Level 8.
- Fight Command Mk.1 : Adds Attack All Enemies command, and Attack Enemies and Protect Ship commands to turrents.
- Fight Command Mk.2 : Provides Gun Auto-Aim on Hud, Adds Attack My Target and Attack Nearest Enemy commands and adds Missile Defense command for turrents.
- Special Commands Software : Allows the automatic collection of wares and collectable asteroids in sector, Station construction by TL's, Move Pilot command and other special commands that may be added to ships for specific purposes.
- Navagation Software : Advanced navigation aids for ship movement, including the new Jumpdrive commands.
- Trade Extention : Allows remote communication with stations for wares purchases where a ship has landed or a satellite is providing coverage. Only needed on the ship that initiates a transaction (not needed on the ship thats docked for the transaction).
- Docking Computer : Auto-docks immediately from within 5km, accessed from command interface of target.
- Seta : Speeds up the passage of time on long journeys. Only needed on a ship giving commands to others, but recommended on all.
- Ecliptic Projector : Establishes the plane of a sector on the hud.
- Strafe Extension : Allows strafe drive for combat. Pre-fitted to all ships.
- Best Buys Locator : Only needed on a ship directing trade operations, it identifies the best location to buy all wares on sale in a sector.
- Best Sell Locator : Only needed on a ship directing trade operations, it identifies the best locations to sell within a sector, all wares on the ship.
- Mineral Scanner : Scans a targetted asteroid to determine what sort of dirt it is rich in and the yeild.
- Freight Scanner : Scans a targetted ship and reveals its shielding, guns and cargo bay contents. Illegal to use if you do not have a local Police License.
- Police License : Race specific, this pays a bounty on all enemy ships killed in that race's space, and allows legal use of a freight scanner.
- System Override Software : Allows the claiming and salvage of Abandoned ships without leaving the cockpit, with a limited range of about 30 meters. Illegal to possess one in space controlled by most races.
- Software Signature Scrambler : This device can mask the "System Override Software" from Police scans.

The following are non-standard software, installed by executive decision only.

- System Override Software Mk.2 : Allows claiming and salvage of Abandoned ships from 5km away. Undetectable to freight scans.
- Advanced Mineral Scanner : Scans all asteroids within scanner range when ship is moving slowly or stopped.
- DockTL : Allows a transporter device to beam a TS or TP ship onboard a TL or M1 ship for freight delivery.

Software can be purchased from the following places :

Equipment Docks : Trade 1 & 2, Fight 1 & 2, Special, Navigation, Trade Extension, Mineral, Freight, Docking, Seta, Ecliptic.

Trading Stations : Police License.

Teladi EQ Docks : Best Buy, Best Sell, Trade 3, Advanced Mineral Scanner.

Terracorp HQ : Trade 3.

Goner Temple : Argon Police License.
Pirate Bases : System Override 1 & 2

End Memo.

Apricot Mapping Service.
External Memo.
From : John Slice CEO
To : Julian Brennan
Subject : Its so hard to get good staff these days.

Julian my friend, how are you keeping ?

Are you sure I cannot interest you in a job here ?

Your odd job work for us in the past has been exemplary and I could do with you on staff permanently.

Dont think I've given up on you yet. HaHa. Its so hard to get decent staff these days. Even some of the brighter pilots got themselves killed after the Khaak invasion, many of the better ones got conscripted into the race military forces, and quite a few of the new ones simply dont know which way the ship flies.

Do you beleive the memo I had to sent to all pilots the other day ? I've attached a copy for your amusement.

Most of them had no idea what command was attached to what bit of software, and when we inventoried all the ships, we found that most of them had software missing. I swear some of the pilots routinely bounce their ships off asteroids, take damage to fittings and software modules and carry on without noticing anything ! Not to mention combat damage.

I think out of the whole lot of them, only a few of them are even aware of the onboard scripting system, which as you are aware, allows for custom commands to be set up within the computer, or loaded in from another. Where would be be without DockTL for example. A classic example of a 3rd party command which the script engine will load into the ships command interface.

I mean, calling it all "non-standard" software is about all they can understand I think.

And they dont seem to understand that you choose your ship software according to the role of the ship.

I mean, I ask you ? One of my pilots outfitted a ship for remote trading and included one of everything on it. The ship will never have a pilot, will only ever be under the control of the auto-pilot, and yet this ...(I cant find the right descriptive word here) installed seta, docking computer and even an Argon Police License. Yigads !

Another one did the exact opposite. His role was to remote trade a group of freighters and he put the same basic equipment and software on all the ships, including his own. Silly turkey went out into space without a seta (and sent in a memo about boredom in the cockpit), no docking computer (and yes you guessed it, a memo came in on the difficulty of manual docking), and no trading extention on his ship (and yes, I got a memo about the stupidity of having to dock at each station along with the ship doing the trading). Needless to say, this pilot is now driving an M5 (a very old one !) along the Xenon frontier.

BTW, Bob Der, our estwhile and excentric Chief Mechanic, dropped past my office the other day. He has a few more dodges he wants to try out on your ship ! I told him I'd pass the message on. I dont want to know what you have done to that ship of yours, and as long as Bob is not doing it to my ships, I shall remain happy !

In the meantime, he said to point out that the Script Masters have some new and interesting stuff for you if you care to look in edress <http://forum2.egosoft.com/viewforum.php?f=66>. A few of the new factory management scripts are due to be implemented here shortly. Let you know how they go, you may want to use them yourself. The updated list of Mainline 'non-standard' scripts is now at edress <http://forum2.egosoft.com/viewtopic.php?t=96340>.

Next time your in Antigone Memorial, drop in for a drink.

Take care of yourself.

John.

Note : This guide has not been updated for TC, as the TC Manual does a very good job of outlining the new additions.



Moving a Mk.3 trader Pilot by softweir

<http://forum2.egosoft.com/viewtopic.php?p=1302750#1302750>

How to move a Mk.3 Trader Pilot to another ship is a little tricky. Whatever you do, do NOT just move the Trade Mk.3 Software off the ship. If you do, you will lose all the rank assigned to the pilot and the new ship pilot will have to start from scratch again. The steps that follow are the correct method for moving a Mk3 pilot.

You need to have Special Command Software installed on your ship.

1. Buy new ship. DO NOT add Trade Command Software MK III or Fight Command Software MK I or MK II. You may upgrade its guns, hold, speed and rudder. Sell its shields, the UT pilot will try to take his with him and pre-existing ones will vanish! **(Or move them to another ship first)**
2. Make sure both origin ship and destination ship are in space, (in the same sector, I think), on standby (command None).
3. Issue Transfer pilot command in *your ship's* command menu, the galaxy map will appear.
4. Select sector containing origin ship, then origin ship
Galaxy map will reappear.
5. Select sector containing destination ship, then destination ship.
Galaxy map will make its third appearance.
6. Select a sector and station where the pilots can meet and transfer.
The transfer will take place, **this may take a while**.
During the transfer the pilot will take the essential software he needs, and will also take the name of the ship and its shields with him. His old ship will be renamed "---". You may dock with the station and transfer any other goods he might need such as extra shields.
7. Instruct UT to start universe trader command to get him moving again.

Hope this helps!



X3 Frustrations and how to get around them by Apricotslice

<http://forum2.egosoft.com/viewtopic.php?p=1577388>

X3 Frustrations and how to get around them

With the extremely steep learning curve of X3, comes a series of 'frustrations' that sometimes threaten the scrapping of the game. Some of these come from game 'anomalies' and others from player mistakes.

So in order to help alleviate this frustration factor, here are some of them and how to get around them.

CTD or Freeze issues.

You have hardware problems. Off to the Technical Support forum with you. For X3R, go here :

<http://forum2.egosoft.com/viewforum.php?f=65>. For TC, go here : <http://forum.egosoft.com/viewforum.php?f=93>

You must be registered to use it.

Framerate problems.

Ditto. Dont walk, run. What you need is already there. It might be 'who' you need, so ask if you cant find.

Note : TC has a lot more framerate issues than X3R did, but ironically, by turning the graphics down to Low, you can run the game at well below the minimum specification. Lag issues mainly happen around large objects.

My game wont start.

Is your computer capable of running the game ?

Go here immediately for X3R : <http://forum2.egosoft.com/viewtopic.php?t=94506>

and here for TC : <http://forum.egosoft.com/viewtopic.php?t=214901>

My game runs like a dog with a broken leg.

Minimum spec on the box is exactly that. The game will run, but no guarantee is given as to how well it runs.

Standard off the shelf computers for office or internet use will NOT cut it. This is an intensely CPU, RAM and Video hogging game. Its pushing the boundaries of state-of-the-art and if you dont have that, it wont be enough. Upgrade NOW.

The station wont let me buy a ship or product.

Usually this is because your race rank is not high enough yet for the race who sells it to want you to have it.

If you highlight the item on the sales list, it should tell you the rank you currently are (bottom left) and the rank you need to be (bottom right).

The ranks are explained in the X3 manual.

There is no way around this in the game. Its part of the game design to extend the play life of the game into the months instead of just days or weeks.

The only non-game way around this is the script called a.notoriety, which allows you to alter your race rank settings.

I cant find any decent ways of making big money from trading.

The usual problem here is that you have not explored enough yet. There are some very quick money making trade deals out there right at the beginning of the game, but you wont find them unless you get out there and **explore**.

While you explore, keep a running list of where stations are, what products they buy and sell and how much for. If you dont make an effort to understand the economy, you cant hope to make any money from it. And to understand the economy, you must first find all of it, or at least a decent sized chunk of it. At minimum, there are about 50 sectors you need to explore early in the game in a 7x7 grid. While your exploring, keep your eyes out for dropped containers from other peoples combat. Get ye hence immediately !

I cant hire a Mammoth to build my first station.

At the begining of the game, the X universe is still recovering from the Khaak invasion. Small stations have been replaced with big ones and the dynamics of the economy have changed forever. Most TL's are busy replacing stations lost to enemy action or building new ones to fill holes in the economy.

Its also a game mechanism to make you explore further. If the Argon Prime TL's are busy, you need to go find a TL that isn't.

If you have not yet found Kingdom's End, Paranid Prime and Seizewell, off you go !

My wingmen keep bashing into solid objects.

Ah yes. Its hard to get good staff these days.

The commands that get them into trouble are "Follow Me" and "Protect Me".

They are so fixated on doing so that they forget to watch where they are going sometimes.

There is an 'anomaly' in the auto-pilot routines on all ships that sometimes manifests in a somewhat suicidal manner.

This was vastly improved by the 1.4 patch, so if you havent yet installed it, you know what to do right now, dont you !

If you still have problems with 1.4, then you have to take a more active role in ordering your ships around.

If you want them to dock with you, send them to dock first and then dock yourself. Or tell them to standby, dock yourself, then tell them to dock.

If they take a liking to head-bashing gates, then send them through the gate independently and then follow them, or tell them to standby, go first and then give them the command to enter the gate.

This is not much improved in TC. The only other suggestions are to ensure that wingmen are slightly slower than you are, and to give them instructions to stop following or protecting you while you go through a gate, then tell them to follow you when your oos.

My ships keep crashing into things when I am around.

Same problem as with wingmen.

The only sure fire work around is to never be in the same sector with another of your ships.

As long as you are out-of-sector (oos), collision avoidance is not a happening thing and your ships are safe.

The moment you are in-sector (is), your ships are subject to collision avoidance and may fail to do so. And fail pretty badly.

Take some responsibility for what you order a ship to do.

If you command a TL to cross a sector particularly thick in asteroids, you can expect it to collide with something. It just doesnt have the turning ability to avoid everything and unfortunately, stop, turn and move wasnt programmed into the auto-pilot. So just think about what your asking a ship to do before you give it the command. THINK first. Jump the ship to the nearest gate to where you want it, rather than cross the sector. If jumping doesnt improve matters, your obviously in the wrong sector.

The trade software for station ships is also dense, so dont expect them to know its not safe to enter a particular asteroid feild. Place your stations and set the maximum number of jumps for its ships according to where you dont want the ships to go.

My ship keeps hitting a solid object and killing me when I use the auto-pilot.

Its not called the "Auto-Pillok" for nothing !

When you engage auto-pilot with a solid object, like an asteroid, directly between you and the target your travelling to, the auto-pillok will inevitably crash you straight into this solid object and kill you. Its in a direct line, what do you expect ? Dont answer that.

Think before your hit the U button. Look before you leap. Check the path is clear before you turn the steering over to a curcuit board thats blind as a bat.

Take responsibility for being in a dangerous area full of obstacles and make sure you plot your own safe course around them.

If roids are a real problem for you, there is a no-roids script available that will remove all the roids put in by patch 1.3, leaving only the roids visible on the nav map list.

My ships keep entering Enemy Sectors.

Yes.

They dont know what is enemy or dangerous. They just move from A to B.

If you dont want them going to C via D, then dont place Z in a place where they will need to.

Confused ? Good.

Your the one giving the commands. Your the one making the decisions. The ships just do it.

THINK. Think about where you place your stations. Think about how many jumps you allow its ships to go.

If you place a station next to a Xenon sector, and set jumps to more than 1, then if there is a buying or selling station on the other side of the Xenon sector that fits what the ship has orders to do, off the ship goes into Xenon space. And you need a new ship.

If a Khaak M2 is patrolling a trade lane your ships will go along, you have 3 choices. Let the ship get toasted. Set jumps so the ship wont go there. Take the M2 out yourself. No action means no ship.

A 4th option exists if the ship is carrying weed or fuel to a pirate base. Take out the pirate base and let it respawn somewhere safer.

I keep losing UT's in Enemy Space.

Yes.

UT's have a mind of their own. They go where they want. And if what they want is in enemy space, they go there.

There is the advantage that they use the jump drive while other ships do not.

But they are still vulnerable in sector.

First rule is, maximize shielding. A UT will jump if attacked, but only if it survives long enough for the jump drive to charge.

UT intelligence was improved with patch 1.4, so again, if you dont have it installed yet, you know what to do.

There is a script that allows you to set up a satellite network that when renamed (as per instructions with the script), will act as a safe trading guide for UT's.

They will only jump into a sector with the appropriately named satellite. So even if you lose some satellites to enemy action, chances are you didnt want your UT's going there anyway.

My ship has vanished along with a station.

The X universe is a dynamically changing place. For all sorts of reasons, factories and stations are torn down and new ones built.

Enemy action can reduce a whole sector to rubble and it will later be rebuilt.

The factory disassembly crews appear to be, how shall we say, a bit over-enthusiastic in their work.

They enjoy a big bang more than most.

The problem is, they have a habit of carrying out work orders without telling the tenants the structure is scheduled for demolition.

They just go ahead and demolish.

If your ship is docked there at the time, it gets demolished as well.

(There is a rumour that ships are actually appropriated by the demolition crews and sold for their own profit, but it is so far unsubstantiated.)

All you can do is to keep a close eye on what ships are doing. Never leave them idle in strange stations.

Shipyards appear to be usually safe, but have limited docking capacity. EQ docks are just as safe and more likely not to evict your ships. Trading Docks also seem safe and can dock a lot more than anything else. However, there are no guarantees. Plot stations are also safe, but safe is still a relative term, since all plot stations, shipyards, EQ docks and Trading stations will respawn if they get destroyed, while your ship will not.

My ships have vanished without trace.

Ah. Hmmm. er.... yes.

Reports are coming in about this 'event' but so far the best minds are completely unable to explain it.

This is particularly prevalent with ships abandoned and subsequently claimed.

Best advice is to sell claimed ships asap.

Bought ships are not immune it seems, but these reports are a small minority.

There is no way of avoiding this. If it starts, it has started.

The Script Masters are working on a way of respawning lost ships.

Rumour has it the ship losses are due to an enormous mutant star goat, but this is unconfirmed.

I am filled with anger at Egosoft because I cannot get this *?X#@\$%&!* game to work.

- Palpatine : Good ! You have controlled your Fear. Now, release your anger. Strike Egosoft down and take your place at my side ! *sound of maniacal laughter*
- Yoda : Fear leads to Anger, Anger leads to Hatred, Hatred leads to Suffering. Once you start down the dark path, forever will it dominate your destiny. Consume you, it will.
- Brother Bob : Please come to the Goner Temple immediately and we will teach you to deal with your anger in such a way that you release it and draw strength from the release. In addressing the reasons for your anger, you address your karma and learn your life lessons. The path is rocky but eventually you will come to see that repeating negative themes in your life are life lessons you refuse to learn and karma you refuse to release and forgive. What happens to you is not as important as how you react to it, as reaction renews the cycle of negative karma. Forgiveness is the road to healing. Be calm. Be controlled. Be forgiving. Be at peace. Be nice. Be polite. The Goner Temple beckons you.
- Egosoft Forum Moderator : Please register your copy of X3 and post a real problem and system specs in Tech Support.

The copy protection on this game sux !

esd (Forum Moderator) : You'd think people would get the hint by now... all Starforce threads which we have allowed to continue deteriorate into someone breaking the rules by admitting, linking to or advocating piracy. As a result, all Starforce threads are made on sight. **(Read : Locked immediately)**. Also, anyone that's read up on the subject should know that it's the publisher that chooses the copy protection scheme that gets implemented, and not the developer. In this case, you should be speaking to Enlight or Deepsilver.

Bob Der (Apricot Mapping Service Chief Mechanic) : Definitely some sort of software interaction at the sub-atomic level causing a hardware problem interacting with the system software inertial bypass flow regulator resulting in catastrophic failure of the doohicky that bypasses the quantum flux capasitor by inhibiting the reversal of the polarity of the neutron flow in a manner that just buggers everything up. I can take a look next month sometime if you want.

Apricot Computer Store Salesperson : What he said.

Apricot Computer Store Tech : Its a software problem.

Apricot Computer Store Software Engineer : Its a hardware problem.

Apricot Computer Store Tech : Who built this thing anyway ? Half the components are not compatible with each other !

Apricot Computer Store Software Engineer : Like I said, its a hardware problem.

Apricot Computer Store Tech : Half the drivers are 3 years out of date !

Apricot Computer Store Software Engineer : Thats still a hardware problem. We did our updates.

Apricot Computer Store Tech : And whats this peice of *&%^\$ doing in there, they scrapped them donkeys years ago. You cant run that with that. Those two always cause problems. Am I getting overtime for this one ?

Apricot Computer Store Salesperson : Its not fixable. Can I show you the latest computer system available ?

Apricotslice : Sorry to overhear, but I do recommend those by the way. Mine is just a few months old and I never had any of the problems you describe.

Graphil : Upgrade to X3 Version 2. Problem solved.



X3: Corvette Combat Guide by RavenIII

<http://circleofatlantis.com/X3forum/viewtopic.php?t=68>

Current 'Vettes.

Ragewaar - Split Dragon

Load out: 4xAPPCs – 4xAHEPTs (Turret: 1xBIRE)

Winterblossom – Argon Centaur

Load out: 8xAHEPTs (Turrets: 3xBIRE)

The Rising Sun – Paranid Nemesis (still testing)

Load out: 6xAHEPTs 2xBPSG (Turret: 1xBPSG)

Choosing a Load out:

Choosing a load out will be heavily dependant on what your ship can equip... so check the stats out before buying. My personal favourite ship would be the Dragon; at first I hated using 8xAHEPTs on it, or 8xAPPCs due to its limitations (speed and turning). So I now have the load out of 4xAPPCs and 4xAHEPTs.

The turret as always is set to missile defence, as corvettes are vulnerable to missiles. You may also want to take this into account, as the Centaur has enough turrets to cover its sides back and most of its top/bottom. While the Dragon only has 1 turret, and I'm not sure what it covers.

Engagement (attacking/choosing your enemy):

In this guide, we'll be focusing on Pirates... anything like the Xenon; you'd either be better taking Capital Ships, or an Armada of small/large fighters with you! Unless it's a P Patrol it's possible to take these on with a Corvette aswell.

I usually start with largest to smallest... reason? The larger targets are less nimble, but do larger damage in general, so if I go for an M5, not the M3, I'll be distracted enough for it to "sneak" hits in... while I'm busy chasing the M5.

Dealing with other Corvette's:

Commonly, assassination missions, or P Patrols (a P is the Xenon corvette class, often accompanied with 3-4 Ls (m3) and 4-5 Ms/Ns (m4/m5)).

In the case of assassination missions, the worst you could come up against is a Argon Centaur, with 3 turrets it doesn't have to have you in its sights. The turrets are usually equipped with HEPTs, and these are enough to nibble your ships shields away. Best tactic, is to fly in, bombard, and fly out, granted; this relies on you having a faster corvette... or one with greater range (Dragon's APPCs).

Dealing with M3s:

Pirates use two M3 class ships, the Falcon (Teladi)... which rarely has turrets, but can occasionally have PSGs. And the Argon Nova, which also has a rear turret - also a HEPT.

With turreted M3s, either:

- 1) Keep your distance (is not going to help aiming).
- 2) Attack at an angle (from the side)
- 3) Or try and stick outside of the turrets pan.

If your target M3 is not turreted, your job is a lot easier... you can practically get so close you can wave at them in the cockpit

Xenon Ls are great for not being turreted, you can literally tail them, and with the Dragon's APPCs you can take them down in a matter of seconds. Just make sure when tailing them use the strafe drive to sharpen your turns.

Dealing with M4s:

The problem with some M4s, they're missile happy. So this is where the turret on missile defence works wonders.

Some move quite quickly, hence using a laser-tower technique can get them eventually, a few hits with a HEPT and they've slowed down enough to follow them closely.

Alternatively, fire a silkworm at them, if it hits, they're probably going to be toast.

Dealing with M5s:

As said with M4s, employ a laser-tower technique, and use HEPTs (2 would do fine) to take them out as they pass you. Or use a speedy, yet devastating missile to take them out quickly and cleanly.

Laser-tower technique:

If you're in a big fire-fight, this tactic is likely to get you killed much quicker then it should. I say this as the technique is simply slowing your ship down alot, less then 10m/s I find, though I don't usually look at the speed, I just slow down till it feels "right". When you stop, you track the target as it turns, and let loose a volley when it gets

close enough, and before it turns away.

Don't use it unless you've got a small number of M4/M5 fighters left, it's the mopping up tactic out of them all. If you use this technique around too many ships you're literally a "sitting duck"!

Xenon Invasion Missions:

Some people would prefer to take a M3 fighter into combat here, that's all fine and dandy, but I like a challenge!

The main targets are the Xenon Ms; the M4s of the Xenon fleet, these guys fire Silkworms, and can cause a lot of damage if left untouched... you need that shield power for the M3s. They're speedy so using a Silkworm or swarm missile may be to your benefit.

Once you feel you're safe from the M4s, you can proceed to take down the M3s (Xenon L). These guys don't have a rear turret, so you can tail them as mentioned above. If you're flying the Dragon, those 4xAPPCs can take one of these guys out in a few hits... but for accuracy you need to be in reaching distance (about 200 metres or less).

Xenon Js and Ks, these capital ships can be dealt with easily, as most of these enemy cap ships seem to have been given weak (itchy) points they can't defend (scratch). They have a spot, which an M3 could slide into really easily, and with a little control and patience, so can an M6... I'll let you spot these weak points and try it out yourself. (Just remember to save your game via salvage insurance, especially if in a Xenon Invasion mission). Although most people opt for the easy way out and simply fire an Unknown Object at them (Hammerhead Missile), which in my experience has always been shot down before reaching the target.



The Missile Guide, by teladianium

<http://www.circleofatlantis.com/X3forum/viewtopic.php?t=67>

I have first made some general comments and then listed each of the missiles in the order that the printed manual shows them and taken the yield or payload from there.

Early in the game missiles are both a source of credits - pick them up in battle-zones and sell them at the equipment dock - and a good equalizer in combat where you are flying an M4 against 3 or 4 pirates at a time.

Good places to pick up stray missiles are in Elenas Fortune and the sectors from Ceos Doubt to Aladna Hill; and of course, in the pirate sectors if you are on a capping mission or just cruising around. If you are IS (in sector) and some pirates get toasted by the police there is always a chance that they may drop a missile or two for you.

Defending against Missiles

The Mamba Raider, Nova (and Nova variants) and Perseus all have back turrets. The Nova and Mamba can mount a mass driver in the back turret and when this is set to "missile defence" or "attack enemies" should shoot down incoming missiles. A few months back on the Egosoft forum there was a long debate about whether to set the turret to "missile defence" or to "attack enemies". The consensus was that "attack enemies" is marginally better as it will prioritise missiles as well as shooting at enemy ships.

There was also a debate about using an AIRE or BIRE instead of a mass driver. I've been a convinced mass driver user for a long time but was prepared to try an IRE instead as the advantage would be not having to top up mass driver ammo periodically. So if the IRE could perform as well as an MD then it would make more sense to use one. I found that the IRE would let missiles through very occasionally which was a real problem in the Mamba Raider due to

its poor shields so now I will always fit an MD in preference.

No back turret? Okay you have three choices - missile defence command, run or shoot down the missile. Run - I've included the speed of missiles so that you can bear that in mind if you want to run.

Shooting down missiles sounds more difficult than it is. Keep hitting Shift+t or use the HOME and END keys to cycle through enemies and when you have it targetted, turn towards it and fire short bursts at the centre of the red square. Alternatively, the more experienced pilots will just turn and look for the red square and fire at the centre. Most missiles have no shields and don't require large amounts of HEPT fire to destroy them, a couple of short bursts of IRE fire will do the job.

Missile defence command is described below under Mosquito missiles.

Dumbfire

Firefly

yield = 1500, speed = 461, min factory price = 171, max factory price = 278, EQ dock price = ?

Like the Dragonfly, this is a "one-shot one chance" missile. I have tried them out and not been able to hit anything with them. They seem to fly in a straight line to where the target was when you fired the shot. With a low payload they are not much use against slow moving targets.

Aurora

yield = 5000, speed = 471, min factory price = not sold, max factory price = not sold, EQ dock price = 2020

I've never found much use for this, it's too fiddly for me, I just want to fire and forget. Useful for selling when you start a new game.

Dragonfly

yield = 9900, speed = 457, min factory price = 778, max factory price = 1243, EQ dock price = 1012

Used to be a neat M4 killer in X2 but now, like the Firefly, is useless in combat situations. I suggest that the only use for these three missiles is to pick up dropped ones and sell to the EQ dock - if you need the credits, otherwise just ignore them.

Swarm

Wasp

yield = 1000, speed = ?, min factory price = 1078, max factory price = 1617, EQ dock price = 1348

This missile has a fairly low yield but when fired splits up into several separate warheads. Can be effective against Khaak scouts though you'll need more than one. Can be useful to fire at ships as a distraction, for example if you are new to the X Universe and having trouble trying to take out Pirate Novas or any ship with a rear turret, fire off a few of these, the Nova will go after the Wasps giving you a chance to concentrate some firepower on it while it is distracted by the missiles.

Typhoon

yield = ?, speed = ?, min factory price = 30321, max factory price = 37059, EQ dock price = 33692

Tornado

yield = 30k, speed = ?, min factory price = 14992, max factory price = 19698, EQ dock price = ?

Seeker

Blizzard

yield = 10k, speed = ?, prices = no information available

Tempest

yield = 60k, speed = 156, min factory price = 11859, max factory price = 15093, EQ dock price = 13476

Almost as good as the Thunderbolt but has a lower yield, see comments on Thunderbolt below. Unlike the Thunderbolt it will try to acquire a different target when it's primary target is destroyed.

Thunderbolt

yield = 75k, speed = 156?, min factory price = 7243, max factory price = 9603, EQ dock price = 8424

The most useful, IMHO, missile to carry in your M3. Can be used to strip the shields from a 75MJ shielded M3 as you close in, or take out lesser shielded ships.

One particular scenario where I have found it useful is in XI missions to weed out some of the Ls and Ms. The Ms will go down immediately. Where there are a lot of Ls I would bring up the nav map and move the highlight down the list of Ls looking at the shields on each and target and launch on any that have less than 75MJ shields. This whittles down the number of Ls that you are up against and as you will get paid 10 - 12k or more for each one you destroy you will still make a profit if you buy the Thunderbolt instead of just picking them up from destroyed pirate M3s.

The manual states that it is used for attacking multiple targets at a distance and this is certainly true. It also says that "pilots have since found other more ingenious uses for them" - I would really like to know if anyone has a neat use for them.

Image Recognition

Mosquito

yield = 200, speed = 602, min factory price = 126, max factory price = 210, EQ dock price = 168

The low yield of this missile means that you won't take out any enemy ships with it but it still has it's uses. I use it for "tagging" enemy ships to get them to attack you, for example, Khaak scouts and pirate Harriers. It can be used for this purpose when you have a group of Harriers heading away from you and they are too fast for you to catch up with. I have tried comming them but they just say rude things about your mother, a better way to get their full attention is to tag one with a mozzzy. You can also break up Khaak clusters with them at long range. Typically the mozzzy has a range of about 10 km, further away than that and it may just self-destruct before getting to its target.

Mosquito Missile Defence

Is especially suitable for a ship that doesn't have a rear turret, e.g. if you have just restarted and have a capped Falcon but can't get a better M3 yet. The standard ex-Pirate Falcon also has an excellent cargo bay and can mount PSGs, the missile defence command would neatly complement this.

Select Ship / Commands / Additional Ship Commands

With the bonus pack and the latest patch you should have three options in either of the two additional ship command slots. None and two Mosquito Missile Defence commands. I've only tried the first.

The ship will sound a tone and announce that the defence system is active. When the last Mosquito missile is fired the ship will sound a tone and announce that the missile defence is disabled.

You need to have some Mosquito missiles in your freight bay but they don't need to be installed. This means that you can have, say, Silkworms selected as the active missile but you still have the ship running missile defence.

One thing to note is that the ship does get a bit enthusiastic about using them so you should carry as many as you can spare the room for. I've been buying 50 at a time. Currently carrying 100. If you have enemy fighter drones in range then your ship can fire off 20 or 30 mozzzy's in a couple of seconds. However, they are cheap and most EQ docks seem to carry a large stock.

I haven't been hit by a missile while I've been carrying them.

Final note: you need to have Fight Command software Mk II installed to use the missile defence command.

Cyclone

yield = 20k, speed = ?, prices = no information available

Silkworm

yield = 24k, speed = 167, min factory price = 4296, max factory price = 5811, EQ dock price = 5052

The Silkworm is your best friend if you are flying an M4. It has the highest yield for that class of ships and will take out any M4 other than a maxed Xenon M which could have 20MJ of shields and 4000+ hull. Dropped by M4s in assassination missions - as well as fired by them. Great for equalising the odds when you are after a pirate group - take out a Harrier and one or two M4s and you can concentrate on the Falcons and Novas without having some pesky Harrier or Buzzard Vanguard on your six.

Can be dangerous to the player in assassination missions where the opposition is 4 x M4 and a TP or TS, as the M4s may "spam" you with silkworms. Missile spamming is a term in use on the forums that means that you get a lot of missiles fired at you that tend to overwhelm the back turret.

High-yield**Hurricane**

yield = 6k, speed = 471, min factory price = ?, max factory price = ?, EQ dock price = 4044

Second best option to the Silkworm when you are flying an M4. Most of these I have picked up after pirate M4s have been destroyed. With a 6k yield it is good for Pirate Harriers and weakly shielded Buzzards.

An excellent and profitable way to use these missiles can be if you have the rank to do assassination missions that have a TL plus escorts. If you are near the centre of the sector when the mission commences, look for the M5, already have a hurricane installed, do a quick check to make sure that there are no stations or asteroids in the line of fire and launch. If the M5 isn't too far, you have a good chance of picking him off as the Hurri. is fast and will take out most M5s. A quick 500k - 1 mill. profit at the cost of a scavenged missile.

Hornet

yield = 49k, speed = 148, min factory price = ?, max factory price = 11320, EQ dock price = 10108

The most powerful missile in X2 has now been superceded by the Thunderbolt, Tempest and Hammerhead. It can still be picked up after pirate battles but is slower and has a lower payload than the Thunderbolt / Tempest and is generally not as useful. Either sell it or fire it at slow moving targets.

Firestorm Torpedo

yield = 50k, speed = ?, min factory price = 75197, max factory price = 86516, EQ dock price = 80856

Other Missiles**Rapier**

yield = ?, speed = ?, prices = no information available

AFAIK these are only found in lost containers. I have found a container of them once, the nav map (or was it my freight scanner? too long ago to remember) showed it as holding 10 Unknown Objects. After collecting them Betty (the ships computer) announced "receiving upload information for database" and when I looked at my cargo using the F key it showed 10 Rapier missiles. I think the yield was either 6 or 10k.

Hammerhead (aka Unknown Object pre 2.0.x)

yield = ?, speed = 112, min factory price = not for sale, max factory price = not for sale, EQ dock price = 80008

This missile can be obtained after destroying pirate M3s and Xenon Ls. Since the 2.0.x update it now shows on the nav. map as Hammerhead but only after you have bought the "Terran weapon specifications" from the BBS. If you haven't bought these then it will show as "Unkown Object". The freight menu for your ship (accessed with the F key) will show it as a Hammerhead missile or Unknown Object. If you are flying a Nova, Mamba Raider or other M3 or M3+ that can mount this weapon you should see "install" next to the name in the freight menu - this applies whether

you have bought the weapon spec.'s or not.

The two situations that this monster is ideal for are firstly when doing XI (Xenon Invasion) missions, try to get to about 1.5 - 1.0 km from the J or K as quickly as possible (before the friendly ships get there) and launch the Hammerhead from your M3, then do an about turn and bug out to avoid getting hit by the blast wave.

If there are any friendly ships close to the Xenon cap ship when the Hammerhead goes off you will take a rep. hit so be careful. Also, you are not guaranteed of a hit, the Hammerhead could be shot down by the Xenon cap ship, I have noticed that the Xenon Ks seem to be getting better at shooting down missiles, one technique that may give you a better hit rate is to close on the J / K and try and approach from the stern of the ship and launch at less than 1 km. Firing towards the side of a K seems a bad idea as the K will fire a storm of PPC fire towards you which has a very good chance of eliminating the missile.

Second scenario that I have found these missiles useful in is attacking a Xenon patrol, a Xenon P, plus Ls and LXs, Ms and Ns. These patrols can often be found between Nopileos Memeorial and Aladna Hill and in the Boron sectors from Getsu Fune down to Ocean of Fantasy. If you want to boost your Boron rep you know where to go. Typically I would target the P and launch a Hammerhead at him. Bear in mind that the Hammerhead is slower than the P so you need to fire it "down the spout", i.e. when the P is coming directly towards you. You can encourage this behaviour by hitting him with a mosquito from a distance of around 10 km. Sit still so the P heads directly towards you and launch the Hammerhead at him. If you need to move away, head directly away from the P and adjust your speed so that you are going just a bit faster than the P. I would say that you can expect a better than 50/50 chance of hitting the P and you will take out most of the other Xenon ships as well due to them being within the blast radius.

One final point, don't waste these on TLs in assassination missions. I have tried this on TLs on several occasions and the TL has always shot them down. Corvettes are a different matter - if you have a troublesome corvette, e.g. a Centaur, then a Hammerhead may be the way to go. Firing "down the spout" is the most efficient option as they will try to shoot down missiles using their rear turret if you come at them from the side or behind, but you need to get the ship to chase after you for this to work.

Disruptor

yield = 10k, speed = ?, min factory price = not for sale, max factory price = not for sale, EQ dock price = 3368

Like the Hurricane can be useful to take out enemy M5 and lightly shielded M4s.

Khaak

Sting, Needle & Thorn

yield = 4000, 7450 & 15000 respectively. Speed = ? ? ?

Since 2.0.x you will sometimes see these dropped by Kha'ak ships. You can sell them at the Equipment dock but will not be able to mount them - unless you are playing the Kha'ak start!

Final Note:

Firing missiles at some ships can be wasteful. The Nova (and variants), Perseus (and variants) and Xenon P / LX, basically any ship with a turret, will have a good try at shooting down incoming missiles and with the exception of Wasps will mostly succeed. It is possible to hit them with missiles but usually by getting them to chase you and then firing a missile at them when they approach you head on. As an example, firing a Hammerhead at a Centaur in an assassination mission is almost certain to fail unless you can fire it at the Centaur when it is heading towards you.

Statistics

I have included some limited statistics below, more detailed stats can be found at the following links:

<http://roguey.roxr.com/gaming/pc/x3.php>

http://en.wikipedia.org/wiki/X%C2%B3:_Reunion#Version_2.0_Bala_Gi_Missions

A Noobs Guide to Scavenging in X3 by teladianium

<http://www.circleofatlantis.com/X3forum/viewtopic.php?t=75>

"Easy money, I smell some easy money" - Anonymous gambler at the gate race in Freelancer.

The neat thing about scavenging is that you can do it with just an M5 to start with and use the money that you make to buy a jump enabled TS so that you can take your scavenging to a higher level.

Scavenging - looking for dropped cargo and missiles - can be useful in the early stages of a game. So I'm assuming that you probably have an M4 or M5 and, ideally, a spare jump enabled TS that you can use to pick up dropped cargo. I've also tried to explain things in a little detail rather than assume that the player is experienced.

If you have a TS that is being trained up as a sector trader you can still use this boy to pick up dropped cargo - just wait until the TS has sold its current cargo and then manually command it to get some cells and jump to your sector to pick up the loot.

To tell your TS to pick up dropped cargo/missiles you need to bring up the nav map and move the highlight onto your ship, or press R to access the property menu and move the highlight onto your ship, then press return. Next navigate to Commands / Special / Collect Wares in Sector and press return to select the collect wares command, then press return to select the current sector.

You can only scavenge for goods in your current sector - but you can jump out once you have a ship collecting wares - it will continue to do so until either there are no wares left to collect or the cargo hold is full.

You can use any ship to collect wares - as long as it has the Special Command Software installed - which you can buy at an Equipment Dock. So if you haven't yet got a TS but have a capped M4, you could use this, just bear in mind that it won't be able to pick up certain types of cargo e.g. Silicon is an XL ware and a Buster can only carry M (medium) cargo.

To check a sector for wares you need to bring up the nav map then use the Page Down key to quickly get to the bottom of the list. Wares and missiles are always at the bottom of the listing.

Get yourself a Duplex Scanner as soon as you can or better yet a Triplex Scanner.

Keep an eye on your current freight capacity by pressing F when you are in space, this will show you what you carrying and at the bottom of the listing you will see something like 10 / 15 (in an M5) showing that you are carrying 10 units and have room for another 5 units.

Collecting Missiles

When you first start the game money is your biggest problem. Missiles are a good way to get a few credits. You can sell them at the local Equipment Dock. Even if the Equipment Dock doesn't list that missile as being sold there, it will still buy as many as you can sell to it. You can also sell missiles and some wares at TerraCorp HQ in Home of Light.

The first time that I entered Elenas Fortune in my Buster L (in my current game) I headed to the north gate then towards the south gate looking for enemy ships. As I approached the south gate I saw what looked like a container near the gate. I checked the sector map and this showed an Unknown Object (i.e. Hammerhead missile) floating near the gate. The EQ dock pays 80k for one of these so I headed straight over to collect it.

I assume that when I entered the sector one or more police ships were fighting some pirates near the gate and one of the pirate ships dropped the Hammerhead when it was killed.

To collect missiles and cargo you need to target the object, head towards it and slow down as you approach. When you are close, say 200 metres or so, press O to open your cargo bay doors and run over the object. When you pick up an object the ships computer will announce "Cargo bay now contains Mosquito Missile" or whatever you have picked up.

A couple of things I have noticed recently. Most ships will let you pick up cargo by targeting the cargo/missile and heading straight towards it and centring the targeting crosshair. The Xenon L picks up the cargo slightly below the targetting reticule so you have to come in just slightly above the targetted object. I found this out after I couldn't seem to pick up missiles, but when I used the "collect wares in sector" command I realised what was wrong.

The other thing that I noticed was that the M7 Hyperion doesn't seem able to collect the Pandora ship extensions when commanded remotely. I'm not sure if this is specific to this ship but it picks them up o.k. if you are flying the ship manually.

A more active way to collect missiles is to destroy pirate ships - there is a chance that they will drop a missile or two when they are destroyed. Of course, this is also more dangerous than just simple scavenging, but the bigger the risks the more that you stand to gain.

If you don't have a good combat craft you can still do some scavenging. When I started my current game I was flying an Octopus - a Boron M5. After heading down towards Aladna Hill I managed to make 40 - 50k in half an hour without having to fire a shot. Here's what I did.

The pirates have a regular route from the pirate sectors Loomanckstraats Legacy / Mi Ton through Ceos Doubt and Great Trench to Rolks Drift then Montalaar and Light of Heart. They are travelling from the pirate sectors around Loomanckstraats Legacy towards Hatikvahs Faith. Unfortunately for them there are light sector patrols in Great Trench and strong sector patrols in Light of Heart.

When I reached Light of Heart I found several pirate M4s fighting the local police ships. After heading over to see if I could pick off any damaged pirates I checked the nav map for wares and picked up several missiles, a Silkworm, an Aurora and a couple of Hurricanes. 20k at the Equipment Dock, thank you very much.

Still travelling towards Ceos Doubt I reach Great Trench and see a small pirate patrol - two Busters and a Harrier - so I just shadow them - staying about 5 or 6 clicks behind them - into Rolks Legacy and Montalaar where they get taken out by the local police and drop a few missiles for me to collect.

Another good area for scavenging is in the sectors from Getsu Fune down to Ocean of Fantasy. There are Xenon patrols - a Xenon P, plus several Ls, Ms and Ns that cruise around in these sectors. Just keep your distance and wait for the local police ships to take some or all of them down - then zoom in for the pickings. You can try and speed the process up a bit if there is a race capital ship in the sector by firing a mosquito at the P to get its attention then heading over to the race cap. ship and staying behind it. This should draw the Xenon into the cap. ships killing zone.

Collecting Wares

A battlezone can have rich pickings - you can make a lot of money with little effort but increased risk - you just need to keep your wits about you. A good place to find these rich pickings is in a Khaak overrun sector.

In my current game the Khaak have taken over Great Trench and Akeelas Beacon. There is little trade in Akeela as it is a deadend sector so I concentrated on Great Trench. Great Trench has been especially lucrative as there are regularly freighters running through the sector. You need to lurk around near a gate and keep an eye out for the Khaak Destroyers and Carriers. Stay at least 6 or 7 clicks away from them as their lasers have a range of nearly 4 clicks. They are very slow though so you can keep clear of them without any trouble. Most of the Khaak fighters and scouts will be attacking the stations in the sector - just watch out for any stray ones and beat a retreat if you are in doubt as to their intentions.

Watch out for freighters, TPs, M3s, M4s and M5s entering the sector. The Khaak capital ships will take them out quickly - if they can intercept them. They will drop varying amounts of cargo and missiles when they are destroyed. You really need a jump enabled TS to make the most of this situation, but if you have an M4 you should just target the wares that will give you the most money - like high yield missiles.

Often the Khaak capital ships will head - slowly - towards you. Lead them off away from the gates, keeping your distance and when they are well clear of the gate you can call up your TS and tell it to "Collect Wares In Sector". Several times I filled up my TS and the M3s that get killed will often drop expensive missiles like Tempests and Thunderbolts.

If there are wares to be collected and the Khaak capital ship won't move away from the gate, fire a mosquito or two at them to get their attention then lead them away from the gate.

If you have a jump enabled Buster you can lead them off on a merry dance. I once got the three Khaak capital ships in Great Trench to follow me 100 clicks behind one of the gates while my TS plodded around the sector picking up cargo. Just keep an eye on the TS to make sure that there are no stray Scouts nearby and tell it to jump out if any start to approach it. When your TS is full you can just jump out and leave the Khaak capital ships to make a long trip back to the centre of the sector.

Creative Scavenging

You can help the situation along as well. The following is based on a post I made recently.

After jumping into Presidents End at the West gate with my Buster L the nav map showed a Khaak double cluster about 20 clicks behind the gate so I headed over and when I got to about 9 clicks I launch a Mosquito at the cluster. The nav map shows alot of freighters in the sector. When the cluster breaks I jump to the East gate (to draw the Khaak towards the centre of the sector) and I'm surprised to see another Khaak cluster near this gate - so I close on it and hit it with another Mosquito, then jump to the North gate and watch the resulting mayhem as the Khaak scouts go bananas and start attacking the freighters.

An Argon Military Centaur with escorts arrives and starts to wade into the Khaak invaders. After a while, watching out that none of the scouts get too close to my Buster, they are down to three or four so I take out the last few Khaak Scouts and whistle up my Mercury Jumptrader and run the command "Collect all wares in sector". 500 Cahoonas, 300 Wheat, a Tempest missile and 5 or 6 stray missiles equals 50k profit for 2 Mozzys expended.

This is the second time that I have "helped things along" in Presidents End. You won't always find a Khaak Cluster there but they do appear more frequently there than in other sectors, IMHO.

More Tales of Scavenging

I was escorting two captured ships from Dannas Chance to Aladna Hill (en route to Light of Heart shipyard). When I got to Hatikvahs Faith I found a cluster in the south east quadrant of the sector. I decided to lead the Khaak cluster away from the middle of the sector to give my caps a clear run.

After breaking the cluster with a silkworm they didn't split up but followed me in a group to the north gate where I waited. As they came within 5 clicks I hopped through the gate into Thuruks Beard leaving 3 or 4 freighters near the north gate. After a couple of minutes I jumped back into Hat. Faith at the east gate to keep a watch over my two caps.

After 5 minutes or so the Khaak, now diminished by fighter drones, had taken out the freighters who had dropped 551 crystals and 11 x 5MJ shields. In comes my Merc to scavenge while I keep the Khaak distracted and my caps get to safety in Aladna Hill. I got 975k for the crystals and kept the shields.

After taking out the last few Khaak I decide that I might as well have a look at how the Khaak invaders are getting on in Great Trench. I had already taken out all the Fighters and Scouts after I picked up my Nova Raider so there should just be the 2 Carriers and a Destroyer there.

Enter Great Trench at the west gate and keep my distance from the 2 Carriers operating on that side of the sector. With 5 minutes there are 600 BoFu, 175 Ore and a few other bits and pieces waiting for collection. I then lead the Carriers away from the gate so my Merc can collect the 175k worth of BoFu. Heading for the centre of the sector I spot the Destroyer near the east gate working overtime killing freighters.

It took about 2 hours to lead the 3 Khaak cap ships around the sector while my Mercs worked on the dropped cargo. As most of it was low to medium value like 5000 units of Majaglit in total, some Ore, Beef, etc. I ended up with about half a mill. in credits. So what you get to pick up can vary a lot.

Writing this up made me realise that what I could do is to drop nav. sat.'s in the sectors on either side of Great Trench and keep an eye on them looking for "Weapons Dealer" ships that are heading to the sector. That way I might get to pick up a load of high value goods, guns or shields, etc.

For people new to the game, it is possible to make a reasonable amount of credits even if you just have a Disco. and a jump-enabled TS, all that it costs you is some time and a few energy cells.

Let's get devious

In my new game there is a Khaak invasion in Blue Profit. So I jumped over there to see if there was profit to be made. Most of the smaller Khaak ships had been destroyed by the local police but there were still the three capital ships and they seemed to mostly stay away from the centre of the sector. Now Blue Profit is a big sector and has a north and south gate which means that most of the freighter traffic runs on a north-south line through the sector. So I jumped to Ceos Sprite to get 50 mosquito missiles and jumped back. Locating the Khaak destroyer I zoomed over to about 8km, just outside its Gamma Kyon range, and launched 20 Mosquitos as fast as I could.

Most of the mosquitos hit the M2 as they are too fast to shoot down. This got his attention and it turned and started to come after me. So I keep my speed to just a bit faster than the M2 and head for the nearest gate. At the gate I swing wide and head for the opposite gate leading the M2 through the sector along the trade lane. Boy, the carnage was something else. 2 Superfreighters had trouble collecting all the loot.

I've tried this a couple of times in Blue Profit and sometimes had to use a couple of batches of missiles to get the M2 or M1s attention but they are cheap and they usually react. Seems kind of unethical to make so much profit.

Still playing X2?

The above is a variation on a tactic that I discovered by accident in X2. Head to the local pirate base and fire a few shots at it to get the pirates attention then, when they come swarming out, jump to the farthest gate in the same sector. Keep an eye on the pirates that are headed towards you and when there are a lot of them in the centre of the sector - where most of the freighters are - jump out of sector for a few minutes. The pirates lose their primary target and some of them will then start to attack the freighters. Jump back into the sector and have a look for any cargo that you can scavenge, but watch out for any pirates that still might head towards you.

Note: this tactic won't work in X3 as most of the pirates are out trading and patrolling rather than cooling their heels down at the pirate base drinking space fuel and telling tall stories.

TC Note : To make collecting floating containers easier, I wrote the CBeam script, which uses the transporter to slurp up all containers in scanner range. This makes scavaging much easier and much more lucrative.



How to cap a Xenon LX by teladianium

<http://www.circleofatlantis.com/X3forum/viewtopic.php?t=185>

First off, most of the tactics that you can read in the various capping guides (see stickies and Apricotslices Players Handbook) apply here but I wanted to add the specific focus on capping the LX.

Why cap one?

Because it's the best of the M3 and M3+ class. Specifically, 5 x 25MJ shields, 2 turrets - 1 front and 1 back, plus

good maneuverability and excellent weapons generator. Decent cargo bay for all your guns and energy cells. Plus, a fast ship at 153 m/s.

What ship should I use to cap one?

The best you can get. If you haven't done the Bala Gi missions or purchased an M3+ or M6 then that'll probably be an M3. Let's focus on M3s for now. The best choices in order (IMO):

Pirate Nova Raider
Nova Vanguard, Mamba Raider, Nova Raider
Falcon Vanguard

I think the Pirate Nova Raider is best for mix of guns, shields and speed. The second rank ships will do the job. The Falcon Van. suffers from small cargo (hence hardly any room for ecells) otherwise it's o.k.

What equipment do I need?

Most of your standard equipment and all the extra gizmos you can cram in.

Jumpdrive + cells - to get around

Triplex scanner - scan all the area around a jump gate then move on

Best guns & missiles - to do the job properly

Freight Scanner - check what weapons loadout the enemy are carrying

Transporter device - beam over your jump drive and cells then command it to jump out

Credits - you'll need a mill. or two to repair the hull plus extra to fit it out but can save money by cannibalising your current ship - don't worry you won't look back, if in doubt just dock your stripped down ship at an EQ dock

What are my tactics?

The LX will only bail if the pilots morale is low so if the pilot doesn't bail just keep trying other ships. I got lucky and capped one of the first LXs that I went after in my last game and in my current game as well so mebbe them Xenon are a bit jumpy.

Most of the LXs will be travelling in a Xenon patrol, usually a P, one or several L, one or several LX, three or four Ms and possibly three or four Ns. Ideally you want to take out the the P and other escorts so you can concentrate on the LXs.

Best sectors to look in are Getsu Fune - Menelaus Paradise - Bluish Snout - Ocean of Fantasy - Hilas Joy - Family Ryk - Family Zrt - Zrts Dominion and the Xenon sectors. Possibly also in Nopileos Memorial - I've seen Xenon patrols there but don't remember seeing any LXs.

Missiles - don't waste them on the LX as it will shoot them down. Use them to take out the other ships so you can concentrate on the LX. A Hammerhead fired at one of the slow moving Ls or Ms should take out a few ships, or use Thunderbolts / Tempests / Silkworms on the Ms and Ls.

You could also use a handful of wasps to keep the LXs turrets busy when you have it alone. Fire them off at 10 - 20 second intervals so that it has a steady stream of targets to concentrate on - while you concentrate on reducing the shields.

The LX has pretty awesome firepower so "keep your distance" as King says at the start of Freelancer. This is pretty standard stuff but keep around 500 - 700 metres away so that you have some room to move around and dodge Hept fire but still be able to concentrate fire on him.

With any other ship you can keep checking the target window in the top left corner of the HUD and watch the red

energy bar to see when the target is low on laser energy - then time your turn so that you are approaching it when its guns are stuttering. This won't work with the LX as it has plenty of laser energy.

Be sneaky - there are lots of guides on combat - see the stickies - but you don't have to go head on against them all. One trick I use to reduce the odds if I'm in a crapola ship is to jump the enemies as they go in or out of a gate. Follow along behind the enemies as they approach a gate and if they don't notice you (most of the time) then stay about 2 clicks behind them. When they get to the gate they usually go through one at a time, usually the P first. Close up a bit here. As the last couple of ships start to speed up to go through you make your attack - less enemies shooting you in the back.

The other way around works when you see a group of enemies heading for a gate, jump to the next sector and position yourself about 800 metres in front of the gate and level with the edge of the gate. That way you will be in optimum firing range and the ship coming through the gate will take a few seconds to wake up, time enough to whack it if you are quick. Press END or T to target that boy.

What to do when it bails - if there are still enemies around then bug out for a while. As I've been playing the non-plot games for a while I'm used to doing without a transporter device and salvage insurance, so I try not to go head on against lots of enemies - wait until you get the LX for that!

Claiming - after claiming you could either use a transporter device to beam over your current ships jumpdrive & cells then tell the LX to jump to the nearest friendly shipyard. Or, if you are playing safe, beam over the jumpdrive, cells, trading extension, seta, and lastly yourself then jump & fly it to the s/yard for repairs.

Target selection - lots of room to be creative here. I capped my LX as follows: I jumped in to Menelaus Paradise - IMO this is the best sector to concentrate on but if it's clear of enemies then just move on. Spotted a Xenon patrol near the centre of the sector heading towards the E gate. Went after them in my PNR (Pirate Nova Raider) and checked the xenon out in the sector map. Pressing return over each of the enemy ships and looking at the ship details will tell you the max. speed of the ship and the sector map will display the ships shield strength - top right corner shows hull, laser, and shield strengths. Ideally you want to target the LX with the weakest shields if there are more than one.

This was a full Xenon patrol including 3 LXs, one had 105MJ shields, one had 125MJ and one had 30MJ (heh). I targeted the last one as I could run in behind it, knock down the shields and still have a quick go at the next LX if it didn't bail. All went to plan, the Xenon let me cruise in behind the weak shielded LX and when I got to 500 metres used 4 x AHepts to knock the shields down and was surprised when it went blue - immediately hit the jumpdrive and jumped to the South gate to think about what to do. The Ms got to me first but they were nicely lined up, fastest first. I had a go at the other two LXs but they had almost the same speed so after knocking down the shields on one of them and watching my shields go down to 40-50% I decided that I had what I wanted and jumped to Getsu Fune for some e-cells and time to let them Xenon clear out of the sector. Then jumped back to claim it.

Just been cruising around in Menelaus Paradise looking for enemies to bump my Boron rank up so I can replace the APBEs on my LX with BPBEs. So I go through the East gate into X597 - which is a nice big sector so you don't get a lot of cap ships clustered around the jump gate. Head for the nearest J and check out the opposition. 3 LXs plus a dozen Ls and some Ms. Check out the shields on the LXs and surprised to see 2 with 85MJ and one with 65MJ. Now if I was after those boys in an M3 I would take a dozen T-bolts to get rid of the Ls and Ms quickly and a dozen Mosquitos to get the attention of one of the LXs and get him to chase me. Normally you can't hit an LX with missiles but Mosquitos are different because they are so fast (but do virtually no damage) most will hit the LX and then he'll chase you. Ideally you whack all the Ls and Ms and get the 65MJ LX to come after you.



Fight. Trade. Build. Think. An Explanation of Each, God, and More in X, by Milo Rambaldi.

<http://forum.egosoft.com/viewtopic.php?p=1779524>

I've seen a few topics ask about the whole 'Trade. Fight. Build. Think' side of the game. Mainly where the hell these things come into play.

This is basically an info-splurge for people who are wondering about it all.

Please note: I'm talking about X3 but this applies to X2 as well. I cannot say about X: BTF or XT because I have yet to find a copy of these games to play.

Trade

Despite the fact that X3 is supposed to have a dynamic economy, it basically comes down to supply and demand. The more a station wants the more it will pay for that item.

Stations need certain 'Primary' wares to manufacture their products. They also sell wares that you can either use directly as a player early in the game (shields/weapons/upgrades such as the Mobile Drilling System for mobile mining) or other stations need as a Primary ware.

This is where the trading comes in, as you as a player can buy TS class ships for major-scale trading between stations of Primary or the ever profitable Secondary wares, or even just do the odd trade on your way to places.

Trading can be done in any ship you own, just don't expect to lug around 300 units of cargo in your M5.

Trading is the key to making small bucks in X when you get started.

Fight

Fighting is one of the key parts to X3, and is the most obvious thing you can do. When you are starting out then chances are you may want to capture some freighters to sell for rather big bucks as it stands (considering that a decent-hulled Argon Mercury Super-Freighter can net you a good 100k if its empty just from its hull – sold in a shipyard).

If you're confident you can capture M3's for more. Of course they put up a fight.

Certain parts of X3 you can expect to be attacked in every time you make a visit. Namely Pirate Alley as well as the Xenon sectors etc.

Fighting is vital for the security of your empire as well. You need to defend your assets when you can, and if you've got a Khaak invasion happening then you really need to put up a fight - but only if your assets are around there to. Don't push your luck you know.

Locations to avoid if you're not good at fighting or fast enough to get away:

Pirate Alley: The most dangerous space outside of a Khaak sector, avoid at all costs. Pirate Alley is community recognised as the three sectors south of the sector Ceo's Doubt, and despite its danger it's the quickest way to the Paranid sectors to the southern side of the map from anywhere east of the sector Hatikvah's Faith without the use of a jump drive.... If you can survive it!

Xenon Sectors: I have had trouble surviving in these places, as chances are there is an entire enemy fleet waiting around the gate including several M1/M2 class ships and hundreds of fighters. If you find yourself in a Xenon sector, turn around and take a long route.

Khaak Sectors: You probably won't venture into these sectors until you are confident you can take on the rather powerful force on the other side... In order to get there you need to buy co-ordinates for the sectors and jump there with a jump drive.

Khaak sectors can tear apart even the M2 class ships. Be warned.

Trading funds fighting. More credits mean possibly bigger weapons/more shields.

Build

Once you have made your money from trading/fighting you can build a station to start bringing in more cash. This is the second best way to make money other than UT's but they cost quite a bit of money to set up (a GPPC forge costs well over 17 million to set up) for wares to get the station running along with transports to buy said wares.

Then again, chances are you won't want to set up the more expensive factories until you have more money under your belt and are considering outfitting a fleet.

So Fighting and trading leads onto building.

QUICK NOTE: You may struggle to find where to transfer wares from your station into your ship. To do this you must goto 'Station Parameters', select the ware you wish to transfer and transfer it in much the same way as transferring freight from one ship to another.

THINK

This is the most asked question of all. Where is the 'THINK' part of the X games?

Well, if we were to imagine a bowl. In this bowl there is the elements Trade, Fight and Build. They are mixed together and all relate to each other.

The bowl itself is made out of the element THINK. No matter what you do in X, you have to think about it.

When you start out, you need to think very hard about your first route to profit. If you choose the trading route you have to think hard about what is the most profitable trade you can partake in.

Then you need to consider what ship to get to help you continue trading, and eventually what TS to use for a UT and where to train it.

If you choose to fight, you have to think hard about what race to pick on to make money from the capping of their ships. Then you have to think hard about what weapons to buy for your ship and whether your ship can use them.

You also have to think about what ship to upgrade to, whether you're fighting or trading.

When it comes to building, you have to think hard about the placement of your station in the universe. A Silicon mine in an Unknown Sector is all well and good, but if you can't get customers there then it's worth nothing.

Also, when you build complexes you have to consider what stations need what, and how many stations you need. People who don't think tend to dump a single M crystal fab with an XL SPP and fail to see why it won't produce.

They also build a station in a Khaak sector and wonder why they don't get customers.

You also have to think about what capital ships to buy and what you will use them for. A TL is great for shifting stations but not so good for destroyer duty (exception: Split Elephant). On the flip side, a destroyer is good for some things and not for others. You have to think about which destroyer you want for the job at hand (taking out a smeg load of fighters or going against multiple capital ships?).

Pretty much everything you do in X requires thinking, so I'm surprised why people as about this side of X.

X3. Trade. Fight. Build. THINK.**The Great Abbreviation Explanation**

TS: Transport Ship - The meat of the X economy. In X2 NPC traders were home based to the AI stations, but in X3

they are all running Trade MK3, which is the same software as used by the UT's you can own. The AI are limited in that they get a lower maximum level of trade than UT's can... see below.

UT: Universe Trader, the best money earner you can have as a player. The basics of a UT are simple, but best summed up in [This Guide](#).

SPP: Solar Power Plant. Take these out the X universe is well and truly FUBAR'd. Every factory in the game needs Energy Cells (the product of a SPP) to run.

In X3, SPP's are the only factories that have an Extra Large (XL) variant.

M/L/XL Stations: You can buy different sizes of almost every station in the game. All but the Solar Power Plant and the Crystal Fab come in both M (Medium) and L (Large) versions.

Other than the apparet difference in price, L versions also produce mroe ware's per production cycle. Unfortunately they also eat up more resources per cycle to, so it is much harder to get such a factory going smoothly.

However, no-one ever builds an M sized mine on an asteroid, as it is seen as a waste of the resources on said 'roid.

The only two stations that do not conform to the M/L rule are:

Solar Power Plants: These also come in an XL (Extra Large) variant, which is rather expensive and a resource hog but can supply the energy needed for many a sector.

Crystal Fabs: Crystals are the only resource required by a Player Owned SPP, but a Crystal Fab is the only type of station that only comes in a M variant. The lack of an L version confuses many players, as you need five M Crystal Fabs to keep a XL SPP running constantly.

L/M/S Ships: When you trade with a shipyard, you will find that most ships come in an M, S and L variant. Many players when they first start off think these are Small, Medium and Large and that it effects the stats of the ships.

Actually, the only thing the different versions differ in is the equipment you get with it upon purchase.

If you by a S ship, you will get no weapons and only 1 x 1MJ shield installed with it.

If you buy a M ship, you will get around 3 x 5MJ shield, and 4 x a medium powered weapon that your ship can mount.

L ships come with maxx'd out shields and 4 x the most powerful weapon mountable.

The best way to think about this is **Stripped Down**, **Middle-of-the-line** and **Loaded**.

M5: Scout ship. In X2 you started off in one of these but in a standard plot game, X3 starts you out in an Argon Buster, which is an M4 interceptor.

M4: Interceptor. In X2 this class was frequently looked over by players who would prefer to buy an M3 for their work than an M4. Anyone who did own an M4 either capped a Pirate Orinoco (which is not in X3) using their starter M5, or bought one out of collectors sake.

In X3, the M4 really does fit into its Interceptor role. It is fast, manoeuvrable and powerful. In the right hands, an M4 in X3 can be just as if not more effective than an M3.

In the X3 standard Plot game, you start off with an M4 (Argon Buster).

M3: Heavy Fighter, probably the most useful ship in the game outside of an M1, and the type of ship you will more than likely spend most time in.

M6: When this class was first announced back before the release of X2, many people were scratching their heads with the idea of something smaller and faster than a M5. As this would fit the current Ship Class spectrum.

Actually in reality an M6 is known as a Corvette. In X2 these were great mini-destroyers, of which there was always a rather heated battle in the X community of which was better - the Teladi Osprey, which was the X version of a Sherman Tank, or the Split Dragon, which was the fastest and the most powerful M6 in the game... if you could use it right.

In X3, the M6 has been knocked off its podium of a personal ship by the M3. As in X3, the M6 has lost many of the benefits it had in X2.

The shielding of an M6 is not so great anymore, they have lost the ability to dock an M5 class ship, and the class in general is slower.

Unfortunately they are supposed to be treated like a larger version of an M3. All the weapons are at the front and few of them have turrets like they used to. Its silly to dogifight in an X3 M6, as they turn worse than an Argnu in a spacesuit, making them vulnerable to pretty much everything.

Upside: they can mount powerful missiles if you fancy taking out a sector from a distance.

TL: Transport Large. If the TS is the meat of the X economy, this is certainly the veggie. These are designed specifically for the transport and building of stations. The AI TL's are usually delivering AI stations so if you can't find one wait and it will be back...

TL's are debatably the most useful ship in X alongside the M1.

M1/M2: M1 Carriers are as mentioned above in hot contest for the most useful ship in the game. In these you can carry as much as 60 ships dependant on the race (some hold more some hold less). This means that you can go and cap thirty ships, fit them in your Carrier, and still have a rather large consortium of M3's...

M2 Destroyers are not as useful in X3 as in X2 due to the fact you cannot dock on them anymore. M2's always have better suited targets - the Split Python is better at anti-fighter attacks, for example, due to the ability to mount the rather kick ass Flak Artillery Array on all its turrets.

For those who don't know, four hits with a FLAK could rather seriously damage an M6... and fighters go in two hits at most...

Who is God?

People may talk about 'God' in X3. Many people have asked what this is, and I think an explanation suits here.

God is the name given to the evolution of the previously known AL (Artificial Life) engine that was present in X2.

In X3, God determines what stations go missing as well as what stations are built. this both helps and hinders the economy.

By observation, it appears God removes AI factories that are not making a profit on what they sell. God also places factories where there is a demand for a product.

Unfortunately God makes mistakes (other than allowing the Boron to leave their planet). Example: The Space Feul Distillery in Herrons Nebula has been known to be removed by the God engine, only to be replaced later on.

Also God has a nasty habit of removing stations your ships are docked at, making the safest places to dock your ships Trading Stations, Shipyards and Equipment Docks due to God leaving them alone.



Boarding mini-guide, by Goldfinch

<http://forum.egosoft.com/viewtopic.php?t=218567>

First off, what you need for boarding:

- Cycrow's improved boarding script. Lets you set a hotkey to instantly launch all marines at a target.
- A boarding craft. Either a TP, a M6 or a M7M. Seems other capitals can't be used for boarding. TPs have cargo life support built in, you'll need to buy it otherwise.
- A combat craft. Obviously something like an M6 can double as both, if you're going for the cheapest option of a TP then you'll need a fighter ideally equipped with a transporter device and Fight Command Software Mk. II.
- Marines! These can be bought and trained at military outposts, or you can find mercenaries in pirate space. The limit to how many can board is the number the target ship can hold + 1.
- A target. TMs, M6s and capital ships can be boarded. M8s and TSs can't. Unsure about TPs, if you attempt to board something that can't be you will get a message telling you so. To start with you want to practice on TMs or M6s, as your marines gain experience and will likely fail if you send them against a large target with no practice. Avoid Xenon ships until you have practice too, as they are hard to board. I'm not even sure if Kha'ak ships can be boarded, I need to test that.
- Freight scanner and bio scanner. Lets you scan the target for internal defences and marines which will make the boarding harder.

Marines

Your marines have 4 stats that affect their boarding success.

Fighting - Can't be trained, they only gain experience in this through boarding attempts.

Hacking - Can be trained at outposts. When your marines reach the bridge of a ship your 2 best hackers will attempt to transfer control to you.

Mechanical - Can be trained at outposts. Skill at cutting through the hull. Marines board in groups of 5, and your 2 best mechanics in each group lead the attempt. Boarding pods make it easier.

Engineering - Can be trained at outposts. Reduces the damage to the ship during boarding. Useful to all marines.

I suggest you spend a while training them before you attempt any boarding. Once you buy them you can see their stats in each area and choose to train them while docked at a Military Outpost. I made sure they all had *some* skill in each area in case the better ones die, but you want at least 2 with good hacking or mechanical skill.

Boarding with an M6

This has quickly become my preferred boarding ship, I've been using it to board other M6s solo so I have complete control over the situation and don't need to worry about my AI ships doing something stupid. I suggest you turn your turrets off during a boarding attempt.

The process here is simple. Drop your target's shields. Fly in very close and slightly in front of the target and hit your boarding hotkey. The marines should almost instantly latch on to the target. You now need to keep the shields low (<10% I think) until you hear your marines say they are inside. I've been using Ion Disruptors for minimal hull damage.

Once your marines are inside, back off out of firing range and watch, or rather listen to, the show. Your marines will give you progress reports - the success rate with trained but inexperienced marines boarding an M6 seems to be high, but the ship will likely take 30-50% hull damage in the process and lose some of the shielding and weapons. It still leaves more behind than bailing pilots usually do, so boarding could be a good way of gaining some harder to find weapons.

Boarding with a TP

This is obviously harder, as you don't want to stay in range of an M6s turrets with a TP for long, and you're unlikely to have enough weaponry to board one solo. At bare minimum you can probably do it with a single fighter and a TP, but it will be easier if you have 1 or 2 wingmen to help.

Order your TP to standby out of range of the fight, then bring the target's shields down. Transport over to the TP, and set your fighter and any wingmen you have to attack shields of target (requires Fight Command Mk. II). This command *does* work, I've tested it, but be careful not to use too many ships with powerful weapons as they will deal hull damage too. A couple of M4s with PACs or PRGs should be fine. Fly in with your TP, get in front of the target, hit your boarding key and get out of range again ASAP. At this point you might want to transport back to a fighter and order your wingmen to retreat so you can minimise damage to the target. Again, keep the shields down until the marines are inside, then you can back off too.

If I've missed anything important or made any mistakes, please correct me. I hope this guide helps, and I'll try and update it with guides for M7Ms and boarding pods when I've had a chance to try them. Thanks to Cycrow and everyone else who answered my questions and provided some of the information I've included.

Boarding using a Boarding Pod, by Apricotslice

Using a boarding Pod is much easier, but has some disadvantages to outweigh the advantages. The Pods are available for sale at Military bases. They are made on demand, so if you want more than the 2 on sale, just wait a bit and 2 more will appear.

The Boarding Pod is loaded as a missile, and fired as a missile, so its very easy to do. The Pod itself has M5 speed, so there is no problem about getting to the target.

The team it transports is limited to 5 Marines. The best mechanical marine, is used to break through the hull, and they all go in together.

The main problem is that very few ships can actually fire a boarding pod. The M7M class is the only class of ship to do this. The Argon, btw, have a dedicated Boarding Ship. The M7M can carry 20 marines, but only 5 go in a pod at a time. If you need more marines to take a ship, you need to fire multiple pods, and they each act separately.

The pod is destroyed after use.

The best way to use them is to get the target's shields down, have another ship attack the target using the Attack Shields command, and then speed run at the target and fire off the Pod (or pods) when you get close. Get out of the range of the target's guns asap and let the marines do their job. Once the marines are in, get your attacking ship to clear the area too.

There is no autopilot usage, so it can be done as fast as you can manage it. And you do not need Cycrow's script doing it this way.

Aldrin - Complete Station List With Coordinates, by Painman

<http://forum.egosoft.com/viewtopic.php?t=221924>

As requested. All coords are in Km, unless noted.

Aldrin Ship Production Base: -237, -3.75, 249
Aldrin Ship Production Base: -86.6, -112, -92.3

Unknown Aldrin Base: 55.1, 5.51, 157
Unknown Aldrin Base: -266, 3.04, -63.6
Unknown Aldrin Base: -299, 3.04, 150

Aldrin Energy Production Base XL Alpha: -220, 22.5, -6.75
Aldrin Energy Production Base XL Beta: -256, 5.35, 179
Aldrin Energy Production Base XL Gamma: 54.7, -25.6, 63.9
Aldrin Energy Production Base XL Delta: 17.2, 4.36, 183
Aldrin Energy Production Base XL Epsilon: -426m, -785m, 20.9 (note that the X and Y are in *meters*)

Aldrin Mining Base M Alpha: -74.0, -29.6, 235
Aldrin Mining Base M Beta: -48.1, 19.7, -60.6

Aldrin Mixed Food Production Base M Alpha: -32.8, -14.8, 219
Aldrin Mixed Food Production Base M Beta: -66.0, 13.4, 19.3
Aldrin Mixed Food Production Base M Gamma: 52.1, -14.4, 103

Aldrin Natural Habitat Base L Alpha: -237, -2.27, 187
Aldrin Natural Habitat Base L Beta: -162, -2.27, -48.2
Aldrin Natural Habitat Base L Gamma: -277, -5.65, -1.54

Aldrin Tech Production Base M Alpha: -125, 0, 24.9

Aldrin Tech Production Base M Beta: -103, 0, -72.7

Aldrin Weapon Production Base M Alpha: -274, 0, 106

Aldrin Weapon Production Base M Beta: -307, -22.5, 44.7

Some Aldrin stations may not exist upon your discovery of the sector via the Terran storyline. Here is what I can surmise from playing the Aldran Adventurer start: The sector initially spawns 100% complete with all 22 stations, but over time, the GOD engine wipes some out. I'm making this guess based on the fact that in my own Aldran Adventurer game, my Energy Production Base XL Gamma has already gone poof 😊 and there are only 7 hours 30 minutes on the game clock.

So, don't be too surprised if you send a ship to a set of coords, only to find empty space.

Hope this helps -- happy exploring.

Game Tools : The TC Excel Spreadsheets

There are a number of very good excel spreadsheets available that give all sorts of game information.

X3TC - a default keyboard map by BugMeister : <http://apricotmappingservice.com/X3TCdownloads/>

X3TC Stats and Resouces Compendium by ianrobo75 : <http://forum.egosoft.com/viewtopic.php?t=227483>

Weapons, Shields and Ships Spreadsheet by tatakau : <http://forum.egosoft.com/viewtopic.php?t=218500>

Ship/Weapon/Missile Stats and a Map by krait_daoc : <http://forum.egosoft.com/viewtopic.php?t=221903>

X3TC Resources Spreadsheet + Flow diagrams. (+ Ware analysis) by MeatBag : <http://forum.egosoft.com/viewtopic.php?t=221665>

List of Software and Corresponding Ship Commands for TC, by clevider

<http://forum.egosoft.com/viewtopic.php?p=2647826>

I find myself referring to a list I've scratched out regarding which ship commands are enabled by which software packages and their dependencies. I thought I'd post it since it might potentially be useful to someone else.

If I've made a mistake or missed something, please let me know and I'll correct or add it. I've done my best to include only vanilla commands.

Basic

Navigation

- Idle
- Dock at my target
- Dock at...
- Fly to sector...
- Follow me
- Follow...
- Return Home (reqs a home base)
- Move to position

Turret

- Attack my target (reqs a turret)

Carrier Command Software

Combat

- Launch Fighter Attack
- Deploy Fighters and Retreat (prerequisites?)

Explorer Software

Navigation

- Fly through gate
- Map sector
- Deploy satellite network

Fight Command Software MK1

Allows: assisted auto-aim when using bore-site fire (i.e., joystick or keyboard)

Combat

- Attack...
- Attack all
- Protect me
- Protect...
- Attack fighters
- Attack capital ships

Turret

- Turret Protect Ship (reqs a turret)
- Turret Attack Enemies (reqs a turret)

Fight Command Software MK2

Allows: assisted auto-aim when using bore-site fire (i.e., joystick or keyboard)

Combat

- Attack my target
- Attack nearest enemy of...
- Defend Position
- Defend Station
- Defend Sector...
- Attack target of...
- Attack shields of...
- Attack enemy and land (reqs a home base [carrier only])
- Attack all enemies, land (reqs a home base [carrier only])
- Retreat

Piracy

- Board Ship (reqs at least 1 marine/merc in cargo bay)

Turret

- Turret Missile Defense (reqs a turret)

Navigation Command Software MK1

Navigation

- Jump to Sector (reqs a jump drive)
- Jump and Fly to Station (reqs a jump drive)
- Jump and Fly to Position (reqs a jump drive)

Patrol

Combat

- Patrol sector

Supply Command Software

Special

- Resupply Ships
- Rearm Ships
- Refuel Ships
- Equip Ships Like...

Trade Command Software MK1 (built-in on TSs)

Trade

- Buy ware (reqs a home base [station or carrier])
- Sell ware (reqs a home base [station or carrier])

Trade Command Software MK2

Trade

- Buy ware for best price (reqs a home base [station only])
- Sell ware for best price (reqs a home base [station only])

Trade Command Software MK3

Trade

- Start Sector Trader
- Start Universe Trader (reqs Level 8 Sector Trader pilot and non-player ship; may also req *Fight Command Software MK1*, *Fight Command Software MK2*, >25MJ worth of shielding)

Trading system extension

Allows: OOS trading, OOS price checks

Trade

- Manual Trade Run
- Remote Best Buy... (reqs *Best Buys Locator*)
- Remote Best Sell... (reqs *Best Selling Price Locator*)

Special Command Software MK1

Trade

- Mine and Trade Minerals (reqs XL cargo bay, *Ore Collector*, *Mineral Scanner*)

Special

- Collect wares in sector...
- Collect ware...
- Collect Rocks in sector... (reqs XL cargo bay, *Ore Collector*)
- Collect Astronaut... (reqs M cargo bay, *Cargo Life Support*)
- Mine Minerals... (reqs XL cargo bay, *Ore Collector*, *Mineral Scanner*)

Tenlar's Complete Qualitative Guide to Laser Weapons and Battle Tactics, by Tenlar Scarflame

<http://forum.egosoft.com/viewtopic.php?t=231887>

GENERAL TACTICS AND RECOMMENDATIONS.

A few recommendations and tips I've found useful in my travails.

-Don't be afraid to use wings.

It's often tempting to fly everything solo, especially if you're well-bunkered-down in your mighty M6. However, what can be done with this M6 can also often be done with 6-10 M4's armed with PAC's. A fast and well-marshaled interceptor charge can be what saves you from getting toasted, and losing one or two M4's won't usually cost you more than a few million creds, unless you've given them all incredibly expensive weapons. I've used a wing of four Elites to spectacular effect against Pirate Ospreys/Centaurs, fighter wings, and even a Q once (though we didn't kill it, the shields were going down- I got bored). Wings of M3's can act as cheap fighter-bombers pretty well, especially if they're fast and you check for blind spots in your target's flak screen. And bomber wings, well, that's just pretty to watch.

-Always, always, always use a freight scanner.

Can't say it enough. At the very least, make sure you know exactly what your foe has mounted in all his gun slots and form at least a rudimentary battle plan to cook him. If you're engaging a fighter, check his forward battery and swap your loadout to counter it if needed. If you're engaging a corvette or larger ships, check their turret loadouts and send

in the right wing to counter it. It's not difficult, and can be done from 4 kilometers out, which is greater than the range of almost every gun. Failing to scan can get you swamped with flamethrowers, mass driver rounds, pulse beams, and other nasty things that induce swearing and bashing your keyboard like a monkey.

-Keep a stock of weapons on board your personal ship.

Not just the ones you have in your batteries at the moment. A diverse loadout in your forward battery is always a good idea (when possible, obviously this is a tall order for Terran ships). What can be done with eight CIG's can usually be done with four or even two with a bit of patience, and that leaves you room for a few Ions, PBGs, and other options.

-Flexibility wins battles.

The best weapons are often the simplest ones. The PAC, for example, is a great staple for killing anything smaller than a frigate- you just need enough of them, and fortunately, they're dirt cheap. If you use more specialized ships (i.e. interceptors mounted with PRGs, bombers) make sure they remain in only the situations where they excel, or they will (not surprisingly) need rescuing.

-Launch missiles, often.

They're not that expensive, you can pick them up for free, and they hurt things. You might get frustrated because they're being shot down, but you know what? That means you aren't using enough. This also applies to your wingies- giving your M4's a compliment of Silkworms and high fire probability can give them surprising punch against big targets. Again, flexibility. HOWEVER- mounting large missiles on lightly shielded fighters can lead to them exploding themselves, so use discretion. Your Nova might be able to mount Hornets, but if you send this Nova into an engagement against M5's with high missile fire probability, I can almost guarantee that the Nova will explodify itself by launching a Hornet while under fire.

-Don't be too intimidated by large ships.

Of course, big ships do have their specialties. And you obviously can't expect to fell a mighty M2 in your thin-skinned interceptor. But there's things you can use to destroy this M2 that cost a lot less than it did- for example, Tomahawk missiles, small wings of M6, M3's with missiles. If you're on a tight budget, try your hand at a little piracy and raise a few cheap fighter wings: you'll be surprised at what you can do with it. Example- I have dragged down a Kha'ak Destroyer using fifteen captured Pirate Falcons. Loadout: 4 HEPT's, 20 Wasps each. The HEPT's are relatively inexpensive and will drag down M2 shielding rather effectively in large numbers, and the wasps keep the Kyon turrets somewhat occupied. Estimated expense: < 10 million in weapons, repairs, tunings and upgrades. I lost eight Falcons, but they were dirt cheap to begin with! Of course, that same job can be done with a larger ship- potentially without expense- but that is not the only option in a pinch.

-Expense does not always equal strength.

Take the money spent on fully outfitting your average frigate: about 40-45 million. You could use this same amount of money to buy three wings of five M3's, armed with HEPT's and fully tuned and upgraded. Half this many M3's could stand toe-to-toe with a frigate, if marshaled correctly.

-Don't underestimate large ships.

Don't take what I just said above and complain when you're ripped a new one by a frigate's flak broadside. You didn't check his loadout, did you? If you had, you'd know to send M6's mounted with CIG's instead.

and now for the guns...

LOW CALIBER WEAPONS.

low caliber weapons are generally more at home in an anti-fighter role. They're generally inexpensive and mass-producible. Largely found in interceptors, transporter turrets, corvette and sometimes frigate batteries.

-Impulse Ray Emitter-

In the field: a dim, fast, rapid-firing orange-red lance.

In a nutshell: a small, rapid fire, low-energy gun. Very cheap.

Found: everywhere.

Mounted on: anything that can't mount a different weapon.

Uses: IRE's are peashooters, essentially. They can damage any fighters up to M3+, but it's slow going and takes considerable patience. On fighters, don't use them if you have the capital to acquire Phased Repeater Guns. On capitals, you could use them for anti-missile purposes if you really wanted to, but the PRG would probably still be better.

Countermeasures: If there's just one ship firing them at you, just let them hit you. They don't hurt. If you're being swamped by thirty fighter drones, you might be in trouble.

-Particle Accelerator Cannon-

In the field: a bluish-turquoise lance, rapid-firing.

In a nutshell: a higher caliber gun, rapid fire, low-mid energy. Fairly cheap.

Found: everywhere.

Mounted on: scouts, interceptors, small turrets.

Uses: the PAC is what you generally use as a mass-producible/mass-acquirable anti-fighter solution for wings of interceptors. They do very well against fighters of any size for a very reasonable cost. Only M4's and smaller should experience energy problems, and only when engaging M3's and bigger. They could have trouble tracking faster M5's and M4's.

Countermeasures: The player can generally strafe-dodge a PAC pretty effectively. When using a wing of interceptors, speed and maneuverability play the biggest role in countering a foe with PAC's (a solid volley of hits will generally drain 75mj of shields pretty fast.) On larger ships, don't sweat too much unless there's a whole lot of them.

-Phased Repeater Gun-

In the field: bullets are a small cluster of three dim, red balls. A bit hard to make out, but very rapid-firing.

In a nutshell: an incredibly fast-firing gun, smaller damage, mid energy. Moderately expensive for its caliber.

Found: on a lot of Military Outposts.

Mounted on: scouts, interceptors, small turrets.

Uses: the PRG replaces the PAC in many regards, mostly because of its firing speed and velocity. It can hit things that the PAC would have a lot of trouble with. Its main drawback is expense, and its scarcity relative to the PAC. It does excel when mounted in turrets, for picking off tiny fighters, though its range can feel a bit stunted in this role. It also has enough caliber to munch through an M3 or even an M6 if you have enough patience/shields. In the hands of an interceptor it's a specialty weapon for dealing with fast scouts and other interceptors. It can tend to munch energy more than you'd expect, even in an M6.

Countermeasures: this weapon can hurt more than you expect, because it's hard to strafe-dodge it. If you have M6-quality shields you can withstand it for a while, but massed fire could get you into trouble. The best countermeasure is shielding in this case.

-Mass Driver-

In the field: very small, blue bullets, fast-firing.

In a nutshell: fast firing gun, smaller damage, ammunition based: bypasses shields completely. A bit expensive for what it does.

Found: in select locations, generally in Argon and Split space.

Mounted on: interceptors, fighters, some M6 turrets- more often on Split vessels, some Pirate vessels.

Uses: this is a specialty weapon, fun because it absolutely ignores shields. This actually isn't its greatest asset, although it does give it a use against heavy fighters, or bigger things if you have enough ammunition on hand. It excels in the same role as the PRG as a small-ship swatter, and is almost better since every shot WILL slow the target down.

Countermeasures: this weapon is the leading cause of chronic swearing amongst X-players because you never expect it, and it immediately incurs either EVA time or expense at a shipyard. It can also put you in a painlocker very fast in a larger engagement since it steadily decreases your speed, even if you're in your mightily-shielded M6.

Priority-target any vessel carrying it to minimize lost profits. It luckily is outranged by the PAC and larger-caliber guns. Use these. Don't try strafe-dodging it unless that's your last option, it's even harder to avoid than the PRG.

-Fragmentation Bomb Launcher-

In the field: a medium-small sized blue ball. Explodes at the end of its flight with a loud bang and a shower of blue fireworks.

In a nutshell: a very poor man's flak gun, negligible damage, medium energy. Unnecessarily expensive and basically worthless.

Found: Paranid space, and mounted on pirate ships and the odd freighter.

Mounted on: Paranid and pirate ships, some freighters.

Uses: none. I'm actually not kidding. The FBL is supposed to fire a round that detonates on a proximity fuse into little razor-like bits that chew your ship apart, but that's not what actually happens. 1) it doesn't go off by proximity, only at its maximum range. 2) the little flying razor bits almost never hit you. 3) even if it hits you on the nose, it hardly hurts at all unless you're in an M5 or your space suit. 4) it happily sucks down your energy to no effect. So here's what you use it for: sell it, and you get a hundred thousand or so credits.

Countermeasures: point and laugh. If you ever get killed by one, tell me. I want to know how. Granted, they're a bit more effective when mounted in the primary battery of an interceptor, but the PAC and PRG both do a better job.

HIGH CALIBER WEAPONS.

High caliber weapons are the most diverse weapon class and generally find a home on heavy fighters, the main batteries of corvettes and frigates, and lighter batteries of destroyers. They can be general-purpose or specialty, but are also generally expensive.

-High Energy Plasma Thrower-

In the field: a large green lance.

In a nutshell: a high-yield gun with good fire rate, good damage, medium-high energy. Pretty cheap for what it does. This is the staple and quintessential M3 weapon.

Found: basically everywhere.

Mounted on: M3's and in M6 turrets, sometimes in its main battery. Can be featured in M7 turrets, very rarely in M2 turrets.

Uses: this is a good stock weapon for anything bigger than an interceptor. It lacks the projectile speed to hit faster fighters but does quite well against the slower ones, and has significant stopping power. A decent mass of these can press a destroyer if fielded on faster ships. They do tend to munch up energy quite happily. They're also less than spectacular in turrets, firstly because they'll have a hard time hitting anything small, and second because there aren't enough of them in a turret to significantly harm anything big. Using them on destroyers is a bit silly, unless you're stinking broke or can't find any CIG's.

Countermeasures: lucky for you, the HEPT is quite easy to strafe-dodge. They have a range advantage over small-caliber weapons so be careful how you orchestrate your first interceptor charge or you'll certainly lose a ship or two. Past the first charge your interceptors ought to be fast enough to be significantly safer, unless they do something silly. Heavy M6's have enough shielding to take a few hard lashings from HEPT's but I would advise relying on your relative grace to dodge around them. Bigger ships should counter HEPT-carrying ships with flak cannons and speed.

-Energy Bolt Chaingun-

In the field: a medium-small greenish ball, fast-firing.

In a nutshell: an ammunition-based alternative to the HEPT. Similar numbers in all other regards.

Found: Teladi space, and a few other select locations.

Mounted on: some M3's, M6 turrets and main batteries. Sometimes on M7's.

Uses: The EBC presents a unique opportunity for a select breed of ships: those M3+, M6, and heavy M6. It uses ammunition and therefore uses no energy. Some choices are mounting them in your turrets so your main battery is free to sling CIG's all day with less worry, or putting them in your main batteries (which hurts quite enough) to allow your turrets a basically limitless supply of energy. And, of course, you can just use them instead of HEPT's if you really want to. The stats are slightly different, just see which gives you the edge you're looking for.

Countermeasures: same as the HEPT.

-Concussion Impulse Generator-

In the field: a very bright blue ball/lance, explodes loudly and knocks things around.

In a nutshell: a high-yield, long-range gun with medium-low fire rate, high damage, high energy use. Knocks smaller ships around. Rather expensive.

Found: Mostly everywhere, though in small numbers.

Mounted on: M6/M7 main batteries, M2 turrets.

Uses: The Concussion Impulse Generator is the smallest of the "big guns" and the only reason it isn't placed in the "Capital" weapons list is because most M6's can put them in their front battery. It's unreasonable to ask the CIG to hit anything smaller than an M6, though it can nail (and vaporize) a sluggish M3. Anything fighter-sized that manages to survive the first round of a CIG volley is tossed around, so it has some potential to disrupt a very, very well shielded fighter charge. Mostly, though, they're used to beat the snot out of M6's and M7's. They have a very high energy drain, so making every shot count is crucial. Their range is pretty spectacular, but it seems more effective to wait until a moving target is within 2km.

Countermeasures: the CIG bolt is fairly sluggish, so dodge it if you're small enough and you should be fine. A full-on volley will drag down your shields quite alarmingly, so try to get a corvette distracted on your smaller, faster ships, or simply keep behind its front battery. Same applies for M7's. M2's can track you with them, so again, either use something very large that can outrange them and/or take the heat, or use small, fast, punchy M3's.

-Ion Shard Railgun-

In the field: a yellowish-green spike.

In a nutshell: a medium-high-yield gun with good fire rate, good damage, medium-high energy. Moderate expense. Drains weapon energy.

Found: Split space, as well as some Military outposts.

Mounted on: M6 turrets and main batteries. Sometimes on M7's.

Uses: the ISR generally finds itself in the same role as the Concussion Impulse Generator as an M6 weapon. It is a bit more capable than the CIG in terms of hitting smaller targets but is still more at home in an anti-M6/M7 role. It does not toss small ships around like the CIG can, but does have its own added bonus- a hit will drain a target's weapon energy by a small amount. It's not very noticeable, but in prolonged engagements against a large target it can be quite helpful.

Countermeasures: mostly the same as the HEPT or the CIG. If you're hit by them you'll lose weapon energy, which means they are actually surprisingly annoying in corvette turrets when used against larger fighters. The damage generally is more problematic than the weapon energy drain, however, unless your ship is big enough.

-Ion Pulse Generator-

In the field: a bluish-turquoise ball with a twisting trail. Explodes loudly.

In a nutshell: a medium-high-yield gun with moderate-low fire rate, good damage, medium-high energy. Moderate-high expense. Drains engine power for a short time.

Found: Boron space, rarely.

Mounted on: M6 turrets and main batteries. Sometimes on M7's.

Uses: the IPG, like the CIG and its Split counterpart the ISR, is generally fielded as an anti-capital or anti-corvette gun. It does have a range advantage over its sister guns, though its fire rate is somewhat on the low side. Like most Boron weaponry it's outstanding against shields but becomes less useful when you get down to the hull. Again, it does not knock ships around like the CIG, but it does drain a target's maximum speed by about 20% on hit. It's not terribly much, and not terribly useful against the sort of targets you'll be fielding it against- for the most part, the ISR performs the IPG's duties better. The IPG's bullet animation is really awesome, though!

Countermeasures: mostly the same as the ISR. If you're hit by one you'll lose speed, but it's not for very long and the damage is generally more problematic than the speed loss.

-Plasma Burst Generator-

In the field: omg wtf barbecue.

In a nutshell: a flamethrower. Short range, amazing damage in a small cone, pretty efficient, pretty cheap for what it does.

Found: in pirate space.

Mounted on: Pirate and a few race military M3's. Sometimes (rarely) in the primary battery or turrets of M6's.

Uses: The PBG is very, very fun. Its range is a bit midgety so you might get into trouble when dealing with PAC-slinging small ships, but if you can break range to less than 1km, PBG's will chew anything and everything. The damage cone is rather focused unlike the PSG so you'll still be engaging just one enemy with it, but it really takes skill to miss. It's effective on anything smaller than an M2, and has increasing effectiveness at closer range, so if you're generally a brawler rather than a sniper, this is your baby. I wouldn't advise mounting it on AI-controlled ships, though, in the interest of controlling friendly fire.

Countermeasures: Forget what I said about the mass driver- THIS is the leading cause of chronic swearing among

X-players, again because you never expect it. A lot more ships mount the PBG than you assume, and M6 shields won't protect you from them nearly as well as you'd like. The best strategy is to stay the bleep away from them, and use their stunted range to your advantage. Prioritize them and engage them with HEPT's and PAC's. Do NOT simply jump into a big knot of pirate ships the way you used to in X3R, or you'll find yourself in the midst of a gang of flamethrower-wielding maniacs from which there is no escape, no matter what kind of shielding you have. If you're fielding AI controlled ships against PBG-wielding enemies (for whatever reason,) speed is your friend: they must execute their attack and get out of range again as fast as they can.

-Pulsed Beam Emitter-

In the field: a very bright, incredibly fast yellow lance.

In a nutshell: incredibly fast-firing, almost luminal-speed gun, short range, terrific shield damage, lower hull damage. A bit energy hungry, a bit expensive.

Found: Split space mostly, and on a few select military outposts.

Mounted on: every bleeping Xenon fighter you find, a handful of pirate ships and race military fighters.

Uses: The PBE is the premier weapon for fighter capping, since it strips shields quite quickly but does very controlled damage to the hull, meaning that when Otmanckatsmoog finally tells you that he doesn't feel as if luck he is, you can stop firing at THAT INSTANT and leave him with maximum possible hull intact. Outside of this, the PBE plays the same role for M3's that the PRG plays for M4's, that of a small-ship swatter. It's also a great tool for wings of M3's as suppressing fire, as AI ships caught under fire from PBE's will begin to flop around like a catfish choking on a boot. It's dangerous to rely on them, though, because it takes time for them to finish a ship off, giving their prey a healthy opportunity to land a volley of HEPT's or PAC's. They are somewhat effective against M6's but you'll find that they suck energy very quickly, so they're best employed against smaller targets. Their range is also very short, meaning turreted ships have a good chance of foiling your PBE charge.

Countermeasures: The PBE never misses (literally), so you must rely on its short range. Prioritize it if you can and remove it with PAC's and HEPT's. Don't attempt to foil it with an interceptor or M3 charge, as (like stated before) once they break PBE range, they'll just flop around uselessly. The most alarming danger from the PBE is the fact that every single Xenon fighter bigger than the N carries a full load of them, so they're now even more ruthless than the Kha'ak. Against Xenon armed with PBE's, try to separate them and engage them individually if you can, or employ a very well-shielded vessel with flak cannons. Do not attempt an interceptor charge against a wing of Xenon- it will end badly for you. Large groups of Xenon can still swamp even your mightily-shielded M7, so hold them at arm's reach with flak's and well-aimed CIG's, and have your fingers ready for the Shift-J command.

-Ion Disruptor-

In the field: a blue, electric zig-zag, instant hit.

In a nutshell: a luminal speed weapon with somewhat short range and low energy efficiency, "sticky" fire, great shield damage, no hull damage, high component damage. Moderate-high expense.

Found: Boron space, and some military outposts.

Mounted on: Boron vessels and some pirate ships.

Uses: The Ion Disruptor is a specialty weapon that you generally shouldn't mount on your own ships, as its lightning-bolt can spontaneously "chain" over to any other nearby ship- this might be your ship, one of your other wingies, or a passing tradesman. This makes people angry. However, it's spectacular mounted in your own batteries. It's quite unique in that it does exactly zero hull damage, but will tear apart a ship's extensions and systems- and weapons. Because of this it's the premier choice for boarding actions. Using an M6 or M7 (smaller ships don't have the energy bank for it), strip a vessel of its weapons first. Once it's absolutely, completely disarmed, it will usually brake to zero and be dead in the water, i.e. ready for your marines to jump in and raid it. Very handy to have a few of these on hand.

Countermeasures: Prioritize this weapon, but not as high as other weapons I've told you to prioritize, mostly because you can be comfortable in the fact that it can't damage your hull. It might make you swear a bit, though, when it strips your jumpdrive, or concussion impulse generator, or transporter device, or fight command software. So don't sweat it too much, it probably won't kill you, but do take it out to avoid some general frustration. Try engaging it at length with HEPT's or PAC's, but don't rely on this, it has better range than other short-ranged weapons.

CAPITAL GRADE WEAPONS.

These weapons are large and generally unwieldable on ships smaller than frigates. They're all expensive but they all make very large explosions. Most are employed against other large ships, though two are specialized against smaller targets.

-Incendiary Bomb Launcher-

In the field: A large, bright, fiery-orange ball.

In a nutshell: The smallest of the Big Guns, high damage, long range, high energy cost, high expense. Can be charged up by the player.

Found: practically nowhere. If anywhere, in Yaki space. Good luck with that.

Mounted on: Some M7's, a lot of M2's.

Uses: This gun is the M7's answer to M2's. As compared to the PPC or other big guns it's lackluster, but the fact that it can be mounted in the M7 makes it unique and very useful. Don't expect it to hit anything smaller than an M7. Even M6's can dodge this one pretty easily. If you're personally flying a ship mounting IBL's, you can charge them up by holding the trigger- they're actually quite nasty this way, though they output less damage per second. The tactic is best, therefore, against more lightly shielded targets like frigates and slow corvettes, where you want to cripple them with your opening volley - against larger targets it's best to just let them fire uncharged.

Countermeasures: Dodge it if you can. M2's should make liberal use of the strafe keys unless they're being AI driven, and stay at range. If you can't dodge them (as in, you're flying an M2 at close range), try to outrange it. This can be done by flying away from the target at an angle so your side batteries carrying PPC's can still draw a bead, and you stay out of range for much longer. The other capital grade guns are generally a bit more punchy than the IBL, so they're generally only a worry if you're in a smaller ship. If you're using a fighter wing, equip punch weapons (like HEPT's or EBC's) and let them swarm (though scan for flak artillery first.)

-Photon Pulse Cannon-

In the field: A very big, incredibly bright blue ball.

In a nutshell: A Big Gun. Long range, high damage, high energy, high expense. Can be charged up by the player.

Found: most places, in small numbers.

Mounted on: Destroyers, usually in side and front batteries.

Uses: Beating the snot out of frigates and other destroyers. That's basically it. If you have them on your own ship, you can charge them up before firing so they do more damage/use more energy. An interesting way to use them, just make sure your volley hits. The Boron Thresher M7 is unique in its ability to mount PPCs in its spinal battery, meaning it can hurt a lot more than other IBL-mounting frigates.

Countermeasures: Dodge it if you can. If you can't (flying an M2) then you won't be able to outrange it, so try to bring more of your own batteries to bear than the enemy can by positioning yourself above and behind the enemy. That usually does the trick. If not, directly behind is the best place to be.

-Gauss Cannon-

In the field: A medium-sized green ball.

In a nutshell: an ammunition based Big Gun. Mid-long range, high damage, no energy, high expense. Can't be charged up.

Found: Teladi space.

Mounted on: Destroyers, usually Teladi.

Uses: Gauss cannons are somewhat specialty. Their range is stunted compared to the PPC but they have the advantage of using no energy, relying instead on ammunition. This presents an interesting opportunity, specifically for the Phoenix. Use the Phoenix's surprisingly small front profile and dodge around incoming PPC or IBL fire as best you can using your strafe drive until your GC's can draw a bead. Keep your main engines cool but keep strafing and allow the GC's to keep slugging away. You'll take hits but your monster Phoenix shields can take it for far longer. The eventual effect- the enemy will run out of weapon energy someday. You won't, because GC's don't use energy. Tab in and bring your side battery to bear and finish the job. The Shrike is also able to mount Gauss Cannons, allowing it some considerable anti-capital punch, especially since their firing arcs cross slightly at the front, allowing whatever's being slapped around by your spinal battery to also get slapped by four Gauss Cannons.

Countermeasures: Since the enemy is never smart enough to use the aforementioned tactic, just outrange it with the PPC. Not bad. Also, the vanilla AI generally doesn't carry enough GC ammunition for a prolonged engagement, which is helpful but disappointing.

-Ion Cannon-

In the field: another bright blue ball.

In a nutshell: a Big Gun. Long range, Incredible shield damage, relatively low hull damage. Can be charged like the PPC.

Found: Boron space.

Mounted on: Destroyers, more often Boron.

Uses: This is a good weapon to be mixed in with a battery of PPCs. It's less spectacular on its own since its hull damage output is pretty wimpy, but paired with the PPC it can strip shields incredibly quickly. Load a frontal battery with IC's and your side batteries with PPC's- the IC's will begin the fight, then when your target's shields drop, swing your boat around and let the PPC's finish it.

Countermeasures: same as the PPC.

-Phased Shockwave Generator-

In the field: A rapidly expanding, cone-shaped blue shockwave.

In a nutshell: A wide cone-fire weapon, great shield damage, decent hull damage, moderate energy efficiency, quite expensive. Short-mid range.

Found: Paranid space mostly.

Mounted on: not much actually. It's rather exclusive to Paranid capitals.

Uses: The PSG is a unique weapon that has similar uses to the PBG, but with a somewhat longer range and the

capacity to engage multiple targets at once. This means that it is spectacular at chewing up a just-broken Kha'ak cluster or a fighter charge, and retains most of its effectiveness all the way up to its maximum range. It seems to be less energy efficient than the PBG for the damage done, but in the few rare cases where the PBG might miss its target, the PSG simply will not, ever. It's also pretty good against capital ships, especially when mounted in masses or on your own capital ships. It's also the universe's most amazing missile screen. Don't use it on AI-controlled vessels, though, unless you're very sure you won't be nearby when it goes off. It is legendary for its indiscriminate fire and will cause more friendly fire incidents and angry tradesmen than you can shake an IRE at.

Countermeasures: Similar to the PBG, but this time it will be mounted behind at least 6gj of shielding. Range is the best possible advantage in this situation- keep your fighters in their hangars, don't bother with missiles, and slug away with PPC's. The damage is pretty gradual but it's completely unavoidable.

-Flak Artillery Array-

In the field: some fiery explosions accompanied by a lot of noise.

In a nutshell: an anti-fighter weapon for Big Ships. Medium range, small damage for a big gun but practically instant-hit. Fairly cheap for a big-ship weapon.

Found: mostly everywhere.

Mounted on: Frigates and destroyers, more often in top, bottom, and rear batteries.

Uses: Pretty much what you'd expect. It can have frustratingly short range, meaning that HEPT-carrying fighters or M6's with CIG's can worry you, but once you do break range they can rip even M6's a new one. Don't rely solely on them in engagements against many fighters, though- they'll do their part, but you should have a complement of suitable interceptors on hand, or otherwise enough jump fuel. On M2's their uses are significantly fewer, since the large size of the M2 will make their stunted range all the more irritating. They will certainly still do their part, but CIG's can sometimes be more helpful. They are also frustratingly energy hungry (Gauss Cannons come into play here) and way too loud.

Countermeasures: If you're in an M7 or bigger, don't fret them, and in fact treat them as a blind spot. If you're in a fighter or M6, your best bet is to outrange them with things like HEPT's and CIG's. Do NOT break range or you'll be toasted pretty quickly. Spoofing them with a missile barrage can work for a little while, but don't rely on that to save your butt. Heavy or Advanced fighter charges can work pretty well, as long as they do their job quickly and their opening barrage correctly, and you have the time to babysit them.

-Cluster Flak Array-

In the field: Sweeping bursts and clusters of fire, accompanied by loud explosions.

In a nutshell: an anti-fighter weapon with a large area-of-effect burst. More expensive than the FAA, shorter range.

Found: mostly everywhere, though somewhat rarer than the FAA.

Mounted on: Frigates and destroyers, similarly to the FAA.

Uses: This weapon has a lot of potential for striking down a large group of fighters simultaneously- it is unfortunately and regrettably poor at this task. If you want to try to make it work, it has a sweet spot located at approximately its maximum range- if you can get it to shoot just before your target (and his buddies) get there, it won't hit the target on the nose and will instead explode into a very nice-looking fiery cloudburst, consuming everything within range! I have personally gotten this to work, though few enough times that I can count on one hand. In general, the Flak Artillery Array is more reliable.

Countermeasures: Treat it the same way you'd treat a Flak Artillery Array. The AI can't use it correctly, (quite unfortunate, the weapon has a lot of potential) so you can safely undock your fighters and unlock your son and daughter.

TERRAN AND KHA'AK WEAPONS, AND THE LASERTOWER WEAPON.

These weapons are placed in a list by themselves because they are usually (for obvious reasons) deployed together. Terran weapons are mountable (almost!) exclusively on Terran ships, and Kha'ak weapons are mountable exclusively on Kha'ak ships. The Lasertower Weapon is only mounted on the Lasertower (fancy that!)

-Electro Magnetic Plasma Cannon-

In the field: A small, white-blue ball.

In a nutshell: A versatile, stock weapon with good range, good speed, good stopping power. Rather expensive.

Found: in Terran space, not nearly often enough.

Mounted on: Terran and Aldrin fighters.

Uses: There's no direct analog of the EMPC in the Commonwealth arsenal. The best description of it is a hybrid or in-between of the PAC and the HEPT. As such, it can be employed against interceptors and scouts as well as larger ships- it's effective up to the M6, and in masses can worry an M7 pretty effectively. However, it excels in neither role, since it doesn't have the bullet speed or rapidity to match the PAC or the stopping power to match the HEPT. It's also a bit expensive. As such, Terran fighters are quite flexible but can be defeated with specialized selections from the Commonwealth fleet. The greatest asset of the EMPC and the ships that can mount it is speed: the Sabre is faster than some M5's, and the nimble and lightning-fast Rapier can also mount them, meaning a wing of M5's can actually chew up even an M7. Pretty scary if done right.

Countermeasures: Largely the same as the PAC or HEPT. Just try to dodge it. Since it's so flexible but not excellent in any role, employing specialized anti-fighter weapons will generally win the day. Watch out though, Terran fighters are screaming-fast and ridiculously well shielded.

-Matter / Anti-Matter Launcher-

In the field: A large, yellow-white point light, which rotates, explodes loudly.

In a nutshell: An ammunition-based analog of the CIG.

Found: in Terran space, not nearly often enough.

Mounted on: Terran and Aldrin corvettes in the front battery, or frigates in the side batteries.

Uses: Pretty much the same idea as the CIG. However, it has the benefit of ammunition, and it takes a long time to use up a single crate of M/AM ammo, so it can keep on slugging long after the CIG runs dry and needs to recharge. The Aldrin-manufactured Spitfyre can mount Aldrin Experimental Matter / Anti-Matter Launchers in a spinal battery, which is basically like if you took a Discoverer, gave it Nova-grade shielding, and then loaded it with CIGs that don't consume energy. Seriously, that's pretty cool.

Countermeasures: Same as the CIG.

-Starburst Shockwave Cannon-

In the field: A ring-shaped blast accompanied by a lot of noise.

In a nutshell: An essential analog of the Flak Artillery Array.

Found: in Terran space, not nearly often enough.

Mounted on: Terran frigates in side batteries, destroyers in top/bottom/rear batteries.

Uses: Re- FAA. Note that the SSC is a bit punchier, so it can have some effectiveness against M7's. Also, the Aldrin-manufactured Springblossom can mount them in some places, if I'm not mistaken. That's like if you... well, you get it.

Countermeasures: Re- FAA.

-Point Singularity Projector-

In the field: A very big, completely white ball of light with lances emitting from it, rotates slightly, explodes blue.

In a nutshell: An essential analog of the PPC- less damage but quite nasty in the player's hands.

Found: in Terran space, if you're really lucky and the planets are aligned.

Mounted on: Terran destroyers in front and side batteries.

Uses: Re- PPC. The PSP is somewhat low on the damage side per shot, but it does have some distinct advantages. Its charged barrage is massively brutal, for one thing (that's a technical term) and seems to be more effective than the PPC's analog. A charged broadside of eight PSP's (that would be the Tokyo's broadside, I believe) can destroy a Xenon Q in the opening volley, which is obviously very useful. The Terran Tyr destroyer also has the distinct advantage of being able to mount twelve of these in its port and starboard batteries (possibly more, I've never piloted or fought against one). It is less the weapon itself and more the ship that mounts the weapon that excels in both cases.

Countermeasures: Re- PPC.

-Alpha Kyon Emitter-

In the field: a thin, dim purple beam.

In a nutshell: a thin little beam weapon, low stopping power. Employed by large numbers of Kha'ak scouts.

Found: on the Kha'ak Scout, Interceptor, and some batteries on the Corvette.

Mounted on: Kha'ak scouts and interceptors, and the Corvette.

Uses: I have recently been informed that it IS possible to capture Kha'ak vessels of the M3, M4, and M5 class. While I have not personally reproduced this, I can generally tell you that it's best used the same way you'd use the repair laser- finger depressed fully. While this drains the weapon more quickly than the way the Kha'ak normally use it (in short pulses,) the beam will stay pointed in the same direction for the duration of the beam and thus should be considerably more accurate. It's pretty light-point, though, so don't expect to tangle with things much bigger than an interceptor.

Countermeasures: the AKE isn't much of a problem if you're dealing with a single scout- it's when you're getting swamped by fifty of the little buggers that you start to panic, in a very girly sort of way. The Scout is fast so it makes up for the AKE's stunted range, so your best bet is to have pretty manly shields and good, fast-firing turrets to nail them all.

-Beta Kyon Emitter-

In the field: a brighter, bluish beam that hurts a bit.

In a nutshell: a higher-caliber beam weapon, good stopping power.

Found: on the Kha'ak Fighter and Kha'ak Corvette.

Mounted on: Kha'ak fighters, corvettes.

Uses: The Kha'ak Fighter, fully loaded, can be a pretty scary ship in the hands of the player. The tactics used for the BKE are very much the same as the AKE, with the distinct advantage of having much higher range and pretty nasty damage- enough to begin worrying M6's and pretty effectively vaporize anything smaller. The beams do have a habit of crossing each other and being less accurate than you'd like, so you will have to break to a closer range to get maximum accuracy out of them.

Countermeasures: the BKE has very long reach, so the Kha'ak fighter will be tearing up your fighter long before your HEPT's break range. Prioritize the fighter if you're in anything bigger than a fighter yourself- if you're in a fighter, do your best to nail ALL of the scouts first, then get behind the Fighter and finish it. If there's more than ten scouts, you might want to reconsider unless you plan on missile spoofing or using PBG's.

-Gamma Kyon Emitter-

In the field: a bright orange beam.

In a nutshell: a capital-grade beam weapon, long range and great stopping power.

Found: nowhere.

Mounted on: Kha'ak capital ships in big clusters.

Uses: these, I'm pretty sure, are unacquirable in the vanilla game. Correct me if I'm wrong.

Countermeasures: Fortunately for you, the GKE has considerably less effectiveness when turret-mounted, so at its maximum range you're still relatively safe if you're a small target. However, do not rely on this, and remember that the Kha'ak capitals won't start firing until you're a little bit inside their maximum range, so you'll find yourself trying to scramble away while he's still zipping away at your shields. Fortunately, Commonwealth capital-grade guns and the PSP can generally out-damage the GKE, especially at range. If you plan on attempting a fighter charge against a Kha'ak capital, resign yourself to the fact that you'll lose ships, and missile spoof the target first. It won't take long for all those Kyons to nail your missiles (insta-hit does well as missile defense) but you'll at least have some breathing room to pump him full of HEPT's or CIG's.

-Plasma Beam Cannon-

In the field: a thick, pulsating, bluish-white beam.

In a nutshell: a beam weapon with punch and quite a good reach, effective against large fighters and corvettes. The lasertower costs a bit more than a single High Energy Plasma Thrower.

Found: nowhere.

Mounted on: The lasertower.

Uses: the lasertower is a surprisingly versatile invention. They provide stationary firepower for not a lot of money, they are very nicely shielded, and they can be deployed in large numbers (though they take up a lot of cargo space.) And, of course, they are beam weapons, so against large enough targets, they literally don't miss. That said, they are best employed en masse to defend a position. They are a bit disappointing out-of-sector but can be very effective in-sector for holding down a gate or laying a (legal, as in not using SQUASH mines) trap.

Countermeasures: like Kha'ak, lasertower beams are quite accurate, and since lasertowers don't twist and turn as much as Kha'ak do, once they have a bead on you, they keep it pretty stubbornly. That said, lasertowers have somewhat of a hard time hitting fast targets, and a single lasertower is not a threat to a well-shielded target. They do outrange you unless you're using capital guns, so the best for smaller ships is to fly at full speed directly towards and above them, shooting past as quickly as possible to drop behind them and load them with HEPT's. They're strongly shielded but they take a long time to turn around. Missiles don't do much good- the lasertower is too well shielded and at range will just shoot the missile down anyway.



Part Four : Modifying the Game.

Introduction

X3 can be modified in two different ways.

Scripting is a powerful programming language built around the games objects and commands. The script editor is custom built to enable scripts to be 'written' and run while in the game. This allows you to do anything from simple cheats to get you something faster, to complex ship movement ability. New scripts are being written by players daily. Some of these are for personal use, but the really good ones get released for anyone's use.

Modding is changing the very core of the game objects. A 3rd Party editor is used to change the very information that

the game uses to build and run the objects in the game. This allows changes to ship designs, rankings, prices, production rates, everything that is stored for any object in the game. Again, many people are modding their own games and the best of these get made available for anyone to use.

There is a small but dedicated group of Modders and Scriptors who work on producing add-ons for the game that fill in some of the gaps in the gameplay, fix some obvious problems, work arounds that make things easier for the player, and some wonderfully inovative game extensions.

For X2, some of the best scripts were officially adopted by Egosoft and released as an expansion pack. And once again, for X3, the Bonus Pack of the best scripts has been released.

The X³: Reunion - Scripts and Modding Forum is at <http://forum2.egosoft.com/viewforum.php?f=66>. You need to be a registered user of the forums in order to gain access to this forum. The registration code is provided on the back of the Game Manual, type it into the space provided in your forum profile.

The X³: Terran Conflict - Scripts and Modding Forum is at <http://forum.egosoft.com/viewforum.php?f=94>. You need to be a registered user of the forums in order to gain access to this forum.

Mods are made external to the game, and placed in the \X3\mods directory. On the start of game screen, you select the mod you wish to use before you start X3.

Scripts are handled entirely in game. Some are designed to run on game startup, others at beginning of a new game, by command from the command menus, and still others by running a script in the editor while you are in space or docked. Much of the action that happens in the game is run by scripts and can be modified.

MSCI Handbook

http://www.egosoft.com/download/x2/bonus_en.php?download=97

This is the official Scripters Manual, in pdf format. Everything you want to know about scripting is in here somewhere.

It was written for the X2 script engine, but is still the best place for scripting know how for X3.

If your serious about learning scripting, this is where you start. You must be a registered user of the Egosoft forums in order to download this pdf file.



doubleshadow's X3 Editor and ModManager

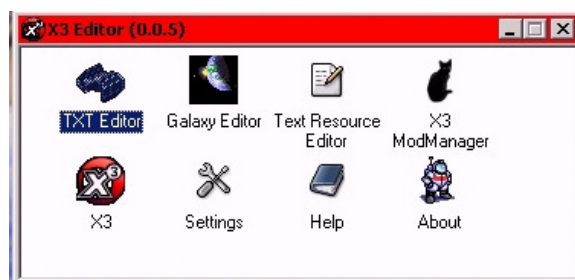
<http://forum2.egosoft.com/viewtopic.php?t=103977>

<http://forum2.egosoft.com/viewtopic.php?t=108888>

These two programs are stand alone tools to help people to modify their games.

The X3 Editor allows access directly to the main specification files for all game objects, so that you can make changes to the objects themselves and how they work.

The ModManager is a tool for helping to manage the catalog files that contain the main specification files.



Activating The Script and Galaxy Editors by Burianek

<http://forum2.egosoft.com/viewtopic.php?t=96332>

The Script Editor

The script editor in X3 is largely unchanged from X2, with the exception of many new useful commands that have been added. Also the way to activate the script editor has changed slightly to be a bit more easy.

The script editor aka "Manual Ship Computer Interface" (M.S.C.I.) is an in-game tool to create/modify AI behaviour rules and also allows creating/modifying objects in the game universe.

These features mean it is very powerful and when not used carefully can seriously damage your game universe.

As many of you have already found out, using the Script Editor can spoil all the fun of the game! **Or put it back !**

Please note that this powerful tool is provided for your use as is. Script writing and accompanied problems are NOT supported by Egosoft or any betatesters. **That being said, there is plenty of advise available in the scripting forum, all you have to do is ask for help and someone will help.**

If you are certain that you want to use this unsupported feature, you may activate the script editor the following way in your game:

enter the menu to change your pilot's name
type **Thereshallbewings** (note the capital T) and press enter
the menu will close, your player name will **NOT** have been changed, and a confirmation beep will sound on correct activation
you will now find the "Script Editor" menu item in the command console

There are 2 common mistakes that people make. They dont put a capital T on the front, and they only put 1 'I' in by mistake. The game does not like repeating characters very much, so people hit 'I' 'I' rapidly and do not realise that the second 'I' did not get put into the name. 'I' pause 'I' is the way to get it in correctly. Double check the spelling before you accept it.

Note that the publication of the Script Editor access code by no means forces you to use it. The editor is an advanced, and most importantly, optional feature.

If you are not into script programming of any sort you are probably better off without it.

****Note****

Once opened the script editor can never be closed in your save game, A new start is required.
99.9% of script & mod users care not about this but some of you may do.

The Galaxy Editor

The Galaxy Editor is an in game tool that allows you to create your own maps for the X-Universe. It has undergone significant development since X2, and should be much more powerful than before.

There is no documentation for this feature, and use remains unsupported by Egosoft.

If you are certain that you want to use this unsupported feature you may activate the galaxy editor the following way in your game:

enter the menu to change your pilot's name
 type **Makeanapplepiefromscratch** (note the capital M) and press enter
 the menu will close, your player name will **NOT** have been changed, and a confirmation beep will sound on correct activation
 you will now find the "Galaxy Editor" menu item in the 'NEW GAME' section of the opening menu of the game

Note that the publication of the Galaxy Editor access code by no means forces you to use it. The editor is an advanced, and most importantly, optional feature.

Game Tool : Plugin Manager, by Cycrow

<http://www.xpluginmanager.co.uk/>

The X Plugin Manager is a program that's used to install plugins into the X-Universe games, mainly designed for X3: Reunion. It allows installing of any plugins that are distributed in SPK, Script Package, files, and XSP, X Ship Packages, files.

The Plugin Manager is an intelligent installer, that has many advantages over other install methods, and can be used to install Scripts and Mods, as well as new ships into the Game. The program was originally designed to make it easier to install scripts, but has since become much more.

The Plugin Manager also has various features that allow scripts to do more than they can using other install methods, the main one being Custom Wares, so scripts can add and customize new wares into the game, which was previously not possible, and had to rely on using the existing wares in the game.

Installer Features:

- Quick and Easy installation of Plugins into the game, in most cases, a simple click is all that's required
- Backs up existing files, so plugins can replace existing files without breaking the game when they are uninstalled
- Installer tracks all files that are installed and can safely remove these when the plugin is no longer required
- Allows easy viewing of what Plugins are currently installed, as well as what files are connected with each Plugin
- Manages Library scripts, so only the newest versions are used, allows multiple plugins to share the same files without causing problems
- Allows hierarchy of Plugins, so some plugins require others to be installed, disabling the main plugin will disable all plugins connected to them. This is useful when creating addon plugins for existing ones, like optional extras for mods that require the core mod to be installed.
- Can work for Signed scripts, displaying the signed status of the scripts
- Automatic Language file creation, Can create text files in your correct language so you don't get read text errors if the plugin doesn't support your languages
- Patch Mods, supports patch mods, that override certain files in a mod, so instead of having multiple versions of mods with only a few files changed, you have a base mod, with a few optional patch mods that update the files, ie You can use it to have a Smokeless or No Cockpit patch to an existing mod, without having to create 3 separate mod packages. Patches can be easily removed to revert the mod back to its original state.
- Can automatically download and install new updates for already installed plugins making it easier to keep your plugins up to date without having to check each plugin's site for new updates.
- Ability to search and install new scripts from various servers, you can simply select the plugins from the list to install without having to go out and find them.
- Allows Uninstall Scripts that can be used to remove any script related extras from your current game when removing a plugin, uninstall scripts can be automatically run when plugin is uninstalled.
- Allows creation of Custom Starts, custom starts can be added as child plugins to existing mods, and only need to contain the initplayer script, the map and jobs files will be copied from the mod and renamed automatically, this means you don't need to include the same map files in each custom start. Allowing you to update the map and jobs files without having to update each custom start as well.
- Uses Custom Wares, allows scripts to make use of so called "Custom Wares", unlike other wares, these are 100%

configurable, and are unlimited, so you can change the price, notority required, volumn, cargo class, etc.

- Allows installing of Custom Ships into the game, individual ships can be packaged up and users can pick and choose which they install, without having to pick one ship mod over another.
- Allows Mod Profiles, profiles can be created for each mod, so you can run multiple mods on the same install, the mod profiles can have thier own set of Saved Games and selection of scripts that they run.
- Can disable all Plugins at once so you game can turn back into Vanilla, can also attack to a Vanilla Mod Profile, allowing for completly Vanilla saved games to be saved.
- Can view all files that have been installed and what plugin they are part of, as well as which files are shared among multiple plugins.
- Can view the Game Resources used, ie Which command slots and built in wares are used by which plugins, and if there aer any potential conflicts between them
- Can export the current installed plugin list for easy pasting into forum pages to show others what you have installed, also useful for tech support.
- Allows auto renaming of Fake patches, no need to manually rename the files, the installer will renaming them in order so they can all be loaded into the game.
- Includes Prepare Patch mode, so you can install new game patches without overrighing any installed fake patches or other files, returning to normal mode will rename any fake patches to take into account any new patch files added, as well as save any new files added by patch to back them up.
- Supports script names in different languages, the name that displays in the installed list can be in different languages, so a user using another language can have the script name displayed in thier own language
- Includes ability to add text to display to the user upon installing and uninstalling of the plugins. These are useful to give the user any extra information they need when using, or uninstalling of the plugin.
- Allows a vanilla Game mode, so users can player an unmodded Vanilla game.

Script Packager Features:

- Allows quick and easy creating of SPK files to use with the installer
- Can create the files automatically from a simple packager script
- Can generate the packager script automatically for you
- Can update multiple packages and upload them to your servers for distribution with a single click.
- Can create Multi-SPK files that contains a number of seperate SPK files.
- Includes Batch Packager mode, allowing creating of multiple packages in one go.
- Allows opening and editing of existing packages
- Allows automatic uploading of packages to a main server
- Automatically creates web update files to be put on servers allowing the Installer to find new updates
- Automatic creation of Scripts list on remote servers, to allow the Installer to view what scripts are available to download and install
- Batch Packager is capable of creating Multi-SPK files as well.
- Includes Auto Save option, this allows automatic naming of plugin file based on the name, author and version.
- Can create packages specifically for different games, ie X2 or X3.
- Can split Multi-SPK files into thier seperate packages.
- Ability to extract existing all files from SPK packages.
- Includes Import Wizard, to import files from existing archives, ie Zip or Rar distributions, to easily create new SPK packages from them. Import Wizard has the potential to work for any type os distribution, as long as you can configure it.
- Allows dragging and dropping of multiple files to add to Packages.
- Allows Extracting SPK Packages, Splitting Multi-SPK Packages and creating packages from packager and Batch packager scripts directly from the command line.

Ship Creator Features:

- Allows creating of single ship files for installing into your game and mods.
- Can replace existing ships allowing you to make customisations to the standard ships
- Includes and Import wizard to extract ships from other mods quickly and easily
- Allows complete customisation of ships, including the ships cockpits and turrets.
- Can rebalance ships stats using balance profiles so ships can be created balanced against others.
- Can automatically add ships to specific shipyards in game.
- Allows adding of scripts for any custom features for the ships.
- Includes Screenshots of the ships that can also be used as loading screens
- Allows multi languages for the ships text

SPK Explorer Features

- Can quickly view the files in both SPK packages and Multi-SPK Packages.
- Allows extracting of selected or all files from SPK Packages
- Allows extracting spk files from Multi-SPK Packages
- Allows splitting of spk files in Multi-SPK Packages
- Allows adding of spk files to an existing Multi-SPK Package
- Allows adding of plugin files into existing spk packages
- Allows viewing of files in SPK Package files that are inside a Multi-SPK Package.
- Allows extracting of files in a SPK Package thats inside a Multi-SPK Package.
- Allows Removing of files from SPK Packages or Multi-SPK Packages.
- Allows displaying of certain file types by double clicking on file in the list

Note : The Plugin Manager for TC is, at the time of writing this, only a Beta version, and does not contain any ship creation functions. The script and mod functions work fine, but there is a ctw problem when the program is exited.

TC Plugin Manager Issues by apricotslice

Documentation of Cycrow's Plugin Manager for TC

Cycrow : (Sun Apr 19, 2009)

"hi guys, sorry for the absense, i've been having a lot of problems lately and i've lost basically everything, including my pc and all the source code for the plugin manager. So a new update is unlikely to happen. if i get a chance, i will have to start again from scratch"

(Page 33 of the Plugin Manager thread.)

Known Bugs :

The Plugin Manager crashes on Exit.

The Plugin Manager will not find the X3TC.exe on startup.

The Plugin Manager crashes when manually finding the exe.

The Plugin Manager crashes after double clicking on an spk file.

The Plugin Manager crashes while installing an spk.

Known Omissions :

The entire Ship Adding feature is omitted from the TC version of the program.

Work Arounnds :

ver2.12 is NOT the correct version of the program ! You need 2.20 Beta6 to find the X3TC.exe.

Start the Plugin Manager from the Start Menu,

NOT by double clicking an spk file,

NOT by opening a download file.

Download an spk to your pc only.

Use the browse button next to the url box near the top right of the program, to find the X3TC.exe manually. (Small box with ... on it).

Default Install Directory : C:\Program Files\EGOSOFT\X3 Terran Conflict

If you downloaded the game through the Steam Powered Gaming Service then your default TC installation directory is :
C:\Program Files\Steam\steamapps\common\x3 terran conflict

DONT use the 2.20Beta6 for TC AND Reunion. Guarenteed problems if you do!

Use 2.20Beta6 for TC.

Use 2.12 for Reunion.

Select the spk to install using the programs Install Script command, in the file menu.

Dont get upset when the program crashes after you shut it down.

The only work around for adding ships, is conventional modding.

A new version of the program is being built, but it is unlikely to be available in 2009.

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<http://forum.egosoft.com/viewtopic.php?t=216693>

as at 7-Aug-2009

Tools

- [2009-02-19] [3D Models and Stats Viewer](#) by exogenesis
- [2009-05-06] [DBOX2](#) by doubleshadow
- [2008-12-02] [TJobs Editor](#) by Observe
- [2008-10-31] [X3 Editor](#) by doubleshadow
- [2008-10-31] [X3 ModManager](#) by doubleshadow
- [2009-06-04] [Unpacking *.pck](#)

Scripting

- [2008-11-11] [Create Custom Ware](#) by WingsOfBoreas
- [2008-10-30] [Custom Menus](#) by Draslin
- [2008-10-28] [Formatting text \(colour\)](#) by Litcube
- [2009-05-05] [Global variables](#) by Cycrow
- [2008-10-24] [Remapping stock commands](#)

Mission Director (MD)

- [2008-12-16] [Mission Director basics - using libraries](#) by Ilintar
- [2008-12-10] [Start.xml](#) by apricotslice
- [2009-06-10] [Short MD Codes List](#) by LV

Modding

- [2009-03-10] [A guide to get .XSP format ships into X3TC](#) by TERRAN-CONFLICTOR
- [2008-10-29] [Accessing dds files](#) by Aragon Speed
- [2008-12-01] [Applying textures](#) by smbh
- [2008-10-23] [Changes in Types files](#) by Observe
- [2008-10-28] [Changing/adding music tracks](#)
- [2009-03-10] [Editing current game starts](#) by gandy|UKCSI
- [2008-12-11] [Editing Galaxy Map](#) by Chealec
- [2009-03-17] [Guide for porting XSP ships into X3TC](#) by CaptainX
- [2009-05-13] [Merging TwareT](#) by pelador
- [2008-12-11] [Modding 101](#) by apricotslice
- [2009-04-16] [Ship sizes](#) by euclid / Bertone /Gazz
- [2009-04-14] [Starstreaks \(ie particles\)](#) by spacefueladdict
- [2008-10-24] [TBullets/TLasers/TMissiles](#) by Syklon
- [2008-12-01] [Texture tips](#) by aXeL_UK
- [2009-06-04] [Textures](#) by doubleshadow
- [2008-12-10] [The Very Basics](#) by enenra

Info

[Mission Ranks](#)

[Speak Text page 13](#)

My game keeps crashing/Freezing using scripts

<http://www.arcl07.dsl.pipex.com/logos/gst.jpg>

<http://www.arcl07.dsl.pipex.com/logos/gst1.jpg>

If you are having either of these 2 problems and you have any other script than the lockmaster running in this menu please add that detail to your post, It will help 😊

Cheers 😊

How to install downloaded scripts

Open up the folder which holds your X3 install

<http://www.arcl07.dsl.pipex.com/logos/scriptinstall.jpg>

<http://www.arcl07.dsl.pipex.com/logos/scriptinstall1.jpg>

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<http://forum.egosoft.com/viewtopic.php?t=96337>

as at 7-Aug-2009

Scripting

Covered In X2

[Topics Already Covered in X2](#)

[MCSI Programmer's Handbook](#) (pdf) very thorough, excellent work. This is a must have for anyone thinking of scripting!
(available to registered users only)

Beginners Guides

[Creating your first script](#)

Good Practice

[How to Use Waits Correctly](#)
[Why You Should Never Start a Script Name With '!](#)

Collecting Input in a Script

[Send an Incoming Question](#)

BBS Articles

[Accessing the BBS System](#)
[More on Adding an Article to the BBS System](#)

Misc

[Gate, Sector, and Jumpdrive Info](#) by aalaardb
[Notoriety explained](#) (WIP) by aalaardb
[Using Global Variables](#) by Cycrow

Modding

Covered In X2

[Topics Already Covered in X2](#)

Tips

[Tips on using DDS textures by DeadlyDa](#)
[How to add color and formatting to text by AalaarDB](#)
[Ships with Cockpit/Laser Bodies](#) by Moxy and Doubleshadow
[Northstars PDF Modding Tutorial For Begginers](#)
[Apricot Modding 101 Guide](#)
[Creating a ship using NURBS modeling](#) by Observe

Tools

[Doubleshadow's DBOX2](#) - import/export body and scene files to 3ds max/gmax

[Doubleshadow's X2BC](#) - decompilation of BOB files and compilation of BOD files

[Doubleshadow's X3 Editor](#) - edit game files and create mods

[Doubleshadow's X3 ModManager](#) - unpack game files and manage .cat/.dat files [\[Instructions for Use\]](#)

[Exscriptor](#) external script editor by Whimsy

[Material Editor](#) by Observe

Types Files Reference

[Jobs, Jobwings, and Warelists decoded](#) by aalaardb

[TShips Breakdown by Nuclear Eclipse](#)

[TWare fields explained](#) by Burianek

[Information on TLasers by Steelerush](#)

Graphics / Models

[Applying X3 DDS Textures to your Models](#) by DeadlyDa

[Creating a ship using NURBS modeling](#) By Observe

[External Docking Tutorial](#) by DeadlyDa

[How to Make Models Load Quickly](#) by DeadlyDa

[How to move the cockpit / laser positions](#) by Doubleshadow

[Information on Adding Lasers and Bullets by DoubleShadow](#)

[Step by step instructions to put a custom ship model in the game part 1](#) by Observe

[Instructions on how to put a custom ship model in the game Part 2](#) by Observe

Cutscenes / Sound

[List of sound effects](#) by DIGSIN

[mov/00044.xml Decoded \(list of spoken text\)](#) by aalaardb

[Soundtrack list for x3](#) by TK - 421

Universe / Galaxy Modding

[Galaxy Editor Info and Tips](#) by nuclear_eclipse

[Galaxy Editing Tutorials](#)

[New X3 1.3 Galaxy Changes and fixed map](#) by nuclear_eclipse

[Universe.xml Decoded](#) by aalaardb

[Galaxy Editing Tutorials by Digsin](#)

Misc

[How to Combine Mods](#)

[Info Re: Dock / Trade Station Ware Consumption Rates](#)

Links to external sites that deal with scripting and modding

[After Domination modding forums](#)

[Cycrows X3 Scripts](#)

[url=http://www.***.Forum/viewforum.php?f=12&sid=53fdf9661046a1dc852e342ad72e9a16]***[/url]

[X Development Center](#)

[The X Universe](#)

[Xai Corporation](#)

[The Xtended Mod](#)

[X-Wiki Modding Information](#)

Index of Modding Guides for X2

<http://forum.egosoft.com/viewtopic.php?t=48593>

as at 7-Aug-2009

List of Scripting / Modding Tutorials

Here are some threads that will prove invaluable if you're starting to learn how to script/mod for X2.

Latest updates are marked with a *

A few general notes:

Every link in this tutorial list will be to a thread on the egosoft board. If there's a good external resource, I'll link to a thread here, on the egosoft site, which links to the external resource. This way, the issue of broken links can be dealt with by whoever is referring / maintaining the external resource. Post all dead link questions to the thread in question, I won't be able to deal with them here. Fair enough?

By the same token, if you have a question about, for example, graphical modding, post it to the graphical modding thread and not here.

If you have a link/thread to some useful info that you'd like to see on this page, feel free to pm me or post it to this thread (along with what category you think it falls under). I'll try to keep this first post organized and up to date so that people don't have to wade through 20 pages to find the link they want.

[If the only reason you're in this forum is to give yourself some free credits read this.](#)

[For those who simply want to learn how to use / install scripts and mods they download, and have no desire to create them.](#)

[How to remove an unsigned script that you no longer want in your game](#)

Scripting

Script Editor Documentation:

[MCSI Programmer's Handbook](#) (pdf) very thorough, excellent work. This is a must have for anyone thinking of scripting!

(available to registered users only)

Beginner's Guides (Newbies Start Here):

[Mark Laverty's Scripting Tutorials.](#)

Good Scripting Practices / Script Editor Discussion:

[Scripting Checklist](#) - thinking of submitting your script for signing? make sure you run it through the checklist 😊 *

Tutorials Covering Multiple Topics:

[Reven's Scripting Tutorials.](#)

Topics covered:

- Tutorial 1: New X² Commands - Connect a script to X²'s Menu.
- Tutorial 2: Adding new command extension wares to X². How to create new wares and integrate them with commands
- Tutorial 3: Creationism Revisited: How to create planets, nebulae, gates, asteroids, factories, and ships.
- X² Math library - fixed point decimal & trig functions

Useful short scripts / tools / utilities:

[Index of useful short scripts for scripters](#)

[X2 Script Conflict Report Program](#) (unofficial) by Carl Sumner

Misc thoughts, lessons learned, tips / tricks:

[Using the Script Debugger](#)

[Guide to the AL engine by ticaki](#)

[Xai Corp Scripting Handbook](#) - allows any user to add/edit content. An indexed datadump of knowledge. Also maintains the list of used commands, wares, etc. (avoid conflict)

[Adding experience levels in scripts](#)

[Thoughts by AalaarDB](#)

[Some of my thoughts on economy modeling / station creation](#)

[Tips for matrix manipulation using the S.E.](#)

[Discussion of the codearray underlying the Script Editor](#)

Modding

External Editors:

[DoubleShadow's X2 Editor](#) supports multiple areas of modding, including ship / laser parameters and the galaxy map

Altering Game Parameters:

[How to unpack game files and create a simple mod to alter game parameters.](#)

[How to add items to certain types files](#)

Graphics / Meshes / Modeling for X2:

[Index of many gfx modding tutorials and files / tools](#)

[How to copy / paste ships from one mod into another](#)

Universe / Map modding:

[Manually editing the galaxy using a text editor](#)

[Galaxy Editor by XeHonk \(requires java\)](#) (Site appears to be down)

[How to add new Sectors & Ships to the X-Universe](#)

Sound Effects:

[Changing What the BoardComputer Has to Say \(Accessing the Soundfiles\)](#)

Links to external sites that deal with scripting and modding

[Xai Corporation](#)

[The Commander's Space Station](#)

[X2 Source](#)

Index of Community Scripts / Mods for X3TC

<http://forum2.egosoft.com/viewtopic.php?t=216690>

List maintained by Cycrow
as at 7-Aug-2009.

Cheats

[2008-11-07] [X3TC Cheat Package](#) by Cycrow

Artificial Life

[2008-12-16] [Conflicts](#) by Mavor

[2008-12-16] [Friendly Pirates](#) by TycHouse & Graxster

[2008-12-16] [Imperial Laboratories](#) by LV

[2009-07-40] [Improved Races](#) by 7ate9tin11s ; Makes the enemies more active and dangerous

[2009-01-18] [Khaak Invasions](#) by ttl

[2009-07-30] [Military Base Response revamp](#) by ThisIsHarsh ; Intelligent and interactive military recon, patrol and response

[2008-12-16] [NPC Bailing Addon](#) by ThisIsHarsh

[2009-05-03] [Pirate Guild 3](#) by Serial Kicked ; Smarter Pirates

[2009-06-28] [Race Invasions](#) by Xiriod

[2008-12-16] [Race Patrols](#) by ttl

[2008-12-16] [Race Response Fleets \(RRF\)](#) by LV

[2008-12-16] [Reduced Enemy Missiles](#) by Graxster

[2009-08-02] [Station Security Services](#) by 7ate9tin11s ; Hire security companies to guard your stations and respond to sector incursions

Combat Scripts: AI - commands for your fleet

[2008-12-16] [Improved Boarding](#) By Cycrow ; Hotkeys to initiate boarding

[2009-08-01] [Light Support Drone Carrier \(LSDC\)](#) by Logain Abler ; Adds a Drone Carrier with production ability to the game

[2008-12-16] [Medusa Rapid Fire Missile Interface](#) by LV ; Missile attack command

[2008-12-16] [Missile Defense Mosquito \(MDM\)](#) by Lucike

[2008-12-16] [Ring of Fire](#) by Gazz ; Deploys Lasertowers

Combat Scripts: personal

[2009-01-04] [Auto Aim](#) by Gazz ; Enhanced targeting modes

[2009-01-26] [Bombardier](#) by Chem aka ChemODun ; Weapon layout configurations

[2008-10-27] [AI Ship kills payout Bountyboost](#) by LV

- [2009-07-09] [DB Recharger](#) by furstukin aka DB Cooper ; Use Ecells to recharge your weapons and shields
- [2008-10-27] [Destroy Target Hotkey](#) by Graxster
- [2008-12-16] [Intelligent Targeting System](#) by WindsOfBoreas ; Enhanced targeting modes
- [2008-12-12] [Kill all ships \(but mine\)](#) by JMCorp
- [2009-03-10] [Missile Safety](#) by Gazz ; Delay activation of launched missile
- [2008-10-22] [Reset Hull and Shields Hotkey](#) by Graxster
- [2008-12-16] [Weapons Quickswap](#) by Tatakau ; Weapon layout configurations

Fleet Management

- [2009-07-06] [Auto prep ships](#) by ThisIsHarsh ; automate repair, upgrade, equip and config of multiple ships
- [2008-12-16] [Carrier Drone Support Software](#) by LV ; Carriers build fighters onboard
- [2009-05-03] [CODEA Weapon System](#) by Lucike ; Carrier management system
- [2009-04-27] [Custom Wing Manager](#) by Zypherg ; Add and/or delete custom wings
- [2008-12-23] [Fleet Supply](#) by DaOpa ; Enhanced supply commands (can buy needed items)
- [2009-02-10] [Massive set home command](#) by Seedz
- [2008-12-16] [Refuel Ships \(fix\)](#) by Graxster
- [2008-12-16] [Remove Prefix "Your" from Player Property](#) by Graxster
- [2009-02-15] [Rename ships with Expression \(RSwE\)](#) by Klyith ([Conversion by Loky](#)) ; Renames ships, stations, satellites, ...
- [2008-12-16] [Ship/Station Names Management \(SNM\)](#) by UniTrader

Game object or feature alteration

- [2008-12-16] [Accelerator to Jump Gate Conversion](#) by Graxster
- [2009-06-07] [AI Ammo Cheat + Dmg Mitigation](#) by Gazz ; NPC ships always have ammo. Heavy ships can take less damage
- [2008-11-28] [Asteroid Creator](#) by fud
- [2009-01-15] [Asteroid Relocator](#) by Nividium
- [2009-02-01] [Create Abandoned Ships on startup](#) by apricotslice
- [2008-12-11] [LazCorp Crystal Free Solar Power Plant](#) by Lazerath
- [2009-03-29] [No notoriety loss from hitting jumpgates](#) by Gazz
- [2009-02-01] [PHQ and Military Base in Boron Shipyards](#) by apricotslice
- [2008-12-16] [Remove: Press \(KEY\) to turn off Classic Flight Mode](#) by Graxster ; Disables an annoying info message
- [2008-12-16] [Remove Rocks from Universe](#) by Graxster
- [2009-04-02] [Resource-Free Factory](#) by arcana75
- [2008-12-16] [The Marauder Shipyard](#) by Teladidrone

Gathering - collect/reuse objects from space

- [2008-12-16] [Apricot Cbeam/Abeam/Dbeam](#) by apricotslice ; Collect (by teleport) wares/astronauts/drones
- [2008-12-16] [Collect Wares in Sector \(modified\)](#) by Graxster ; Will stop when no more wares to collect
- [2009-06-07] [Collect Wares MK2](#) by arcana75 ; Will dock when no more wares to collect.
- [2009-01-26] [Debris Repair and Utilization](#) by Xenon J ([Conversion by X420TokeAlot](#))
- [2008-12-16] [Prospector \(PSC\)](#) by Lucike ; Enhanced mobile miner
- [2008-12-16] [Salvage Claim Software Mk. 1](#) by TECSG ; Detect and collect containers and abandoned ships
- [2008-12-16] [Salvage commands & NPCs](#) by ThisIsHarsh ; Collect wares/astronauts/drones
- [2008-12-16] [SpaceLootTransporter](#) by Huefte ; Collect wares (by teleport)

Hotkeys

- [2008-12-16] [Hotkey Manager](#) by Cycrow
- [2009-05-03] [Convoy Control](#) by Gazz ; Improved functionality for "Escort the convoy" missions
- [2008-12-16] [Launch Fighter Drone Hotkey](#), by XaiCorp
- [2008-12-16] [Missile Defense Hotkeys](#), by XaiCorp
- [2008-12-16] [Remove Hotkeys](#) by Graxster
- [2008-12-16] [Rotate and Move Objects](#) by Graxster
- [2008-12-16] [Scan Target Asteroid or Ship](#) by clevider

- [2009-01-18] [Ship Loadouts](#) by S9ilent
- [2009-02-01] [Transfer Power to Shields/Weapons/Energy](#) by S9ilent
- [2008-12-16] [Wing Hotkeys](#) by Cycrow

Information gathering

- [2008-10-25] [Add Satellites to all Sectors](#) by Graxster
- [2008-12-16] [Asset Summary Report](#) by Carlo
- [2009-03-01] [Camera Drone Spy](#) by Nividium
- [2008-12-16] [Deploy satellites in target sector](#) by PaulP
- [2008-11-26] [Find all Free Ships](#) by Graxster
- [2008-12-16] [Invasion warnings](#) by ThisIsHarsh
- [2009-06-17] [MK3 Trading Log](#) by SymTec
- [2008-12-16] [Numeric Race Rank Titles](#) by Gazz
- [2008-12-16] [Satellite Early Warning Network](#) by Cycrow
- [2008-10-26] [Scan all Asteroids](#) by Graxster
- [2008-12-16] [Sector Scanner](#) by Nividium ; Scan sector for mineral resources
- [2009-04-16] [Teladi Information Service](#) by ScRaT_GER ; Locates ships and wares
- [2009-04-19] [Trade Overview](#) by ScRaT_GER ; Monitor and summarize trade transactions of ships and stations
- [2009-07-04] [Universe Explorers](#) by 7ate9tin11s ; Scout pilots to hire
- [2009-04-27] [UTProfit](#) by Euclid ; Show profits made by ST/UT traders

Navigation Scripts

- [2009-02-10] [Advanced HyperDrive \(AHD\)](#) by milling_horde and Loky
- [2008-12-16] [Align ship with ecliptic](#) by Gazz
- [2008-12-16] [Apricot Jump to Derelict](#) by apricotslice
- [2008-12-16] [Auto / Terran Jump](#) by Gazz ; Ships can jump to Terran sectors
- [2009-02-18] [Broadcast return home](#) by Seedz
- [2009-04-16] [Docking Lockup Fix + Upgrade](#) by Gazz ; Fixes a script lockup (overwrites files), AI can use Docking Computer
- [2008-12-16] [Explorer Command Extension](#) by ThisIsHarsh
- [2009-01-04] [Follow me / Remember homebase + wingman](#) by Gazz
- [2008-12-03] [Free Jump](#) by Graxster
- [2008-12-16] [Gateless Jump Hotkey/Command](#) by PaulP
- [2009-03-17] [JumpPoint](#) by BinaryBoy
- [2009-02-01] [Landing/Docking Booster](#) by Gazz ; Speed up ships during landing approach
- [2009-05-10] [Move To Coordinates](#) by Cycrow
- [2009-01-11] [The Rubber Dinghi](#) by Gazz ; All big ships (like M6/M2) can deploy one scout M5
- [2008-10-27] [Warp to Target Hotkey](#) by Graxster

Piracy / Acquisitions

- [2009-06-21] [Board Station](#) by uberex ; Use troops to take over stations.
- [2008-12-16] [Bribe A Pilot](#) by Nividium ; Buy existing NPC ships
- [2009-03-01] [Capture Stations](#) by Nividium ; Use troops to take over stations.
- [2009-06-14] [Hack Station](#) by arcana75 ; Hacks a station to allow temporary docking for a fee.
- [2008-12-16] [LazCorp Claim Unknown Sector](#) by Lazerath
- [2008-12-28] [Property Baron](#) by Nividium ; Buy existing stations from NPC
- [2009-01-11] [Ship Hijacker](#) by Nividium ; Hack the target rather than shoot/board

Ship Commands

- [2008-12-16] [Apricot Beamdock](#) by LV/apricotslice ; Teleport dock/undock ships into/from "carrier"
- [2008-12-16] [Auto Begger](#) by Nividium
- [2009-01-26] [Autoscan for Smugglers](#) by ttl
- [2008-12-16] [Command Queueing](#) By Cycrow
- [2008-12-16] [Dock TS](#) By LV

- [2008-12-16] [Jump to me](#) by Graxster
- [2008-12-16] [Marine Training Manager](#) by Graxster
- [2008-12-16] [Mobile Ship Repairs](#) by Graxster

Ship Upgrades

- [2009-06-04] [Advanced Jumpdrive](#) by Cycrow
- [2009-06-02] [Advanced Thruster Control](#) by Cycrow
- [2008-12-16] [Bulk Transporter Upgrade](#) by Al_Main ([Conversion by snwboardn21](#))
- [2009-06-19] [Escape Pods](#) by LV
- [2008-12-16] [Freight Transporter Upgrade](#) by LV
- [2008-12-16] [LazCorp Military Scanner](#) by Lazerath
- [2008-12-16] [Marine Repairs](#) by Tatakau ; Marines repair ship and station hulls
- [2009-08-02] [Mobile Production Module \(MPM\)](#) by Logain Abler ; Enables ware production on TS/TL class ships
- [2009-04-19] [Nanite Hull Repair](#) by arcana75 ; Hull repairs itself by consuming shield energy
- [2008-12-16] [Pandora Tunings](#) by Teladidrone
- [2009-04-27] [Player Workshops](#) by Pelador ; Upgrade ships at own Docks
- [2008-12-16] [Salvage Claim Software](#) by Cycrow
- [2009-06-03] [Slipstream Drive](#) by Cycrow
- [2008-12-16] [The Traveling Mechanic](#) by Teladidrone
- [2008-12-16] [Turbo Booster \(Split\)](#) by Cycrow
- [2008-12-16] [Upgrade Kits \(JDK\)](#) by LV

Station Building

- [2008-12-16] [Factory Complex Constructor](#) by Dusty ; Arrange / align stations with pinpoint accuracy
- [2008-12-16] [Nividium Processing Plant](#) by Nividium
- [2008-12-16] [Station Repacker](#) by alex2069
- [2008-12-28] [Super Tractor](#) by Gazz ; Moves everything, even asteroids to other sectors
- [2008-12-28] [Universal Missile Complex](#) by Draba

Station Management

- [2008-12-28] [Auction Services](#) by Nividium
- [2009-06-28] [Automatic Moneytransfer to Station](#) by XGamer
- [2009-06-03] [Equipment Research and Development](#) by Cycrow
- [2008-12-23] [Freight Distribution Network \(FDN\)](#) by Logain Abler
- [2009-04-05] [Green Stations](#) by Nividium
- [2009-07-11] [Headquarters Management System](#) by Osiris Sam ; Controls PHQ account and traders
- [2009-06-07] [Remove products from docks](#) by arcana75 ; Removes a single product from your Dock
- [2009-01-18] [Station Financial Manager](#) by S9ilent
- [2009-03-17] [Station Storage Extension](#) by Tim-O
- [2008-12-16] [TL Storehouse](#) by morbideth/silentdeth

Trade Scripts

- [2009-01-11] [adv. Product Chaser](#) by wildlynx
- [2008-12-16] [Apricot STUT for most ships](#) by apricotslice
- [2009-02-01] [Cargo Delivery Service](#) by klaatu ; Ware delivery
- [2008-12-16] [Commercial Agent \(CAG\)](#) by Lucike ; Enhanced station trader
- [2008-12-16] [Commodity Logistics Software \(CLS\)](#) by Lucike ; Ware delivery (can trade)
- [2008-12-16] [Economy and Supply Trader \(EST\)](#) by Lucike ; Enhanced autonomous trader
- [2009-04-16] [Extended Trade Command Software](#) by SymTec ; Creates repeating queue of simple trade commands
- [2008-12-16] [Manual Trade Extension: Best buy/sell loop](#) by ThisIsHarsh
- [2009-03-17] [Pirate Fence](#) by Pelador
- [2009-01-21] [Taxi Logistics](#) by SymTec ltd.
- [2009-03-10] [Transfer Freight via Drones](#) by Tim-O

- [2008-12-16] [Universal Best Buys/Sells Locator](#) by alex2069
 [2009-03-19] [Ware Hunter](#) by Pelador

Wing

- [2008-12-16] [Wing Equip Like Fix and extension](#) by morbideth/silentdeth
 [2008-12-16] [Wing Trade Commands - Buy ware and Sell ware](#) by PaulP

Turret Scripts

- [2008-12-16] [Advanced Missile Defense](#) by fud
 [2008-12-16] [MARS Fire Control \(MARS\)](#) by Gazz ; Enhanced turrets, combat, scavenging, ...
 [2009-03-10] [Missile Defense Mk2](#) by Gazz ; Working missile defense for AI and own ships
 [2008-12-16] [Turret On/Off Hotkey](#) by Gazz ; Works with all turret scripts
 [2009-02-10] [Turrets: selective attack](#) by Armankessilon ; Limit a turret to certain target types
 [2008-12-16] [Weapon Switcher](#) by Xai Corporation ; Use AI style laser switching on player ships

Other Scripts

- [2008-12-16] [Deathmatch Arena\(DMA\)](#) by LV
 [2008-12-16] [Force NPC Undocking](#) by Graxster
 [2008-12-16] [Marine Trainer](#) by JumperBR
 [2009-03-10] [Dedicated Assistant Drones \(DAD\)](#) by Pelador ; Drones for various tasks
 [2008-12-16] [Ship killed notifications](#) by ThisIsHarsh
 [2009-06-19] [Test Drive & Hire Centre](#) by LV
 [2008-12-16] [Vocal Control](#) by S9ilent
 [2008-12-16] [X3-X3TC-Converter](#) by SymTec

Utility and Library Scripts

- [2009-01-26] [Array/Matrix Sorts](#) by S9ilent
 [2008-12-16] [Community Plugin Configuration](#) by Cycrow
 [2008-12-16] [Compare Ship Stats](#) by Graxster
 [2009-06-03] [Cycrows Library Scripts](#) by Cycrow
 [2009-07-09] [Exact Division](#) by Osiris Sam
 [2008-12-16] [Get Wares of Ship](#) by WindsOfBoreas
 [2008-12-16] [Hotkeys with double click / multiple functions](#) by Gazz
 [2009-01-26] [Hub/Station Checks](#) by S9ilent
 [2008-12-16] [Ingame Tutorial Creating Custom Menu and Interface](#) by LV
 [2009-01-11] [Maths Multiplication and 3D Trig scripts](#) by S9ilent
 [2008-12-16] [Sector Coordinates Finder](#) by Graxster
 [2009-01-26] [String Functions Library \(lib.chem.strings\)](#) by Chem aka ChemODun
 [2009-05-31] [Tertiary Signals](#) by Gazz
 [2009-05-31] [Ware Manager](#) by Cycrow

Mission Director (MD)

Alternatives/Fixes to vanilla

- [2008-12-23] [Apricot Hub Plot Very Easy version.](#) by apricotslice
 [2008-12-23] [Apricot Hub Plot Medium version.](#) by apricotslice
 [2009-04-27] [Apricot Hub Plot Hard version.](#) by apricotslice
 [2009-07-11] [Enable Plots in Custom Start](#) by Ketraar
 [2009-06-07] [HQ Plot start by reputation only](#) by Xiriod
 [2009-07-06] [Marking Unknown Sectors \(MUS\)](#) by Ketraar ; Uniquely named "Unknown sectors"
 [2009-04-27] [Reset Plots](#) by Ketraar

Artificial Life

- [2009-03-18] [Industrial Special Service \(ISS\)](#) by Alex Vanderbilt
 [2009-07-06] [Ketraar's Real Pirate Syndicate](#) by Ketraar

Some MD code snippets from various authors might be found from [this](#) thread.

Mods

Libraries

- [2009-01-11] [Apricot Merge Mod \(Inc. AMS, CC, FDN, SSDN, X2, WS, Lus/Than, BSG, Norm, Snowship Starts\)](#)
 by apricotslice
 [2008-12-16] [EMP mod](#)

Galaxy properties

- [2009-02-15] [500km Comm Range Mod](#) by argon_emperor
 [2008-12-16] [Deactivate Mission Guidance](#) by Graxster *
 [2008-12-16] [Improved Combat Frame Rate](#) by Graxster *
 [2008-12-16] [No Civilians](#) by Graxter *
 [2008-12-16] [No Floating Icons](#) by Graxster *
 [2008-12-16] [No Suns](#) by Graxter *
 [2009-02-01] [Performance Upgrade Index \(X3TC PUI\)](#) *
 [2009-06-14] [Pirate Patrols](#) by ezra-r ; More Pirates in Pirate sectors
 [2009-06-07] [Resized Aldrin Big Rock](#) by Someone Else
 [2008-12-16] [Reworked GalaxyMap + New Suns + unique SectorsoundtrackIDs](#) by Alex Vanderbilt *
 [2009-01-26] [SS_T's Shader Performance Mod](#) by SSwamp_Trooper

Object availability

- [2008-12-23] [Add Orbital Weapons Platforms to Argon Prime Shipyard](#) by Xiriod
 [2008-12-23] [Add Yaki EQ dock to Weaver's Tempest](#) by Xiriod
 [2008-12-23] [Fighter Drone MKII factory in Queen's Harbour](#) by Xiriod

Other

- [2008-12-16] [Apricot Mapping Service Mod \(AMS\) v2, with AMS, Goner and Khaak starts](#) by apricotslice
 [2009-01-11] [ATF Agent gamestart](#) by Seathal *
 [2009-08-01] [Vanilla Malt Gamestarts](#) by Snowship

Ship/Station properties

- [2009-05-03] [Advanced Complex-Hub](#) by Saetan ; Internal and Capital docking bays
 [2008-12-23] [AMurph0's Shipyards](#) by AMurph0 *
 [2009-01-04] [Apricot PHQ Extension Patch](#) by apricotslice ; More storage space
 [2009-06-14] [Basic M6 Upgraded](#) by ezra-r ; Rebalance M6's with more speed and rudder
 [2008-12-16] [BMTc Stronger Capital Ships / Combat Rebalance](#) by Sandalpocalypse *
 [2008-12-16] [Cockpit Callback MOD](#) by Arkblade
 [2009-06-19] [Engine Colours + particle trails](#) by killerog
 [2009-06-14] [Engine Trails + Smoke Mod](#) by bounty_hunter66
 [2009-01-04] [Enhanced Equipment Dock](#) by Saetan
 [2009-01-26] [Hangar-Mod/External-Docking Mod](#) by Coffee-Man
 [2009-01-11] [Increased HUB Storage Space](#) by Forked *
 [2009-01-26] [Lightspeed combat rebalance](#) by ttl *
 [2008-10-27] [Player HQ Hack](#) by Graxster *
 [2009-06-07] [Ship Rebalance Mod](#) by Someone Else
 [2009-04-16] [Terraformer Hub \(Bug-Fix\)](#) by Saetan ; Safer Capital ship undock from Hub

[2008-12-16] [Turret Fix](#) by Gazz
 [2008-12-16] [YS-HUD-Mod](#) by Samuel Creshal

Ships / Stations

[2008-12-16] [Complex Cleaner / Modular Complexes](#) by Gazz
 [2009-02-01] [Ship - Boron Lusca M7](#) by Axeface *
 [2009-01-26] [Ship - Paranid Thanatos M6](#) by Axeface *
 [2009-02-15] [Ship - Terran M6](#) by Tenk *
 [2009-04-16] [Ships - B G](#) by Hawkbs
 [2009-06-14] [Ships - X2 Callback Mod](#) by amurph0 and killerog
 [2009-05-31] [Strategic Sector Defence Network \(SSDN\)](#) by Logain Abler ; Deploys Drones via AdvSats.

The ships you longed for not listed above? Perhaps you are not the first one to [wish for them](#) to exist?

Full Mods / Total Conversions

[2009-02-18] [Hom2 mod](#) by XDV and Shuulo *
 [2009-04-16] [X1: Past and future mod](#) by SS_T

* Released before X3TC 2.0, so may not be compatible. Authors: Add note to [Submission thread](#) if/when you update for 2.1 compatibility.

Index of Community Scripts / Mods for X3R

<http://forum2.egosoft.com/viewtopic.php?t=96340>

List maintained by Burianek
 as at 7-AUG-2009

Community Download Index

AL Plugin Scripts

[ADAMS - ITT](#) by Jeff
[Add Jumpdrives and Transporter Devices to EQ Docks](#) by ITFUncleDave
[Advanced Mineral Scanner](#) by A dJ
[AI Spy Satellites](#) (AL Plugin) by LV
[AL Competitors](#) by LV (please do not download under reconstruction)
[Bounty Enhancement](#) (AL Plugin) by LV
[Convoys](#) (AL Plugin) by LV
[Escort](#) (AL Plugin) by LV
[Bail Signal Extension](#) by voxol/xfir01
[Boron-Paranid Regenerative Hull Systems \(RHS\)](#) by Zurechial
[Deathmatch Arena \(DMA\)](#) by LV
[Heavy Assault Capture Tech](#) by LV
[Fix Flying Wares](#) by eladan
[Fix for manual jumping](#) by Gazz
[Install Factory to Station or Ship \(IFTSOS\)](#) by MJALowe
[Improved Kha'ak](#) by 7ate9tin11s
[Jumpdrive kits](#) by LV
[Kha'ak Capture Plugin \(KCP\)](#) by Serial Kicked
[Medusa Radid Fire Missile Interface \(Medusa\)](#) by LV
[Out-of-combat Regen](#) by Gazz
[Pirate Base LaserTower Defense Booster](#) by Jakesnake5
[Pirate Guild](#) (Intelligent Pirate Behaviours) by Serial Kicked
[Player Response Fleets](#) by LV
[Race Invasions Mode](#) by StarTrekMarc
[Race Response Fleets](#) by LV

[Revive Dead Ships](#) by Euclid
[Salvage Insurance Contract](#) by Cycrow
[Save early - save often!](#) by Gazz
[Sector Security Network](#) by SymTec Ltd.
[Sector Skirmishes](#) by LV
[Sector Takeover](#) by acrh2/DesertEagle/nirwin
[Set Crystals Primary Resource](#) by SymTec Ltd.
[Software Command Packs](#) by eladan
[STO overtake sectors](#) by Trickmov
[TerraCorp](#) by Deltawolf
[Tractor Beam Merchant](#) by Cycrow
[Treasurehunt](#) by LV
[Xenon Shipyard](#) by Jakesnake5
[Xenon Migration](#) by Cycrow
[X3 BBS Project 2](#) by moot
[X3 Hostile Universe](#) by giskard
[Yaki Armada](#) by Serial Kicked

BBS or Mission Scripts

[Assassins Guild](#) by Cycrow
[BBS Advertisements](#) by Cycrow
[BBS Player HQ Blueprint Offers](#) by LV
[BBS Plugins](#) by LV
[BBS Extras](#) by Cycrow
[BBS Extra Missions Pack](#) by al_main
[BBS Race Reparations](#) by eladan
[Bounty Hunters Guild](#) by Cycrow
[Insurance Dealer](#) by Cycrow
[Imperial Complex Construction Quests](#) by LV
[Mercenaries Guild](#) by Cycrow
[Merchants Guild](#) by Cycrow
[Overtune Ships](#) by Cycrow
[pirate ID](#) by ttl
[Race Military](#) by Cycrow
[Racers Guild](#) by Cycrow
[Report Enemy Action](#) by eladan
[Smuggler's Guild](#) by Cycrow
[Taxi Drivers Guild](#) by Cycrow
[TycPack](#) by TycHouse (English & German)
[Winnable Lottery](#) by Cycrow
[X3 BBS Project](#) by The BBS-Project-Team (German)
[X534-mission](#) by SuperVegeta

Trading / Station Management Scripts

[Advanced Money Transfer \(AMX\)](#) by Xai Corporation
[Autotrader Sector Lock/Blacklist](#) by halo
[Autotransfer Alternative and Station Profit Monitoring \(Autotransfer Alternative\) \(Station Profit Monitoring\)](#) by fortysix2nz
[Automatic Moneytransfer from Player/Station to Station](#) by XGamer
[Bankaccount](#) by Blacky_BPG
[Bulk Transporter Upgrade](#) by al_main
[Capitol Ship MTC \(TLMTC\)](#) by xfir01
[Cargo Delivery Service](#) by Klaatu
[Commercial Agent \[SIGNED\]](#) by Lucike
[Commodity Logistics Software MK1/2 \(CLS\) \[SIGNED\]](#) by Lucike
[Complex Buy/Sellpoints](#) by SymTec Ltd.
[Complex Cleaner](#) by Gazz

[Complex Manager](#) by Naffarin
[Complex Production Cost](#) by Euclid
[Connect Stations](#) (Ship Command) by SymTec ltd.
[Crystal Free SPP](#) by Serial Kicked
[Auctions of Stations and Wares \(DTS\)](#) by al_main
[Economy and Supply Trader](#) by Lucike
[Freight Logistics Software](#) by Jimmy Jazz
[Large Ship Ware Manager](#) by fortysix2nz
[Local Trader MK3 update](#) by Xai Corporation
[Manual Trade Commands \(MTC\)](#) [SIGNED] by Xai Corporation
[MK3 Energy Trader Upgrade](#) by LV
[Player Friendly Equipment Docks](#) by voxol
[Player Friendly Shipyards](#) by voxol
[POED correctly working equipmentdocks](#) by Trickmov
[Rebuild Tractor Beam Fabs and add to shipyards for sale](#) by LV
[RedStar Dynamic TradeNet \(Manual Trader Assistance\)](#) by RJV
[Resource-Free Factory](#) by arcana75
[Satellite Limited MK3 Universal Trader](#) by Zzyn
["Sector-Mother" Trading-Fleet-Supply](#) by SymTec ltd.
[Ship Repair Facility](#) by Xai Corporation
[Ship- and Station Fatory](#) by SymTec ltd.
[Station.Ship.Trader](#) (trade only with fixed Stations) by SuperVegeta
[Station Exterior Warehouse](#) by Blacky_BPG
[Station Administrator](#) by siath70
[Station Commands Suite](#) by Xai Corporation
[Station/Complex Relocator](#) by PabloRSA
[Station/Complex Seller](#) by PabloRSA
[Station Manager](#) [SIGNED] by burianek/aalaardb
[Station Naming Script](#) by Osiris_sam
[Station Trader](#) by Naffarin
[Station Trader Camper](#) by Cycrow
[Station Upgrades Framework](#) by Xai Corporation
[Storage spaces reports system](#) by Chem
[Trade Commands v2](#) by Xai Corporation
[Trade Command MK1/2-Extension](#) by SymTec ltd.
[Trading Distribution Network](#) by Cycrow
[Universe Autotrader \(Trade Software MK3 extension\)](#) by -IH-
[Universe Trader Fix](#) by Lebowske
[Ware Replicator](#) by Nividium
[Warehouse](#) by Nividium
[Warehouse Commands](#) by Deltawolf

Combat Scripts

[Advanced Thruster Control](#) by Cycrow
[Apollyon Arms: Laser Weapon Switcher \(LWS\)](#) by Laureati
[Apollyon Arms: Targeting Extensions](#) by Laureati
[Attack All Enemies upgrade](#) by Gazz
[Automated Defense System \(ADS\)](#) by Serial Kicked
[Anarkis Carrier Commands](#) by Serial Kicked
[Attack Target of...](#) by Xai Corporation
[Cargo Shield Array](#) by Gazz
[Combat Commands](#) by Xai Corporation
[Combat Tractor](#) by Bunny
[ECM System](#) by Cycrow
[Electro-Magnetic Pulse Blast Cannon](#) by Cycrow
[Emergency Escape Transporter](#) by Cycrow
[Fighter Base Commander](#) by dwgh
[Fight Command Software MK3](#) by X-Freak Cartman [KBG]

[Fix Attack Command](#) by Xai Corporation
[Group Carrier Operations \(GCO\)](#) by Xai Corporation
[Group Combat Commands \(GCC\)](#) by Xai Corporation
[Group Combat Hotkeys](#) [SIGNED] by Xai Corporation
[Group Management System \(GMS\)](#) [SIGNED] by Xai Corporation
[Group Missile Management \(GMM\)](#) by Xai Corporation
[Group Targeting System](#) by Serial Kicked
[Khaakhunter](#) by Euclid
[Kha'ak Cluster Commands](#) by Kortako
[Khaak Custom Start](#) by Nividium
[Lasertower Array](#) by Euclid
[Launch Fighter Drone Hotkey](#) by Xai Corporation
[Leveling AI](#) by Nemeo
[Mass-Driver Ammo Generator](#) by Cycrow
[Match Speed of Target](#) by DesertEagle
[Missile Bay Extension \(Configure Missile Bay\)](#) by Stevio
[Missile Defense Mosquito](#) [SIGNED] by Lucike
[Missile Targetting Software](#) by Cycrow
[Rocket Cruiser](#) by SuperVegeta
[Satellite Early Warning Network](#) by Cycrow
[Scout for Enemies](#) by Xai Corporation
[SCX: Squadron Command Extension](#) by voxol
[Shield Batteries and Nanobots](#) by Cycrow
[Shield Boosting Technology](#) by LV
[Ship Jamming Device](#) by Cycrow
[Signal Targeted](#) by eladan
[Smart Targets Hotkeys](#) by Klyith
[Summon Assisting Ships](#) (Hotkeys) by Klyith
[System Override Software MK2](#) by Cycrow
[NICE Interface Enhancement](#) by Gazz
[Task Force Command](#) by Myros
[TerraCorp Combat Pilots Project](#) by Myros
[TerraCorps Fleet Package](#) by siath70
[Turret Commands plugin](#) by Xai Corporation
[Turret Command Suite](#) (NPC Turrets, Hotkeys) by mrcann
[Gazz's Turret On/Off Hotkey](#) by Gazz
[Turret On/Off Hotkey](#) by Klyith
[Weapons Changer](#) by Bunny
[x0ne Turret Control System \(TCS\)](#) by x0ne

Navigation Scripts

[Advanced Jumpdrive](#) by Cycrow
[Align ship with ecliptic](#) by Gazz
[AStar Sector Pathfinder Commands](#) by aalaardb
[Explorer Software](#) [SIGNED] by Xai Corporation
[Fly Through Gate Command](#) by OML
[Jump To Me Command](#) by Cycrow
[Jump To Target command](#) by Xai Corporation
[Move To Coordinates](#) by Cycrow
[Navigation Override System MK1 \(NOS\)](#) by Xai Corporation
[WayPoint Command](#) by Xai Corporation

Ship Commands and Other Scripts

[Advanced Tractor Beam](#) by Bunny
[Afterburner MK1/2](#) [SIGNED] by Cycrow
[Ammo / Missile Watcher](#) by Gazz
[Asset Summary Report](#) by Carlo

[Assimilator](#) by Nividium
[Asteroid Creator](#) by Fud
[Asteroid Relocator](#) by Nividium
[Attack Rocks](#) [SIGNED] by Bunny
[Auto Debris Harvester](#) by Nividium
[Auto Preacher](#) by Nividium
[Auto Upgrade](#) by Deltawolf
[A.R.E.S. Station Building Service](#) by -Dusty-
[Beam Dock Script](#) by [LV](#) /Apricotslice
[BIER Scanner](#) by Gazz
[Black Market Goods Acquisition Service](#) by Reinhart Menken
[Bombardier](#) by Chem
[Brand-X Station Capture](#) by Brand-X
[Camera Drone Spy](#) by Nividium
[Camouflage Device ST](#) by Blacky_BPG
[Capitol Ship Crews](#) by Cycrow
[Cargo Bay Energy Divert System](#) by Cycrow
[Cartel Capture Passengers](#) [SIGNED] by Xai Corporation
[Cartel Shield Hacker](#) [SIGNED] by Xai Corporation
[Capital Ship Naming System](#) by Osiris_sam
[Extended Command Information & InGame-ReadMe \(CIAD\)](#) by SymTec ltd.
[CisorTech Dynamic Bay Configuration](#) by Cisor
[Cold War](#) by voxol
[Comm Chatter Framework](#) by aalaardb
[Company Assets](#) by Birdman
[Condense Asteroids](#) by Gazz
[DisCo - Disable Collisions](#) (Complex Performance) by -Dusty-
[Dock TS Ships On TL Class](#) by [LV](#)
[Electronics Packages](#) by arcana75
[Equipmentsoftware](#) by XGamer
[Escort CCM](#) by aalaardb
[Factory Complex Constructor](#) by Lt. Ford [KBG] (Translation by Profitlord [KBG])
[FBBK - Free Stock Exchange](#) (of the Boron Territories) by SymTec ltd.
[Find Huge Ships](#) by xxBlueDragonxx
[Flare!](#) by Gazz
[Fleet Support Ship Software \(FSUP\)](#) [SIGNED] by Xai Corporation
[Flying-Ware Collect Software MK1](#) by whismerhill
[Freight Transporter Upgrade](#) by [LV](#)
[Friendly Pirates](#) by TycHouse
[Goner Map Update Service \(GMUS\)](#) by SuperVegeta
[Goner Emergency Jumpdrive Insurance](#) by SymTec ltd.
[Homebase Remembrance Aid](#) by Gazz
[Hotkey Radiation Blast](#) by TycHouse
[Insurance Technology](#) by [LV](#)
[Install Wares \(And Shields\) To Station](#) by al_main
[LazCorp Military Kyon Replicator \(Kyon Replicator\)](#) by Lazerath
[LazCorp Military Scanner](#) by Lazerath
[Lure Spaceflies](#) by Bunny
[Magic Crystals](#) by Nividium
[Matter Generator](#) by Euclid
[Mine Sweeper](#) by Nividium
[Mobile Mining / Mineral Collection Software](#) [SIGNED] by Bunny
[Move Freebie Ships](#) by Cycrow
[Nividium As Secondary Resource](#) by Nividium
[Nividium Mines](#) by Cycrow
[Numeric Race Rank Titles](#) by Gazz
[Passenger Slaves](#) by Cycrow
[Paranid Nividium Processing Plants](#) by Nividium
[Personal Energy Generator](#) by PapaTong

[Pirate Base Locator](#) by Cycrow
[Product Finder](#) by Tomcat
[Refuel For Jump](#) by Xai Corporation
[Remote Docked Freight Transfer](#) by BOF
[Remote Transporter Device \(RTD\)](#) [SIGNED] by Xai Corporation
[Homebase Command](#) (Remove/Assign) by Cycrow
[Remaining Missile Counter](#) by -Dusty-
[Rename Ships with Expressions \(RSwE\)](#) by Klyith
[Ring of Fire](#) (Lasertowers) by Gazz
[Salvage Extension Commands](#) by voxol
[Salvage Network](#) by TECSG
[Satellite deployment script](#) by Devest
[SatelliteDeploy](#) (Multiformat safe Satellite deployment) by Bhruic
[Scrap Ship at Carrier](#) by eladan
[Scrap Ship at Player HQ](#) [SIGNED] by eladan
[Sector Scanner](#) by Nividium
[Set Yaki as Friend or Foe](#) by Bunny
[Self Destruction / Suicide Command](#) by SymTec ltd.
[Self Repairing Hull Technology](#) by LV
[Shield to Drive Booster](#) by A dJ
[Ship Commissioning Software](#) by Sartorie
[Ship Protocol](#) by StarTrekMarc
[Ship/Station names Management](#) by UniTrader
[Ship Tools](#) (with in CLS MK1/2, hire/dismiss/move T-MK3 and CLS Pilots) by Lucike
[Spacefly Hunting Software](#) by Cycrow
[Split Spacefly Farms](#) by Nividium
[Station Freight Transporter](#) by Heretic666
[Station Ships Renaming Management](#) by StarTrekMarc
[Statistic Centre](#) by Trickmov
[Steal Wares Commands \(Steal Wares\)](#) by al_main
[Stealth Device MK2](#) by SuperVegeta
[Stevio Fab Supplier](#) by Stevio
[Stevio Shipyard](#) by Stevio
[Stevio Weapons Dealer](#) by Stevio
[Stock Level Monitor](#) by Xai Corporation
[Target Nearest Unclaimed Ship/Ware Hotkey](#) by ITFUncleDave
[Target Nearest Unscanned Asteroid](#) by Bunny
[Target Nearest Unvisited Station](#) by Bunny
[Taxisoftware MK1/2](#) by SymTec ltd.
[Teladi Shield Shunt](#) by Maulkye
[Tour De Argon](#) by Trickmov
[TRACKER Mines](#) by Gazz
[Train Slaves Into Marines](#) by Argon Emperor
[Ultimate Commands Pack](#) by Xai Corporation
[Universal Ware Transfer](#) by eladan
[Universe Explorers](#) by 7ate9tin11s
[Universal MK3 Trader Protection \(UTP\)](#) by LV
[UT Profit](#) by Euclid
[Warecollector](#) by BEF
[Weapons Dealer](#) by xxBlueDragonxx
[Xenon Border Conflicts](#) by Trickmov
[Xenon Custom Start](#) by Nividium
[X2-X3-Converter](#) by SymTec ltd.
[X3-X3-Converter](#) by SymTec ltd.
[Xenotype: Xenon prototype project](#) by acrh2
[XU Stats](#) (X3 Stats) by Birdman (for Logaan)
[Xexplorer Scanner](#) by Birdman (for Pospi)
[Yaki Stations](#) by Jakesnake5

Turret Scripts

[Advanced Missile Defense](#) by Fud
[MARS Fire Control \(MARS\)](#) by Gazz
[Missile Defence Mark II](#) by S9ilent
[Point Defence](#) by S9ilent
[SuperVegeta Turret Commands](#) by SuperVegeta

Utility Scripts to be Used by Other Scripters

[3d Math Library](#) by aalaardb
[Array: Convert Array Data to String](#) by SymTec Ltd.
[Array: Revert](#) by SymTec Ltd.
[Binary Heap \(sort\) Function](#) by aalaardb
[Custom Factory Setup Library](#) by Armegeddon
[Destroy Station Debris](#) by aalaardb
[Detect objects in a cone](#) by Gazz
[Fix Jump Sequence](#) by Xai Corporation
[Floating Point Math Lib](#) by Euclid
[Forum Name Lib tfile 7700](#) by LV
[GCD Thread](#) by Euclid
[Get average Sector size](#) by SymTec Ltd.
[Get bullet speeds](#) by Gazz
[Get FPS / Detect SETA](#) by Gazz
[Get object size](#) by Gazz
[Get rank as number and name](#) by Trickmov
[Get Sector Info library](#) by DangerDave
[Get surrounding sectors](#) by Gazz
[Hotkeys with double click / multiple functions](#) by Gazz
[Incoming Question Handler](#) by SymTec Ltd.
[Library: Border/Core Sector - Security Level](#) by Gazz
[Library for retrieving original ship-race](#) by Zurechial
[Library - Menu based Get Argument](#) by MJALowe
[Manage forbidden areas](#) by Naffarin
[mEngine Interface](#) by PrizzZ
[move.movetosector update](#) by Xai Corporation
[Nuke.Lib - Create Asteroid Field](#) by nuclear_eclipse
[Nuke.Math - Absolute Value](#) by nuclear_eclipse
[Nuke.Lib - Add Exact Notoriety](#) by nuclear_eclipse
[Nuke.Lib - Set Sector as Known](#) by nuclear_eclipse
[Numeric Entry](#) by BOF
[OOS Combat Simulator](#) by halo
["Player possession" and "Ship Hardware"](#) by SymTec Ltd.
[Random Shiptype Generator](#) by aalaardb
[Remove Low Yield Asteroids](#) by Bunny
[Remove Rocks from Sector](#) by Bunny
[Safe route library](#) by SymTec Ltd.
[Script Identification Library](#) by Osiris_sam
[Script \(Lib\): 3D Comparison/Projection](#) by S9ilent
[String Functions Library](#) by Chem [EG] [ru]
[String Maths](#) by BOF
[Sorts and strings](#) by BOF
[Ware2RelVal Thread](#) by Euclid
[Ware Notoriety Checker](#) by xfir01

Mission Director (MD)

*****NOTE*****

MD is included only on version 2.5

[In-Space Retrieve Mission v.1.5](#) [MD-Mission] by Ketraar

[In-Space Ship Escort Mission](#) [MD-Mission] by Ketraar

Mods

*****NOTE*****

As patch 1.4 has just been released you should check in the thread linked if it is compatible with the 2.5 update as most mods will be overwritten in some area's by the 2.5 patch

[{EMP} \(Extended Mod Pack\)](#) (required for certain scripts to function correctly)

[Full Salvage](#) (AL Plugin) by aalaardb (modded Jocan2003)

[M6 Heavy Transport Mod](#) (allows M6 ships to use MK3 trading commands) by Apricotslice

[Apricot Salvage Mod](#) by Apricotslice

[Ashleys Factories](#) by Saint-Ashley/Armageddon

[Better Spoken Text](#) by aalaardb

[BlackRain Rebalance](#) by BlackRain

[Buyable Complexes](#) by xxBlueDragonxx

[Capital Rebalance](#) by Galaxy613

[Cloak Device](#) by SymTec Ltd./laux

[Cockpit Callback](#) by Galaxy613

[Community Patch](#) by Bubba Fat

[Ship and Station Mod \(DDRS\)](#) by DeadlyDa/Red Spot

[Exodus Fleet Ships \(Exodus\) \(E.F.S.\)](#) by Andras/Jakesnake5

[Extended Complex Hub and Complex Node Bazaar](#) by Armageddon

[Extend PHQ to 50Mill - Added to Boron Shipyards Mod](#) by Apricotslice

[Fixed Xenon P model](#) (minimod/false patch) by halo

[Font Replacement](#) by MJALowe

[Goner Gatherer Mod](#) by Apricotslice

[HQ Creditless Production](#) by Jocan2003

[HUD-mod](#) by UniTrader

[J.L.'s Multimod](#) by J.L.

[Khaak Intruder Mod](#) by Apricotslice

[Less Enemies/Less Asteroids Combined](#) by BlackRain

[Lower Poly Asteroids](#) by halo

[Galaxy Upgrade - Effects](#) [MiniMod] by DSE [ITF]

[Galaxy Upgrade - GUI](#) [MiniMod] by DSE [ITF]

[Goner Traders](#) by Jakesnake5

[M6 Upgrade Mod](#) by Mehrunes

[Missing Ship Models Mod](#) by Bubba Fat

[New Horizons Mod](#) by Phlt [[Xchange Guild](#)]

[No Civillians](#) by cactus

[No Trash BBS - aka Enhanced BBS](#) by Ryuujin

[No Trash BBS v2.02](#) by Klyith

[No Trash BBS v2.5](#) by Lancefighter

[Pirate Horror Mod](#) by Apricotslice

[Racial Laser Variants](#) by Gazz

[Realspace Backgrounds Mod](#) by Realspace

[Roguey's Mod](#) by Roguey

[Salvage Mod](#) by aalaardb

[Unified Capture](#) by Brand-X

[The De-Rank Mod](#) by Apricotslice

[The Syndicate Galaxy](#) by nuclear_eclipse

[The Xtended Mod \(XTM\)](#)

[x3plus](#) by Lucike

[X3 Remote Property Management](#) by nuclear_eclipse/Doomed498

Ships

[Tensin's Ship Page](#)

[Cycrows Ship Page](#)

[Dukes shipyard](#)

[My Ships](#) by MJALowe

[X-Fleet](#) by grev77

Personal Indexes

[All scripts by AalaarDB](#)

[All scripts by Bunny](#)

[All scripts by Cycrow](#)

[All scripts by LV](#)

[All scripts by Serial Kicked](#) many dead links, you will need to hunt/search for his excellent work

[All scripts by Stevio](#)

[All scripts by Xai Corporation](#)

Index of Community Scripts / Mods for X2

<http://forum.egosoft.com/viewtopic.php?t=60601>

List maintained by **moggy2**

as at **7-AUG-2009**

Unsigned Script Index

The following are links to unsigned scripts that have threads about the latest versions here. If you want me to include your script in this index let me know the link to a thread in this forum about it.

[edit] If moggy isn't about, you can let burianek know, I can edit this list as well.

Carl Sumner has thankfully worked up a small utility that can help detect many compatibility issues between unsigned scripts.

[X2 Script Conflict Report program](#) v1.12

Cheats

[LV's X2 Cheat Pack](#)

[Unlimited Resources](#) v1.0

Scripts

[Attack Enemies in Radius](#)

[Auto Dock Command](#) v1.2

[ARS - automated rescue system](#)- *link broken*

[AS.Scripts](#) (last update 06/09/2004 20:46)

[ASEWS - Adv Sat Early Warning System](#)

[AutoStation](#) v1.1 - *link broken*

[Bounty Hunter AL plugin](#) v2

[Burianek's 2ndry Production Lines -AL Plugin](#) v1.2

[Camouflage Device ST1](#) Version 1.02 [04/26/2005]

[Cartel Incorporated Freight Finder and Capture Passengers](#)

[Cartel Incorporated Shield Hacker](#)

[CWS Defense Turrets](#) V1.0

[Factory Loop Delivery Software](#) v0.12

[Have Scanner Will Travel](#) 1.2 - *link broken*

[HRS Hull Repair System](#) 3.1
[Imperial AL Plugin : Race Response Fleets](#) 1.4
[Imperial Command Console Alpha](#)
[Imperial Deathmatch Mission](#)
[Imperial Hacking Commands](#) v1.2 [09/08/05]
[Imperial Hire your ships to the AI](#) v1.3 [19/10/04]
[Imperial Loan Software](#) 1.0
[Imperial Mission: Convoy](#) 1.0
[Imperial Station Security Commands](#)
[Imperial Mercenary Guild: Assassination](#) 1.0
[Imperial : The Banshee](#)
[Imperial : The Khaak Conflict](#)
[JumperBR's plugins pack](#) v1.2 - *link broken*
[JumperBR's Supply Ship](#)- *link broken*
[\[JUMP EASY\] Navigation Software ST1](#) v5.01 [09/17/2004]
[KhaakHunter](#)
[Mark's Patrol and Wing scripts](#) v2.1
[MH_AdvJumper](#) v1.7
[MH_StationCap](#) v2.0
[MH_WareRetrieval](#) v1.1a
[MH_ECM](#) v1.01
[MH_Reloc](#) v0.0
[MH_Carrier](#) v1.21
[Pirate Guild AL Plug-in](#) v1.10
[Pirate Satellite Network and Scanner](#) v0.5 [1/6/05]
[Race Wars AL Plug-In](#) v2.2 - *link broken*
[Sector-Security + Mercenary AddOn](#) v21
[Shipbooster](#) v 1.0
[Ship Factory \(and ST Factory\)](#)
[Starfire Industries CargoRunner&StationSupplier](#) v1.02
[Station Commander](#) 1.0
[Station War mod](#) v0.5 - *link broken*
[STC: Station Upgrade Commands](#) v1.0
[Supply Software ST1](#) version 5.05 10/17/04
[Vamp's Cheat Scripts](#)- *link broken*
[X-Shuttle AL plugin](#) beta
[Xai Corporation Advanced Combat Project:](#) 3.0a beta
[Xai Corporation AutoMining:](#) 2.3 [20/10/04]
[Xai Corporation Factory Ship Branding](#) 1.0
[Xai Corporation Fleet Cargo Optimiser](#) 0.5
[Xai Corporation Fleet Commander Software](#) 1.0
[Xai Corporation Fleet Support Ship Software:](#) 2.1 [Updated- 13/6/05]
[Xai Corporation Jumpdrive Command Software](#) 4.2.beta1
[Xai Corp Manual Trade Commands](#) v1.2
[Xai Corporation Pilot Record Scanner](#) 1.3
[Xai Corp Real Pilots Project](#) v0.2
[Xai Corp Remote Transporter Device Command](#) 2.1
[XaiTec IFF Jammer](#) 2.0.beta1
[Xai Corporation: TL Trader](#) 0.5
[X2-X3-Savegame-Converter](#) 1.3

libs

[Capture and "pilot ejector seat" library](#)
[X2 Math Library](#) v101

Mods

[Axis of Evil Map](#)

[Beam Mod 2](#)

[Burianek's Laser / Economy Rebalance v1.0](#)

[Deadly Ship, Station, and Galaxy Map v0.2.2](#)

[ERH_MWM_Redux](#)

[Firelance v1.02](#)

[Mauzi!'s ship rebalance v0.89](#)

[New Load Screens v1.0 & alternate Crosshairs](#)

[RAider's Ship Mod 8.1](#)

[Terradine Universe and Mod](#)

[Thalonmook's Flagship Mod](#)

[The Teladi Eagle and the Teladi Firebird](#)

[Tigerclaw's X2 Combat Zone](#)

[T G Mod v2.0 \[09/17/2005\]](#)

[X-Treme X-Universe Map v1.54](#)

[ERH_RA_Xenon_GO mod merge](#)

[The Big Mod v1.5](#)

[The Need4Speed](#)



Modding 101, by Apricotslice

<http://forum.egosoft.com/viewtopic.php?p=1585832>

[Note : X3TC Update at the end.]

X3 is a great game, but my biggest annoyance with it, is that all the decisions have been made for you to an over-the-top degree, and all you are left with, decision wise, is a choice of which is worse.

Modding changes all this.

It allows you to tweak the specification files in many many ways, that allow you to play the game the way you really want to, without the restrictions of someone who obviously does not think the way you do. Lets face it, if you read the forum threads, there are many distinct playing styles and a lot of argument over what should and should not be done.

For me, in the forums, the most disliked phrase is "then it wont be balanced". By who's definition of balance ? Everyone has a different definition of what balance should be. And no matter how you define it, it still means that the game blocks the ability to be who and what you want. Which for me is unbalance. The whole purpose of playing the game is fun and where is the fun of being told you cant do something because its not balanced ? Lets not go there, thats an argument for other places.

I am a firm believer in player choice, and X3 really does not give you any. At least, not enough for me.

If I want to be virtually invincible and take on the whole universe and win, I should be able to.

If I want to play a trader game without the need to have large fleets of defensive ships and Lasertowers, I should be able to.

If I want to be the worst Pirate ever, I should be able to.

If I want to make the game almost impossible to survive in, I should be able to.

I can.

Modding and the scripting that then uses those mods, is how you do all this.

Threads in the forum are often asking advise on problems encountered with doing mods.

So this is an explanation of the modding files to get you started with some understanding of what you are doing. It is by no means a complete guide. By the time you get to wanting to put new images in the game, of the ships and stations you design, you will be way beyond the scope of what is written here. For the moment, we will limit ourselves to looking at the basic building blocks of the game.

First off, you need doubleshadow's X3 Editor and Modmanager.

<http://forum2.egosoft.com/viewtopic.php?t=103977>

<http://forum2.egosoft.com/viewtopic.php?t=108888>

[Edit - For X3TC, there are new versions, make sure you get the right version for the right game.]

The game files come in .cat files (catalogs), and so you need the Modmanager to manage the mod catalogs themselves, and the Editor to change the mod files within the catalog.

Both take a bit of working out how to use, but working that out is half the fun of modding.

There are 2 type of catalogs in the X3 game. The ones that reside in the game root directory, and the ones that reside in the \mods directory.

As of X3 1.4, the X3 directory contains 01, 02, 03, 04, 05, 06, where 06 was the changes made by the 1.4 patch.

Each of these catalogs contains a different set of files, although when you look at them, they appear to be the same files.

The game was built to allow changes easily.

01.cat contains the object (model) files for stations only. 02.cat contains the dds textures only. 03.cat contains additional objects, mostly the ones from cutscenes, in addition it contains more textures. 04.cat contains the objects files for ships, a few more textures, and the rest of the base game files, including the original T files. 05.cat is the files patching the base V1.0 game upto V1.3. And lastly, 06.cat contains the changes between V1.3 and V1.4. Note: Not all files were changed between V1.0 and V1.3, nor between V1.3 and V1.4, so some files the game uses might not be in 06.cat that you may want to change. (Quote from Armageddon, with thanks).

The changes are applied dynamically as the game loads, with each higher numbered catalog adding to the previous one, and in fact where the same file is found, overwriting the previous ones. So only the latest file from any catalog is used by the game.

After these are used, the game looks for any selected mod file in the \mods directory and again adds or overwrites to create the game specifications that are used as you play.

So what that means is, if you use a mod in \mods, it dynamically changes the game from the default game. And thats what we use to make the changes we want.

If you look in one of the downloadable mods catalog, you will find only the actual files that are added or changed, not a complete set.

There is an extra trick as well. If you place a mod in the X3 directory, and name it the next available number (07 for example), then this mod will be applied as if it was a game patch. However, if a another game patch comes out, it will be overwritten and lost, so if you do this be careful of installing game patches after modding this way.

The use for this is to enable a very large mod to be applied to the game as if it was a patch, and still allow you to do minor mods that work with it.

However, combining mods is not an easy task as the mechanism was not designed to do this easily.

So, lets look at the specification files needed for basic modding, along the lines of changing the specs of your favourite ship.

Within each catalog, are directories that contain different parts of the game's description of every object and every aspect of the game.

The one we will be most concerned with is the \types directory.

This directory contains the main object files, as least as far as simple changes are concerned.

tships

This file contains the definitions of every ship in the game. Plus a few that are not. It allows you to change things like speed, rudder, acceleration, turrents, main guns, missiles fireable, cargo, shields, price at the shipyard etc. etc. This is the file most people will modify first.

tfactories

This file contains all the definitions for the factories and stations in the game.

tdocks

This file contains the docks in the game and is the one file you cannot do much with. The Trading docks and EQ docks do not want to be changed, so until you know what your doing, leave this file alone.

tcockpits

This file is where the turrents are specified, each turrent being defined by a cockpit design, so that you can jump into one during the game.

tlaser

This file is where all the guns in the game are specified.

tbullets

This file is where all the "bullets" are specified. Each gun fires something, and these are grouped and referred to as a bullet, even through the only true bullet in the game is from the Mass Driver. The coloured blob you see after you pull the trigger, is called a bullet. Range, speed, damage to hull and shields, what they look like. etc.

tshields

This file is where the shields are defined.

tmissiles

This file is where all the missiles are specified. Speed, sheild and hull damage etc.

There is also a series of files containing all the wares used in the game.

There is one other file that should be mentioned.

t\44001 is the language file. It contains all the descriptions and words used in the game, including ship names. This file is accessed through the Text Reference Editor, a utility program you get with the Editor/Modmanager downloads. DO NOT CHANGE THIS FILE.

From a modding perspective, 44001 contains all object names and descriptions including ships, Specific ID ranges for specific things, command slots in each game menu, etc.

The approved range of file names to use is 447000 to 448999. The list is already long for using these, and not contiguous, so make sure you consult the list and choose one thats available.

The compatibility list is at <http://forum2.egosoft.com/viewtopic.php?t=96340>, post 2 on page 1.

Edit : For TC, the compatibility list is at <http://forum.egosoft.com/viewtopic.php?t=216690>

In the Text Resource Editor, click new file. A blank file screen appears. Right click on the left column and click add, then add in the page title entry you need, from the 440001 file. In the right column, add in the ID entries you want to add. Click save, and save it into the catalog for your mod, with t\ on the front of the file name. In a setup.scriptname script, you need a "loadtext" command using the last 4 digits of the file name you use.

Its up to you to ensure that if you are building a mod for public distribution, you are using ID's that in the approved ranges of ID's and are available. Once the mod is complete, you should register the mod for inclusion in the lists by posting in the thread the details of the mod in the approved fashion as laid out in the OP.

I cannot over-emphasise that messing with these files and getting it wrong, can destroy your game files to the point where the game will not start or save games will crash.

Another thing to bear in mind is that anything you change in these files is universe wide. If you change an exisiting object in any way, all the objects in the game are changed the same way. For example, I added GPPC's to all the Argon ships, because I wanted ships in my fleet that could defend themselves against anything. Or so I thought. It came as quite a shock to find that all the Pirate Nova's and Busters had PPC's as well, and in a firefight in Argon space, PPC bullets were so thick it was a very dangerous place to be. So just because you can do something, does not mean you can ignore thinking about the consequences of doing it.

Before you mod, backup the entire game and your savefiles.

So, we want to add a new ship.

Easy. We just go into tships and add one ? Wrong !

We know about the files, but we do not yet know the relationship between the files.

Bullets come from guns, which are fitted to turrents and main gun slots, which are fitted to ships.
Shields and missiles are fitted to ships.

Language file gives a ship a name, without which it cannot be placed in the game. Ship names come from this file.

So we want to build a new ship from the ground up. Especially if your doing the whole thing and designing guns and turrents for it.

Add a ship name. (44xxxx)

Add a bullet. (tbullets)

Add the bullet to a gun. (tlasers)

Add the gun to a turrent. (tcockpits)

Add the turrent to a ship. (tships)

Add the gun to the front guns of a ship. (tships)

Add shields to the ship. (tships)

Add missiles to the ship. (tships)

Custom change other ship details. (tships)

If you are just changing the specs of an existing ship, its still the same relationships, except they already exist. But to change some things for the ship, you have to change one of the other files before the ship will show the changes.

Easy ! Wrong. One wrong move and the mod crashes.

So I open the editor and modify the files in the 06 catalog in \x3 ? NO !!! If you mod the main game itself, you risk permanent and irreparable damage, from which you can only reinstall the game to recover.

The easiest way to create a mod file, is copy the 06.cat and 06.dat files to the \mod directory and rename them to something like mymod.cat and mymod.dat. However, this copies everything, and its a large file. If you later decide to share the mod with others, the file is too big for efficient downloading. But for your first mod, just for your game, its fine.

The hard way to create a new mod file is to create a new directory somewhere, and use the Modmanager to extract all the 06.cat files into. You then create a new mod catalog in X3\mods and add the selected files you actually need. (The latter can be done anywhere but best in \mods where it will end up anyway.). As you add, you need to respecify the correct directory path to place the file into within the mod.

When you have your mod file ready to be worked on, start the game up and select this mod for the game, then start and exit. This links the tcockpits file of the mod dynamically to the tships file within the editor. Its a quirk of the editor and if you fail to do this, you may find that an added cockpit design is not listed when you come to add it to a ship.

Changing existing objects is the easiest modding to do, but as stated, be careful the changes dont come back to bite you in the game.

Add and modify from the components end up.

By the time you start on a ship design, everything else you need has already been added or changed.

Oh, new anything, always add it to the end of the file. There is a lot of hardcoding in the program that expects certain objects, especially ships, to be in certain places in the file, and if you move this, the results can be chaotic.

I'm not going to dwell on the editor itself, except to say that looking at what is already there gives clues to how things fit together. Some things are just a click to change, other things need other values changed in order to change. eg. speed is a function of the number of speed upgrades you allow. Some things are type in a value, others are select from a list.

The language file has a sub-section numbered 17, into which are all the ship names and descriptions. What is in here, is what naming and description you see in tships. So this is why you start here with designing a new ship. But where you put the ship name and description is something you need to research first.

A little extra about merging mods.

One thing that was not designed into the game was the ability to merge mods that use the same files, and put new objects in the same place within those files.

While you can place one mod as a numbered patch file, there is still a good chance that even though no conflict arises with a mod in \mods, the program start will not. And the only thing you can do at this point is choose which mod to use or merge them.

To merge them, create an extract directory for each mod. Create an extract directory for game patch 06. Use the Modmanager to extract each mod and the 06 patch to their respective directories.

Look at each mod in detail and determine what is unique to each, then add these to a new mod catalog.

Identify the mod files with conflicts. You can choose which file to use as a base to add the other mod to. It depends on what has been done to it. If its a major mod that does major changes to most objects, then use that. Otherwise, I seriously suggest you add the 06 file first and then manually add each mods additions/changes into the original game file by copying from the original mod file and pasting in to the new mod file. If its an existing object, delete the old reference then copy in to the same spot in the file. if a new one, add to the bottom of the file. If both mods make different changes to the same object, then you will have to start with one of the versions and manual add the other changes.

Doublecheck that all references to another file are catered for, correctly and fully. This is especially true in 440001 where you need to ensure that each new object has not been using the same reference numbers. If necessary, you need to change them so they will not conflict with 440001 or with any other 44xxxx file.

At the end of the process, when you start the game using the new mod, the game should start without fault and save games should also load without crashing. There are instances where save games will not work, but you should know and expect this if its going to happen, designing the mod only for use with a new game.

If you are designing a mod for others to use, crashing is not a good thing. Figure out why before giving it to others.

If you have trouble, go looking in the forum for someone having already asked the question. If you cannot find an answer, then ask. Someone is usually good enough to get back to you reasonably quickly, but be patient, as some questions have very few people available to answer them and how quick they do depends on how much time they give to reading the forum and answering questions.

This is just the basics. Just a place to start from.

Happy modding.

X3TC Update :

Theres a few changes in the way TC handles its files.

The major one is the language file.

44XXXX has changed to XXXX-LYYY, where XXXX is your unique number, and YYY is the language. So in my case 448686 has become 8686-L044, being an english file.

The first thing you need to do to upgrade an X3(R) mod to X3TC is to rename this file.

The other interesting thing is that the Command Menus can now have submenus, so if your adding a lot of commands in your mod, you can now have your own submenu. There is a guide specifically about how to do this in the X3TC scripts and modding guides list.

Other than that, not much has changed.

All the tfiles have a lot more in them now. So if your converting a mod, you need to edit off your entries in each old file, and add them to the bottom of the new files. (Same as a patch update.)

tlasers and tbullets have now got more entries than the previous limitations allowed, but the limits have not been extended, just worked around by means of the Galaxy Subtype field. This still means adding a gun or bullet is very difficult to do (and I have not been able to).

However, there are 2 Dummy guns and 2 dummy bullets, which are unused in the game, so these can be used for new guns and bullets. Just overwrite them with the values you want, including your descriptions in the language file.

There are 3 fields in tlasers to especially look for.

Galaxy Subtype, if wrong, will prevent the gun from showing up in the game. I recommend you leave it alone.

Projectile points to the tbullet file, so make sure you have the gun pointed to the right tbullet entry. This is selected from a list, so make sure you get the bullet in first, start and exit game, then attach the bullet to the gun.

The HUD Icon field displays what you see on the HUD and the gun selection screens.

The guns behaviour in the game is determined by the Projectile you select, so if you get it wrong, the gun will not behave as you expect.

The 8 gun limit on the front of a ship seems to have been increased to 10, as there is a ship now with 10 front cockpit

guns. But as always, you can only add extra guns if the model has them.

The contents of the .cat files is much the same, although some differences. The first thing to do before modding is still to create a directory for each cat, and extract all the files using the Modmanager. There have been patches already, so you need to check each .cat from highest number down to find the latest tfile to work with.

Documentation of Gamestarts, by Apricotslice

<http://forum.egosoft.com/viewtopic.php?t=226913>

There are 2 files used for the specification of Game Starts.

TC/director/start.xml

TC/L/true/gamestarts.xml

Both are xml files like scripts, and require an xml editor to edit them.

Gamestart.xml contains the text you see on the New Game Menu, the sector you start in and the starting ship.

Start.xml contains all the rest of the information for the start, including ship fittings, sectors visible, extra ships, race ranks, plot activation and starting credits.

Conventional scripting methodology has that all text must be included in a text file. However, this does not work for starts. Any text references not in 0001-L???.txt are ignored on game startup. So it is necessary to hardcode the text into both files when creating a new start.

You can modify the existing start files for changing the setup of your starting ship, adding extra ships, adding or changing whatever fitout you want in them.

You can add completely new starts.

You need to know the ID's of everything you put in.

I could not find a way to put a ship inside a ship, although I did try. It just seemed to ignore the embedded ship.

I wasnt too impressed with where the ships were placed, (right next to the starting ship, wherever they fit in the sector), but they did get put in.

Example of gamestart.xml from the AMS Mod.

```
<!-- Apricot Mapping Service -->
<gamestart id="125" name="Apricot Mapping Service" description="The AMS has fallen on hard times,
but unlike some, you are still CEO of a viable corporation with a small fleet to command and some unique
technical innovations. You are a friend to most. Time to rebuild." difficulty="Easy" image="start125"
plot="1">
  <player name="John -Apricot- Slice" species="Argon" gender="Male" age="48"/>
  <!-- Argon Prime -->
  <sector x="1" y="3"/>
  <ship typename="APRICOT_GUNBUS"/>
</gamestart>
```

Example of start.xml entries from the AMS Mod, of a new game start, for player ship and bonus ship.

Part 1.

```
<do_when value="{player.gamestart}" exact="125" comment="Apricot Mapping Service">
  <set_value name="Terran Link Plot" exact="1"/>
  <set_value name="HUB Plot" exact="1"/>
  <set_value name="HQ Plot" exact="1"/>
</do_when>
```

Part 2.

```

<do_when value="{player.gamestart}" exact="125" comment="Apricot Mapping Service">
  <reward_player>
    <money min="18000" max="20000"/>
    <notoriety>
      <relation race="argon" operation="set" exact="max"/>
      <relation race="boron" operation="set" exact="max"/>
      <relation race="paranid" operation="set" exact="max"/>
      <relation race="split" operation="set" exact="max"/>
      <relation race="teladi" operation="set" exact="max"/>
      <relation race="goner" operation="set" exact="max"/>
      <relation race="pirate" operation="set" exact="enemy"/>
      <relation race="khaak" operation="set" exact="min" mutual="1"/>
      <relation race="xenon" operation="set" exact="min" mutual="1"/>
      <relation race="atf" operation="set" exact="friend"/>
      <relation race="terran" operation="set" exact="friend" mutual="1"/>
      <relation race="yaki" operation="set" exact="foe" mutual="1"/>
    </notoriety>
    <equipment>
      <ware typename="SS_SHIELD_F" exact="10"/>
      <ware typename="SS_LASER_APRICOT1" exact="11"/>
      <ware typename="SS_LASER_APRICOT2" exact="11"/>
      <ware typename="SS_LASER_REPAIR" exact="1"/>
      <ware typename="SS_LASER_TUG" exact="1"/>
      <ware typename="SS_LASER_MINING" exact="1"/>
      <ware typename="SS_WARE_BOOST" exact="1"/>
      <ware typename="SS_WARE_SCANNER2" exact="1" comment="Duplex Scanner"/>
      <ware typename="SS_WARE_SCANNER3" exact="1"/>
      <ware typename="SS_WARE_TECH213" exact="85" comment="Engine Tunings"/>
      <ware typename="SS_WARE_TECH231" exact="1" comment="SETA"/>
      <ware typename="SS_WARE_TECH242" exact="1" comment="Video Enhancement
Goggles"/>

```

```

      <ware typename="SS_WARE_TECH246" exact="35" comment="Rudder Optomisation"/>
      <ware typename="SS_WARE_TECH251" exact="0" comment="Cargo Bay Extension"/>
      <ware typename="SS_WARE_TECH209" exact="20" comment="Salvage Insurance"/>
      <ware typename="SS_WARE_TECH226" exact="1"/>
      <ware typename="SS_WARE_TECH216" exact="1"/>
      <ware typename="SS_WARE_TECH221" exact="1"/>
      <ware typename="SS_WARE_TECH241" exact="1"/>
      <ware typename="SS_WARE_TECH275" exact="1"/>
      <ware typename="SS_WARE_TECH276" exact="1"/>
      <ware typename="SS_WARE_TECH277" exact="1"/>
      <ware typename="SS_WARE_L_A" exact="1"/>
      <ware typename="SS_WARE_L_P" exact="1"/>
      <ware typename="SS_WARE_L_T" exact="1"/>
      <ware typename="SS_WARE_L_B" exact="1"/>
      <ware typename="SS_WARE_L_S" exact="1"/>
      <ware typename="SS_WARE_BEAMING" exact="1"/>
      <ware typename="SS_WARE_BESTBUY" exact="1"/>
      <ware typename="SS_WARE_BESTSELL" exact="1"/>
      <ware typename="SS_WARE_BIOSCANNER" exact="1"/>
      <ware typename="SS_WARE_CARGOSHIELD" exact="1"/>
      <ware typename="SS_WARE_FIREWALL" exact="1"/>
      <ware typename="SS_WARE_HULLPOLARIZE" exact="1"/>
      <ware typename="SS_WARE_LIFESUPPORT" exact="1"/>
      <ware typename="SS_WARE_ORECOLLECTOR" exact="1"/>
      <ware typename="SS_WARE_SENTRY" exact="1"/>
      <ware typename="SS_WARE_SW_CARRIER" exact="1"/>

```

```

<ware typename="SS_WARE_SW_EXPLORER" exact="1"/>
<ware typename="SS_WARE_SW_FIGHT_1" exact="1"/>
<ware typename="SS_WARE_SW_FIGHT_2" exact="1"/>
<ware typename="SS_WARE_SW_NAV_1" exact="1"/>
<ware typename="SS_WARE_SW_NEW13" exact="1"/>
<ware typename="SS_WARE_SW_NEW17" exact="1"/>
<ware typename="SS_WARE_SW_NEW2" exact="1"/>
<ware typename="SS_WARE_SW_PATROL_1" exact="1"/>
<ware typename="SS_WARE_SW_SPECIAL_1" exact="1"/>
<ware typename="SS_WARE_SW_SUPPLY_1" exact="1"/>
<ware typename="SS_WARE_SW_TRADE_1" exact="1"/>
<ware typename="SS_WARE_SW_TRADE_2" exact="1"/>
<ware typename="SS_WARE_UNFOCUS_JUMP" exact="1"/>
<ware typename="SS_WARE_WARPING" exact="1"/>

```

```
</equipment>
```

```
<cargo>
```

```

    <ware typename="SS_WARE_ENERGY" exact="3000"/>
    <ware typename="SS_WARE_DUMMY23" exact="1"/>
    <ware typename="SS_WARE_DUMMY26" exact="1"/>
    <ware typename="SS_WARE_DUMMY30" exact="1"/>

```

```
</cargo>
```

```
<map>
```

```

    <sector x="0" y="0"/>
    <sector x="0" y="1"/>
    <sector x="0" y="2"/>
    <sector x="0" y="3"/>
    <sector x="0" y="4"/>
    <sector x="0" y="5"/>
    <sector x="0" y="6"/>

```

```
</map>
```

```
</reward_player>
```

```
<create_ship race="player" typename="APRICOT_CAMEL">
```

```
    <equipment>
```

```

        <ware typename="SS_SHIELD_F" exact="10"/>
        <ware typename="SS_LASER_APRICOT1" exact="11"/>
        <ware typename="SS_LASER_APRICOT2" exact="11"/>
        <ware typename="SS_LASER_REPAIR" exact="1"/>
        <ware typename="SS_LASER_TUG" exact="1"/>
        <ware typename="SS_LASER_MINING" exact="1"/>
        <ware typename="SS_WARE_BOOST" exact="1"/>
        <ware typename="SS_WARE_SCANNER2" exact="1" comment="Duplex Scanner"/>
        <ware typename="SS_WARE_SCANNER3" exact="1"/>
        <ware typename="SS_WARE_TECH213" exact="113" comment="Engine Tunings"/>
        <ware typename="SS_WARE_TECH231" exact="1" comment="SETA"/>
        <ware typename="SS_WARE_TECH242" exact="1" comment="Video Enhancement

```

```
Goggles"/>
```

```

        <ware typename="SS_WARE_TECH246" exact="35" comment="Rudder Optimisation"/>
        <ware typename="SS_WARE_TECH226" exact="1"/>
        <ware typename="SS_WARE_TECH216" exact="1"/>
        <ware typename="SS_WARE_TECH221" exact="1"/>
        <ware typename="SS_WARE_TECH241" exact="1"/>
        <ware typename="SS_WARE_TECH275" exact="1"/>
        <ware typename="SS_WARE_TECH276" exact="1"/>
        <ware typename="SS_WARE_TECH277" exact="1"/>
        <ware typename="SS_WARE_L_A" exact="1"/>
        <ware typename="SS_WARE_L_P" exact="1"/>
        <ware typename="SS_WARE_L_T" exact="1"/>
        <ware typename="SS_WARE_L_B" exact="1"/>
        <ware typename="SS_WARE_L_S" exact="1"/>

```

```

<ware typename="SS_WARE_BEAMING" exact="1"/>
<ware typename="SS_WARE_BESTBUY" exact="1"/>
<ware typename="SS_WARE_BESTSELL" exact="1"/>
<ware typename="SS_WARE_BIOSCANNER" exact="1"/>
<ware typename="SS_WARE_CARGOSHIELD" exact="1"/>
<ware typename="SS_WARE_FIREWALL" exact="1"/>
<ware typename="SS_WARE_HULLPOLARIZE" exact="1"/>
<ware typename="SS_WARE_LIFESUPPORT" exact="1"/>
<ware typename="SS_WARE_ORECOLLECTOR" exact="1"/>
<ware typename="SS_WARE_SENTRY" exact="1"/>
<ware typename="SS_WARE_SW_CARRIER" exact="1"/>
<ware typename="SS_WARE_SW_EXPLORER" exact="1"/>
<ware typename="SS_WARE_SW_FIGHT_1" exact="1"/>
<ware typename="SS_WARE_SW_FIGHT_2" exact="1"/>
<ware typename="SS_WARE_SW_NAV_1" exact="1"/>
<ware typename="SS_WARE_SW_NEW13" exact="1"/>
<ware typename="SS_WARE_SW_NEW17" exact="1"/>
<ware typename="SS_WARE_SW_NEW2" exact="1"/>
<ware typename="SS_WARE_SW_PATROL_1" exact="1"/>
<ware typename="SS_WARE_SW_SPECIAL_1" exact="1"/>
<ware typename="SS_WARE_SW_SUPPLY_1" exact="1"/>
<ware typename="SS_WARE_SW_TRADE_1" exact="1"/>
<ware typename="SS_WARE_SW_TRADE_2" exact="1"/>
<ware typename="SS_WARE_UNFOCUS_JUMP" exact="1"/>
<ware typename="SS_WARE_WARPING" exact="1"/>
</equipment>
<cargo>
  <ware typename="SS_WARE_ENERGY" exact="3000"/>
  <ware typename="SS_WARE_DUMMY23" exact="1"/>
  <ware typename="SS_WARE_DUMMY26" exact="1"/>
  <ware typename="SS_WARE_DUMMY30" exact="1"/>
</cargo>
</create_ship>
</reward_player>
<set_value name="ATF Notoriety" exact="{lookup.notoriety@notop1}"/>
<set_value name="Terran Link Plot" exact="1"/>
<set_value name="HUB Plot" exact="1"/>
<set_value name="HQ Plot" exact="1"/>
</do_when>

```

Adding a station using a director file, by Stu Austin.

Code:

```

<?xml version="1.0" encoding="ISO-8859-1" ?>
<?xml-stylesheet href="director.xsl" type="text/xsl" ?>
<director name="test" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xsi:noNamespaceSchemaLocation="director.xsd">
  <documentation>
    <author name="Stu Austin" alias="Stu Austin" contact="http://www.egosoft.com" />
    <content reference="Factory" name="Factory" description="Simple 'factory' template" />
    <version number="1.0" date="3-24-2008" status="development" />
  </documentation>
  <cues>
    <cue name="create_wheat1">
      <condition>
        <check_all>
          <check_value value="{player.gamestart}" exact="107" comment="The exact equals to
gamestart number."/>

```

```

        <check_age value="{player.age}" min="60s" />
    </check_all>
</condition>
<action>
    <do_all>
        <load_text fileid="7005"/>
        <find_sector x="1" y="3" name="argonprime" comment="Finds Argon Prime and assigns
a name which can be used later" />
        <create_station name="this.Wheatfarm" typename="SS_FAC_R214_1" class="factory"
textid="5900">
            <position x="10km" y="10km" z="10km" comment="position of the factory in the
spawned sector"/>
            <sector sector="argonprime"/>
        </create_station>
        <set_owner object="this.Wheatfarm" race="argon"/>
        <add_equipment object="this.Wheatfarm">
            <ware typename="SS_SHIELD_E" exact="15" comment="15x1mj shield"/>
        </add_equipment>
        <set_shield object="this.Wheatfarm" exact="90"/>
        <add_resources object="this.Wheatfarm">
            <ware exact="25000" typename="SS_WARE_ENERGY"/>
        </add_resources>
        <complete_cue cue="create_wheat1"/>
    </do_all>
</action>
</cue>
</cues>
</director>

```

Additional comments - July 2009.

WARNING : If you make the start.xml file too big, it may not execute on lower end or memory limited computers. I particularly found this when also adding a lot of stations and ships to the game using multiple setup.... scripts. Its like the computer makes a list of things to do, and start.xml and your setup scripts are well down the list, and if the computer runs out of resources, the start.xml just doesnt get done.

To get around this, if your start.xml is going to be large, then only have a single setup script, that checks for a global variable on starting the first time, and because it doesnt exist yet, it does nothing except turn the global variable on. After the first load of a save game, the setup finds the global variable exists, so calls your scripts for what you want created in the game. It then sets the global variable to something that says its completed, and all other times the game is started, it should find the task complete and so not run anything else. I recommend you include hotkey creation at the same time.

When adding a new gamestart, consult the list in the sticky thread of modding documentation for already used start numbers. Then submit your gamestart number to be added to that list.

Please do not duplicate other peoples gamestart numbers or egosofts, as at some time in the future, it may be feasible to make a false patch that includes all of them.

X3 Unbalanced ! by Apricotslice

<http://circleofatlantis.com/games/X3/unbalanced.html>

During 2006, I turned my hand to modding X3. In the middle of that year, I was part of the group that started the XFP mod, but we rapidly didnt see eye to eye on some key matters and I left them to it. Not long after, I was asked to do some creative writing for a new forum, and this is what came out. Its useful as a guide, but in fact it was a full on

rant ! It did spur me on to complete my own mod and it does illustrate the type of thinking that can motivate many players to start investigating how to mod the game. At some point, everyone comes up against some limitations of the game that really upset their game play style. So this is just how it affected me.

X3 Unbalanced ! by Apricotslice

This is not a guide, this is a Rant ! :)

Dont get me wrong, X3 is the best game of this genre since Privateer 1 and 2. Butif you beleive in balance, go away, your not going to like this ! :)

One of the easiest ways to get into an argument with X3 players is over the issue of "Balance".

Many are almost obsesional about making sure the game stays "balanced".

In my opinion, X3 is over-balanced to the point of absurdity, and balanced so heavily toward keeping the original X gamers interested, that new players starting in the X universe with X3, are well and truely discriminated against.

What is "balance" ?

The balance is there in order that no single entity and especially the player becomes too powerful too quickly, or makes too much money too quickly. The game is over-engineered so that all methods of making money ultimately make it at the same basic speed. The only way to make mega-money is to have so many different things making those limited credits an hour that it actually makes you millions per hour. But the early stages of the game do not allow you to do this, and the built in time frame for the game is to take weeks of trading to get enough credits together to really start making some credits.

The ships are all balanced. Each ship has a role. Each role has defined areas of vulnerability. Each ship has some strengths, but just as bad weaknesses.

The concept of balance means that in order to be good at one thing, you have to accept vulnerability in another.

Fine in concept. In theory, you should be able to build up a fleet of Carriers and Destroyers, supported by Cruisers and squadrons of each type of fighter.

Sure you can.

But the game contains no interface to give them orders properly. Fleet operations are a joke. The vulnerabilities of one ship are supposed to be protected by the strengths of another ship, but in fleet battles, forget it, the interface and basic nature of the combat engines ability to handle complex situations, means that the weak ships perish. and more often than not, the whole fleet, because no-one is actually watching anyone elses back.

Worse, In Sector (is) combat is completely different to Out of Sector (oos) combat. In sector, the dynamics of ships come into play, as well as collisions and how fast you can give tactics to ships (which is again, laughable as an interface). But oos, the whole thing is an equation, and you must outfit ships with their highest sheilds and the biggest guns it can carry, or it will be killed.

Take an M6. Put it in a pirate sector.

IS, it needs hepts on its front guns (but only 4, not 8), and pacs or ires in the turents. The front guns will run out of gun power if 8 hepts are loaded, and the ship will not fire most of the time. The hepts are too slow to hit M5's, and difficult to hit M4's. But if you dont have the hepts, the M3's wont be damaged. In the turrents, you need faster firing guns for missile defense, and for keeping faster ships off your back.

OOS, you put only Bhepts all round. If you dont, you wont have enough firepower to overcome a small patrol of Pirates, once the equation calculates the battle.

Put another way, IS, all hepts will get you killed because they are too slow and need too much power to fire, and the faster ships will evade the shots. OOS, your fine. IS, no hepts will get you killed because the M3's will get you

because you cant hit them hard enough. OOS, no hepts is suicide.

So IS, you need a mix of guns and the experience and speed to change gun loadouts depending on your current target, OOS, you must have the heaviest gun. If your not in the ship, you are not going to be able to change gun loadouts fast enough to save the ship !

Each ship is deliberately designed with vulnerabilities. But the vulnerabilities are different IS or OOS. And there is no way of giving orders to the ship to change the loadouts depending on is or oos combat.

The OOS calculation by the way seems to total up the sheilds, total up the gun hitting damage, divides it by the age of the programmers grandmother and multiplies by the square root of the probability of the auto-pillok taking a Mammoth through Cloudbase SW at full speed without hitting anything. Whichever ships comes out weaker, die. No actual logic to the calculation.

Nor can you depend on the auto-pillok to fight your battles for you. I tried this once. I went into Xenon 101, turned on the pillok, turned on seta, and watched it out fly and out fight everything. Up until it slammed into the middle of the biggest roid in the system.

The new player, is unable to determine why they keep getting killed without resorting to guides and forum questions.

Why ? The game has been getting harder and harder from the first X game, as the loyal fans upgrade to each new game and demand in forum that there be new challenges and that the game itself is harder. Instead of building in a genuine scale of game difficulty, Egosoft chose to simply change the nature and spawning of the enemies to make the game harder.

The game is deliberately engineered to last for years ! And this is great and wonderful and just what we always wanted, those of us who normally play a game out within 2 weeks. But we are accustomed to being able to buy everything within a couple of days BUT in X3, the game is deliberately engineered so that it takes a minimum of several months to be able to buy the biggest ships, which equates out to about 6 months play for those who can only play a few hours a week. And in the meantime as you continue to play, the frustrations and boredom set in, as you desperately seek to get your race rank up and your credits amounting so that one day, about when the next blue moon sets, you can actually buy the biggest ships.

Alas, many of us just gave up. Repetitively shooting tens of thousands of kills is boring in the extreme. There are other challenges in the game.

Also, and this really annoyed me when I first saw X3, most of the inovative money making initiatives introduced by updates to X2 were deliberately sabotaged in X3, in order that the new player could not make money too fast. Again, this was for the fan base, who already knew how to make money quickly and didnt want to be allowed to use the tried and true ways from X2.

So the new player starts off in X3. Is there a tutorial about how to survive and how to trade ? No, that was X2 !

The newbie flies off into the sunset and rams the nearest gate on autopilot and wonders why it killed them. Goes exploring and the first pirate patrol kills them. They spend a week doing cargo runs of e-cells and suddenly realised they are bored and not making any real money.

Into the forums they go, and ask all the same questions over and over, ad nausium.

Not their fault tho !

The game is heavily unbalanced in favour of the experienced player, against the newbie.

Interesting though, the game now has a number of new starting positions. You no longer have to start as "our hero".

The scripting and modding forum has all sorts of fixes and get arounds for the frustrations and limitations of the "vanilla game".

And this gives the new player some incentive to change the game in their favour.

Which brings me back to the arguments over "Balance".

I rapidly lost interest with the vanilla X3. The hugely wonderful graphics didnt deliver the interface to go with the pretty sectors, and the game plays so close to X2, that I'd been there, done that, got the t-shirt and worn it out. Why bother doing it again. And as for the gameplay bugs, officially there are none, so who am I to bash my head against a brick wall about them then ? [rubs head]

I started looking for other challenges, and found a good one in huge complex design, for which of course you need mucho-mulla ! I couldnt be stuffed earning it the slow way, so simply scripted it in and went on to play with complexes for a good long time.

Eventually, that wore off, and I started to play around with modding ships, at which point I suddenly found all those petty ship restrictions and removed a lot of them.

Whoa !!! Suddenly the game was FUN !!! I made myself a ship that could protect itself, could run if I wanted to, could take a hammering while I ran if need be, could pick up everything lying around the universe with plenty of space to spare, and which was in fact a delightful ship to fly and fight in. I called it the Gunbus, and released it as a mod.

More recently though, this ship and its sister ship, the Camel, were rejected for inclusion in one of the new super-game-upgrade-mods on the basis that the ship itself was unbalanced and so not suitable for the mod. Fine, thats their decision to make and no problems with it. But it brought the old arguments back into mind again and this writing flowed out when I was asked to write something new.

Fine. I applaud all the purists who want to play X3 as it was designed, with all its vulnerabilities. I take my hat off to the people who can take on a sector full of red dots in their trusty Buster and be the only ship left after the furball. I sit in amazement of the people who take an M6 or more amazingly an M2 (strangely enough) into a Xenon or Khaak sector and simply leave space dust behind when they leave.

I cant do that ! I'm not that good a pilot. I dont strafe, I like speed. I prefer Wing Commander combat engines. I spent so many years in a "real" combat engine that adapting to this one, is not only beyond me, but I really cant be bothered. You can ? Great for you.

I'm happy for all the people for whom being the underdog, the under-equipped, the hero with an inferiority complex, the reluctant hero who prevails against all odds, for whom the challenge of the game is in being weak and vulnerable and winning anyway. Personally, I've played so many of those kind of games the thought of doing another one that way makes me want to puke. I am really happy if your happy having fun this way. But I'm not and I get sick of people shoving "balance" down my throat when unbalanced as all hell is what makes it the most fun for me.

The bottom line is FUN, whatever gets you off.

Yet the forums are full of frustrated newbies. Got news for you - Frustration does not equal fun ! (Ok, a small percentage get off on frustration and if this is you, I can understand why your still reading and I'm very happy for you.).

So. I'm a newbie, flying around in a Buster with tissue paper for shields and pop guns. Bang, your dead. 50 times, bang your dead. Why do you bother. Whats the point ? Take this stupid impossible game back to the shop or ditch it. (Millions have ! Well maybe not millions, but my local shop has had a more than 50 % return rate, and its not all about the early hardware problems.)

So, we are a masacist. We didnt return it, we didnt bin it, and we sure as hell are going to get our moneys worth out of it.

Hello ! :)

Alternate starts. Different characters. Different starting ships and ranks. Hey, cool, suddenly the story of how YOU play YOUR game is important.

Right-on ! Now I can dig this.

Lets make our own up !

Where do we start. Read the manual. Ok, fine, dont read the manual, but read the bit about the past history.

In X2, you save the galaxy, well sort of. Your the hero, everyone is in your debt. In game time, you play on for about 6 months to a year and amass a huge trading empire and an even huger battlefleet. Your personal ship is a Nova, or an M6, or an M2. Your combat ace of aces or better.

Along comes X3.

WTF ? Suddenly you have no factories. No fleet. No race rank with anyone. You have gone from Hero to Zero with the insertion of a disc. Worse, your personal ship is gone and your flying this old fleatrap that cant get out of its own way, let alone keep you alive, and hey, it has no upgrades either and just 2 little popguns. And suddenly your "harmless" instead of an "ace of aces".

Whose nightmare is this ? What is wrong with this picture ?

First and definitely foremost, if my personal ship had been destroyed, I would not have survived its destruction. Lets get that quite clear. Me and my ship functioned so well, that only stupidity of a high order would have gotten my ship trashed. Only a Khaak battlegroup could have done it. And they take no prisoners and leave no survivors. Dead ship is dead me. So wtf were they thinking of in telling me otherwise ?

Oh and about the Buster. I wouldnt be seen dead in one. Bad enough to lose my M6, but put me in a Buster ? Please ! Adding insult to injury !

Second. In X2 I made a Billion before I gave up. I hit the limits of how much the game can store for you. WTF happened to it ? The Khaak took out the bank as well but left every other building on Argon Prime intact ? Please !

Third, whoever cut the speeds of ships more than by half between X2 and X3 should be taken out and shot immediately. Insanity of the highest order. To add insult they left in the BBS message complaining about above 1000 speed ships. Only ones in X3 are racers and they are not obtainable and never leave a single non-race sector.

Everyone who watched Top Gun knows the line. Say it with me

I FEEL THE NEED,..... THE NEED,..... FOR SPEED !!!! (sorry I cant spell the yell afterwards).

Suddenly a snail can outrun you to the docking queue. Its impossible to escape if a pirate group cuts you off. Disturb a Khaak cluster and your dead before you can say "oh sh*t".

Speed speed speed speed speed. What do we want ? Speed. When do we want it ? Now !

Of course, Egosoft know this, so they put in a failsafe, knowing that modding in extra speed was easy. Instead of an auto-pilot, they gave us the auto-pillock ! And insist this isnt a bug, meaning they did it deliberately. Super speed up your ship, crash into everything if you use the auto-pillock. Typical.

Fourth,you get the picture.

So, lets rewrite this travestry of justice a bit.

Start the game in quickstart. Tell the merc to go park at the EQ dock.

At the begining of X3, your sitting in the Buster. It isnt yours, you just "borrowed" it. You have lost all your factories. But you still have ships. You get on the horn and get them to jump to Argon Prime. While they arrive, you go off and do the combat mission Ban Danna wants you to do, in the Buster (this is actually easier in half a ship). After that, forget the plot, its not going anywhere.

When you get back to AP, you will find your M1 parked safely, with a Gunbus watching over it. Next to it will be

your TL. Your personal Gunbus is parked near the EQ dock. Go dock there yourself and swap ships. (Hint : You need the Gunbus mod installed, and the script editor enabled, and you just create the ships.). They are of course, fully kitted out. (courtesy of the script editor add wares function).

Next, make a withdrawl from the bank. (Hint : add money script).

Fully kit out the buster and the merc, and send them to your M1. Thats your mobile base.

The second Gunbus - make sure its installed with Mk3 trade software. Send it down to Cloudbase SW, then send it into each sector until you get it to Empires Edge, and start it sector trading. Keep an eye on it. A fully upgraded cargo hold means big bickie trading, so it will be ready for universe trading before you know it.

Then, make some decisions. You have a mobile base, a kick-ar*se ship and some funds to get started again. You decide how you want to play from here.

For those who want to play a defensive, try not to kill game, you have a ship that can get you out of trouble and all you need do is find a sector to base in and start building that trading empire !

Thats what I did, anyway.

Be creative. Mod your own ship. Decide your own back story, and start the game as someone who counts, not as wet toast.

Who cares about Balance ? The game is supposed to be FUN FUN FUN !

If you enjoy getting killed a lot, thats your look out, and why are you still reading this ?

For the rest of us, do whatever you have to, to make the game fun for you,

..and say it with me.....

....to hell with the balance !!!

Apricotslice

Somewhere beyond the Unknown Regions, phoning home.

Apricot Mapping Service Mod for TC, by Apricotslice

<http://forum.egosoft.com/viewtopic.php?p=2665655>

Incoming Transmission.

John, Its Bob.

Bob, what have you got for me !

The fleet has arrived here in Omicron Lyrae. We disassembled the HQ and its sitting in the TL waiting for you to decide where to rebuild it. I'm not sure where that is, the universe is so much more dangerous these days.

I'll find somewhere, don't worry.

Good news, the new MT class mini carrier is ready, and the new freighter and M7M, as are the new shields and gun designs. Get yourself out of that flying piece of tissue paper and into something with some decent shielding. A Mule at least, since they can now carry 200mj shields.

Ok, I will.

We have reports of derelict ships around the place, I'm uploading the co-ords to your computer. The new jump software is ready to go, so you can jump straight to them. Take the new Mini-carrier and give it a test drive ! We'll be waiting for you here when you get back.

Thanks Bob, see ya soon.

Transmission closed.

Your Mission : You are a freind to everyone (except those who shoot at you), an explorer, a builder, and a helper. Be nice, be unafraid, and build a new empire !

Game Start : The Argon Patriot Start has been modified to provide a full Apricot fleet at the start of the game, including 1 of each ship type. The Player name is set to John (Apricot) Slice. Race rank is set to the highest rank for all races, except Terran which is marginal landing rights since you have not actually met them yet, and Khaak and Xenon who are shoot on sight Enemies. Pirates are sort of half and half. Yaki are freindly-ish. How the game goes is completely up to you.

Your Ship List

Apricot BigMother : M1 Colossus Hull modified to be a proper mothership.
 Apricot Battle Carrier : M2 Battleship ideal for combat whilest Salvaging.
 Apricot Masterdon : TL Mammoth modified to carry more.
 Apricot Hyper : M7 Heavy Transport.
 Apricot Gunbus : M6 Heavy Transport
 Apricot Camel : M6 Heavy Transport
 Apricot Mule : M5 Disco Light Transport.
 Apricot Sirokos : M7M Boarding Ship
 Apricot MiniCar : MT Mini-Carrier
 Apricot Mistral : M7M Light Mega-Transport

All ships can carry all guns and all missiles.

All ships can carry up to 10 2gj shields, except the Mistril and the Mule which carry up to 200mj.

All ships can launch boarding pods.

Script List

Jump to Derelict command (use at own risk)
 Beamdock (Beam any ship up to M7 size in and out of capital ship docking space) (Originally DockTS by LV)
 CBeam (Beam in all containers in scanner range)
 ABeam (Beam in an astronaut as a passenger)
 DBeam (Beam in any Combat Drone)
 Apricot ships in Argon Shipyards
 ST/UT for most ships
 Outfit Apricot Ship Commands
 Apricot Claim Software (Originally SOS Mk2 by Cycrow)

Other Tweaks

Tractor Beam range set to 8km. Mountable in all Apricot MainGuns and Turrents.

Apricot PBE's given a bigger punch and a 5km range.

Apricot PPC's given a faster firing rate and slightly reduced hitting power.

Might be a couple of other things I have forgotten :)

Player Choices :

The ships were designed to give you maximum choice. Some like speed, others dont. Some are happy with normal shielding, others need as much as they can get. So the choices are there for you to make.

The speed the ship does is dependent on how many speed upgrades you install. Choose.

The rudder the ship has is dependent on how many rudder upgrades you install. I recommend 30, but Choose.

Gun choice is very wide. You can go for heavy guns, a mix or just normal M6 guns. Choose.

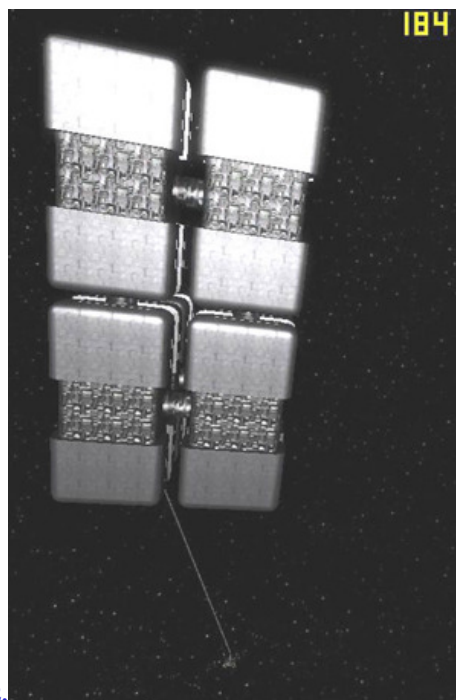
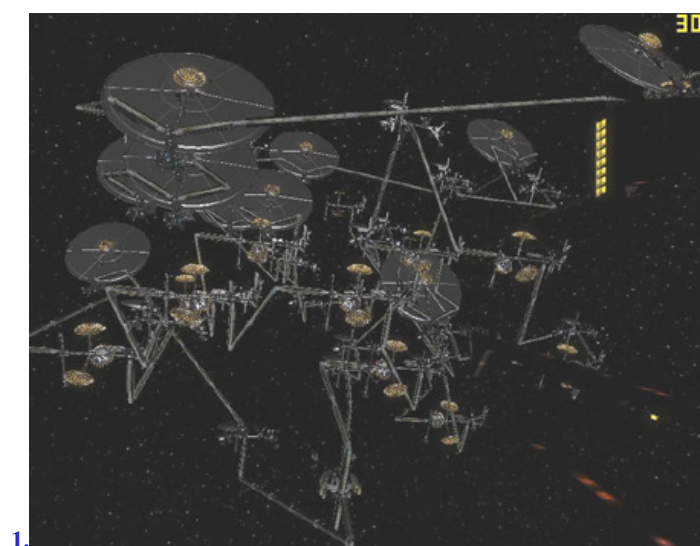
You can go for heavy shielding or normal shielding for the ship class. Choose.

The end result is up to your Choices, so experiment and find a ship design that suits your gameplay. If you think something available is not appropriate due to your sense of game balance or otherwise, then simply dont use that feature of the ship and pretend it isnt there. These ships are not available to the AI, so the only effects are in your own use of the ships.

Modular Complexes for TC, by Gazz

<http://forum.egosoft.com/viewtopic.php?t=225042>

Complex too big? FPS too low? Don't like italian food?



1. This is a complex I scripted in merely for the picture.
(A *real* load test is further down, in the 2nd post.)
There are 20 Biogas L, 15 Crystal Fab M, 10 SPP M.
2. The same complex crunched. (Model by [KilleRTidE](#))
Note that this is one station in the game. It's just a big one. =)
1 + 2 were taken from the exact same position and orientation.
Note that I had *FRAPS running* when taking the screenshots.
A difference of 154 FPS speaks for itself.
The FPS do not get much lower when the Module Container grows.
3. The internal wiring is done extremely efficiently, reducing the number of tubes to an absolute minimum.
4. Not only does your complex become neater - it is easier to manage, too.
Imagine having 45 single factories in that list instead of 4.
5. With CC v3.40 and up the complex connection tubes are also blanked out.
This is not "the" [TCM Tubeless Complex Mod](#) but based on the same principle.
(Because frankly - there is no other way)
This saves even more CPU-power and avoids collisions.
The connections are only visible on sector map and gravidar.

This is the first real "complex FPS issue" script/mod that still has working factories with all proper interface items, such as ware storage and production bars.

Usage

A Tractor Beam must be on board of the executing ship.

The script has 2 arguments.

Command (text) : This is what the script is supposed to do.

Position (Position) : When things are moved or built somewhere, this is always where they are put.

Commands

- **crunch** : All unconnected factories and mines in the sector are combined into as few as possible factory modules.

If this command is run for the first time, the Module Container is built at the position you supplied.

Watch where you build it. This thing is huge and it is unlikely you can ever move it again.

On subsequent crunch runs the position argument is ignored and the Factory modules automatically added to an existing Module Container.

Ships can not dock at a Factory Module. FM can only function as part of a complex.

You still need to connect the "crunched" Factory Modules. manually. However, it's a whole lot faster to connect 4 Factory Modules instead of 45 single factories. =)

Factories of every possible type or size will be assimilated into standardized Factory Modules with possible sizes of 1 (S), 2 (M), 5 (L), 10 (XL), 20, 40, 50, 100, 150, and 200.

Ore and silicon mines can not be crunched without a small loss. I have seen 1-4 %. This is due to the fact that mines have a variable production output resulting in a "half" factory, which can not be built. [More info here.](#)

You do not have to do any math. That's what the script is for. =)

Build 26 M-Fabs and the script transforms them into 1x 50, 1x 2.

2 factories instead of 26.

And they stay modular and upgradable.

Add another 9 of those M-Fabs and the script would transform the whole thing into 1x 50 and 1x 20.

2 factories instead of 35.

If you are using a Module Container you do not have to position new factories within connection range of the hub any more. Randomly drop them somewhere in the sector.

They are automatically assimilated into the Module Container when you rerun the crunch command.

Expanding complexes becomes easier than ever before.

If your complex contains only completely identical factories then crunch can sometimes compress them into a single module. A single module can no longer be made into a complex...

That's what Ignore is for. Using that you can exclude a station or module from the crunch command and crunch will only compress the remaining stations/modules.

As a result you always have a minimum of 2 modules and can rewire them into a complex.

Important note regarding Ashley's Factories:

You must not run the crunch command immediately after building one of Ashley's factories.

They are not completely constructed at this point. Give it 30-60 seconds to finish it's installation.

Regular factories are fully constructed right after your TL has built them.

- **drop** : In the selected sector, all your TL unload all factories from their cargo bays and build them at random positions. You can be OOS.
You do not have to watch any pretty videos.

And I *mean* factories. No mines, shipyards, trading stations and whatnot.

- **hub** : A Complex Hub is moved to the position you supply.
If there is more than one hub in the sector you must target the one you want from your own ship.
If there is only one hub, the script assumes that you want to move the hub.

If there is only 1 hub and there also is a Module Container in the sector, then special rules apply.

If you set the position extremely close to the MC then the hub is put in a relatively safe standard position below the MC instead.

If you set it too far, the hub is placed in the direction you set but still within 19 km of the MC. This way you can still connect more factory modules because the connection range of a complex tube is 20 km.

north : Complex Hub is rotated so the docking clamps point north (X3 standard)

south : ...

east : ...

west : ...

up : ...

down : ...

If there is more than 1 hub in the sector, the one you want is defined by the position you set.

- **fps** : Show current FPS in a message window. A quick way to see how well this works. =)
- **ver or version** : Report script version to your logbook.

- **check** : CC will verify it's own mod at every version upgrade.
This command forces the check.
If you add any other mod (as a fake patch) on top of the CC mod, you can use this command to see if CC is still alive and happy with this installation.
- **ignore** : Personally Target one of your stations and run this command on some properly equipped ship. (skip the "Position" argument).
CC will ignore this station or module on subsequent "crunches".
Repeat the command for this particular station to remove the ignore flag.

Regardless of what you had targeted, ignore will always tag all currently ignored stations in sector with a "[i]".

This is purely for your information and can be deleted/renamed at will.

So if you use ignore without a station targeted, all the script does is check all stations and add the text tag where needed.

There is also a station command "Complex Cleaner Self Destruct".

Do I need to explain this?

Old Complex Cleaner v1.08 features (additional text options):

They still work but don't play in the same league as far as FPS savings go. In fact, they can reduce FPS in some cases.

They can run for several minutes on a larger complex.

- **clear** : All connected Fabs are moved further out in the sector to a position you supply. If this position is within 100 km of the sector center (or inside a planet...) it is ignored and a safe position is found.
Note that the player ship must be in the same sector when the command is given but you are free to leave immediately afterwards.
- **restore** : All unconnected Fabs are recalled.
This will be necessary when a hub is destroyed.
The destination is either a complex hub or if none is supplied, the position.
Only about 70 Fabs can be recalled at one time because huge safety margins are required to place objects like SPP XL or mines.

Alternate HUB Plots, by Apricotslice

<http://forum.egosoft.com/viewtopic.php?t=226623>

The HUB Plot is one of the new innovations in TC, giving the player a truly unique sector. However the missions in this plot have upset a lot of people, notably the combat players. The main objection is the sheer amount of time it takes to complete the missions, and the fact that getting the Player Headquarters in the plot that follows is held up far to long by the HUB Plot.

The HUB plot is there to encourage players to build trading empires. This is great for those who like this aspect of the game, but many dont. No-one quite seems to know why the HQ plot, which incidently is completely different from the one that introduced it in X3R, has to follow the HUB plot. However, the storyline for the HQ plot, has elements introduced in the HUB plot, so they have to be done in that order to make any sense.

The two plots do have a common end point as well, in so far as one of the things the PHQ does, is make its own ships. But to do this, you need a healthy supply of building resources. The HUB plot puts into place, the industry you need to supply the PHQ to churn out a lot of ships. However, with the sort of complexes people are building to complete the HUB plot, once complete, the economy of the universe can be majorly upset by the sheer magnitude of the products the player is dumping on the market. It was probably a good idea, but like most good ideas in the X-verse, it wasnt thought out properly and got implemented badly. (imo)

The combat players really only want the PHQ as a Headquarters and huge dock, where they can send all their ships for fitting out and safe storage. Its these players who are finding the HUB plot, well....., words like..... "insane" are being used. And even though I'm a generalist player doing a bit of everything, I tend to agree with them.

So as I said in my TC Walkthrough/Guide, I took a chainsaw to the HUB plot. This is actually not difficult to do, as the plots are written in the new Mission Director, and can be edited by any xml editor.

Be aware that if you have already begun this plot, putting in an alternative plot will not change your current task, but should change the next task.

Apricot Very Easy Hub Plot v2

I'm afraid I'm with those who think the requirements for the Hub missions are insane. I've reduced them to the following :

4 computer components, 5 microchips, 15 Teladianium, 45 Ore, 5 Nividium, 75 Crystals, 40 Silicon and 25 microchips. The payout you make is now 1 mill.

Please let me know if any inconsistencies turn up when playing.

Unzip into the X3TC directory and it should create a director folder and put the plot script in it.

Be aware that if you have already begun this plot, it will not change your current task, but should change for the next task.

Updated to v2 27-Apr-2009. Original versions still available.

Apricot Medium Hub Plot v2

I've reduced the requirements to the following :

40 computer components, 50 microchips, 1500 Teladianium, 4500 Ore, 50 Nividium, 750 Crystals, 4000 Silicon and 250 microchips.
The payout you make is now 3 mill.

Please let me know if any inconsistencies turn up when playing.

Unzip into the X3TC directory and it should create a directory folder and put the plot script in it.

Be aware that if you have already begun this plot, it will not change your current task, but should change for the next task.

Updated to v2 27-Apr-2009. Original versions still available.

Apricot Hard Hub Plot v2

Stage 1:

400 Computer components (unchanged)

500 Microchips (unchanged)

Stage 2:

15.000 Teladianium (original value divided by 10)

45.000 Ore (original value divided by 10)

Stage 3:

500 nividium (unchanged)

75.000 Crystals (original value divided by 10)

Stage 4:

40.000 Silicon wafers (original value divided by 10)

7.500 Microchips (original value divided by 10)

Please let me know if any inconsistencies turn up when playing.

Unzip into the X3TC directory and it should create a directory folder and put the plot script in it.

Be aware that if you have already begun this plot, it will not change your current task, but should change for the next task.

Updated to v2 27-Apr-2009. Original versions still available thanks to AlderonDark

Note : These start versions were made for TC v2.0, and the v2.1 vanilla starts are slightly different.

PHQ for TC Mods

There are several small mods available to to change the Player Headquarters. Its main limitation is a lack of extended cargo space. Even the most combat oriented player likes to store a lot of stuff on their PHQ, and the default space is usually not enough for a lot of players.

Apricot Extended PHQ Patch, by Apricotslice

<http://apricotmappingservice.com/X3TCdownloads/>

<http://forum.egosoft.com/viewtopic.php?t=22662>

Apricot Extended PHQ Patch v3

(Updated 02 Aug 2009)

Vastly increases the cargo space of the Player HQ to 500 mill.

Decreases RE'ing and build time dramatically.

Creditless building.

Also builds Factories, Shields, Missiles and Guns if you script on the blueprints.

Numbered 09 to be installed as a false patch in the TC directory. If you already have an 09, unzip to a temp directory, renumber as the next number available and copy to the TC directory.

This patch will only work on a new HQ, so install the patch before you create your HQ.

Note, the original R version is still available, which installs as 07.

Player HQ Hack, by Graxster

<http://forum.egosoft.com/viewtopic.php?t=219938>

This mod makes the player HQ require NO resources to build ships. It also greatly reduces reverse engineering and build times.

Apricot Merge Mod for TC, by Apricotslice

<http://forum.egosoft.com/viewtopic.php?t=254322>

as at 7-AUG-2009

This mod merges a lot of the smaller mods together so that they are compatible with each other in the same game.

The mod also includes some of the common script packs.

Currently includes :

102 New Ships

20 New factories

7 New Docks

2 New Guns

23 New Game Starts

Mods Included :

Apricot Mapping Service v2.10 by Apricotslice

....includes

....* 3 Game starts, AMS, Goner, Khaak

....* New Superstore Docks

....* AMS stations, Goner stations, Khaak infiltration stations

....* Jump to Derelict Command

....* Cbeam/Abeam/Dbeam collection scripts

....* UT/ST for most ships

....* Derelict ship creation

....* Apricot Claim Software

....* Beamdock command (replaces DockTS)

....* Auto update of known sectors each time game is loaded.

....* Extended PHQ with faster, no money building of ships, shields, guns and missiles

....* PHQ and Military Dock available to buy

....* Goner Temple and Goner Way Place available to buy

....* Known sectors updated each load.

Freight Distribution Network v4.02 by Logain Abler

Strategic Sector Defense Network v1.01 by Logain Abler
Complex Cleaner v4.06 by Gazz
X2 Callback v0.07 by Killerog
Lusca and Thanotos by Axeface
Whitestar v1.2 by aXeL
Normandy v1.3 by Tenk
Battlestar Galactica 1.8 by Hawkbs
Vanilla Malt Starts, by Snowship

Scripts Included :

Cycrow Cheat pack
Cycrow Community Plugin Config
Cycrow Improved Boarding
Cycrow Hotkey Manager
Grax Marine Training Manager
Apricotslice Most ships ST/UT
Apricotslice Jump to Derelict
Apricotslice Apricot Claim
Apricotslice CBeam/Abeam/DBeam
Apricotslice/LV Beamdock

Hotkeys Included :

CBeam/Abeam/DBeam
Apricot Claim
Marine Training Manager

Note : These hotkeys need to be setup yourself at game or mod start.

Artificial Life :

FDN
SSDN
CC

Note : These can be turned on or off in the Artificial Life Menu.

Additional Starts exclusive to Merge Mod :

Minbari Madness - Start the game with a Whitestar.
Galactica Quest - Start with Galactica and a small fleet.

Installation :

Delete all setup.apricot.??? scripts from the scripts folder if you already have installed the Apricot Mapping Service mod. These are replaced by Merge Mod scripts.

Unzip the Merge Mod Zip file into the Terran Conflict folder. All files should be placed correctly.
Select the Apricot Merge Mod from the jump off screen.
Select New Game.
Select a Game Start.

New Game Start :

Game start conditions will be set up before you see the sector.
Turn on the Script Editor immediately, by renaming the player name to "Thereshallbewings". Make sure you have a capital T, and 2 ll's. (check it !!)
If correct, the game will freeze, then the player name will return to what it was. If it doesnt freeze, or the name remains what you typed, then you typed it wrong !
Save the game.
Load that save.
Mods will now load their specific needs. This may take a few minutes depending on your computer.
Save the game again.
Load that save.
Enjoy.

Continuing an existing game :

If you already have one of the ship mods installed, it is best that you start a new game.
If you do not wish to start a new game.....
Do NOT install the mod YET !!!
Stop all mod ships after you record all details of homebase and task.
Dock them and remove all fittings.
Sell all mod ships.
This especially includes the player ship if it is a mod ship - move to a vanilla ship, even if you ahve to buy a temporary one.
Destroy all mod stations except Complex Cleaner, which is compatible.
Install the mod.
Buy new ships. Refit them.
Script in new stations using the Cheat Pack.
If you have a PHQ in game already, remove all products from it, undock all ships, remove all credits from it, then destroy it using the cheat pack.
Script a new PHQ into a TL, then drop it as normal.
Failure to recreate your PHQ will result in mod features not being unavailable.

If you fail to remove a ship or station from one of the above mods in an existing game, the game saves will crash with a corruption error.

Transcend II Mod for TC, by Observe

<http://forum.egosoft.com/viewtopic.php?t=255148>

Introducing Transcend II for Terran Conflict

http://www.x3dmod.com/ftp/images/t2_op.jpg

Version 1.0

We are pleased to announce Transcend II for Terran Conflict. This second in the Transcend Trilogy contains the following major features:

- New galaxy - consisting of 194 new sectors for "Trade.Fight.Build.Think" challenges and opportunities.

- Numerous missions developed using the power of Mission Director
- New ships
- Multiple game-starts
- Hull-eating sectors
- Selected backgrounds by Realspace
- Various other surprises and enhancements over standard X3
- Custom installation and update program
- Multi-language support

Requirements

- Windows XP, Windows Vista, Windows 7.

Installation

Transcend II uses a custom installation program.

Download here

http://www.x3dmod.com/ftp/images/t2_installer.jpg

Description

The purpose of this installation utility is for the following reasons and advantages:

1. Because Transcend II uses all new sectors, we require non-standard sector announcement audio. Since Terran Conflict (unlike X3-R) places the audio specification file (00044.xml) externally in the \mov directory, we must rename the audio file whenever Transcend II mod is being used. This is accomplished through the "Transcend" and "Standard" buttons.
2. Check for updates with the "Check Updates" button.
3. Download and Install the mod correctly.
4. Default load-screen images are renamed so that only Transcend II images are used.

Operation

The first thing you will want to do is download and install the Installation Utility (above file attachment). Using this utility is fairly straight-forward. The following will describe the purpose of each button, and how to use:

1. Download - download the mod. Make sure you have an internet connection, and then click the "Download" button. The mod file is quite large (100 meg), so depending on your internet connection speed, this process may take quite a long time. The progress bar will indicate download percentage completed.
2. Check Updates - Periodically you may want to verify if your version of the mod is the most recent. You do not need to use this feature if you have just downloaded the mod - because the download version is always the most recent.
3. Install Mod - Click this button after you have downloaded the mod, or if you move or re-install Terran Conflict . You will need to browse to your Terran Conflict installation directory and click the X3TC.exe file. This will tell the mod installer where to place the mod files.
4. Remove Mod - This will remove all the mod related files from your TC installation, and return TC to default condition. You will also need to use Control Panel - Add Remove Programs if you want to remove the installation utility from your computer.
5. Transcend - This button will rename the TC audio file so that the file inside the mod can be used for sector

name audio

5. Standard - Click this button when you want to play standard Terran Conflict. It will rename the audio file back to its original

6. Exit - Close the Setup and Configuration Utility (this program)

NOTES:

1. You MUST be logged into your computer with Administrator rights when you run the Installation program.

2. You will still need to select TranscendII as the active mod in the X3-TC program launcher (Select Active Mod button).

3. Launch Terran Conflict game as usual. This program does not need to be running once installation is completed.

4. We strongly suggest you use a "clean" installation of X3-TC. We cannot troubleshoot or guarantee operation for installations containing non-standard scripts, mods, or other add-ons.

Transcend II Galaxy map

Click map for full size

http://www.x3dmod.com/ftp/images/t2_tc_map_big4.jpg

http://www.x3dmod.com/ftp/images/t2_tc_map_small4.jpg

Games-starts

Lost in Space:

While returning from a mission in the X-universe galaxy, your fleet of warships encounters a wormhole, landing you in a far-flung galaxy. Having no means of communication with the home system, your only hope is to explore this region of the universe in an attempt to find friends with whom you may develop alliance. Your fleet is scattered, and their fate is unknown. You must cross vast regions of space full of challenges at every turn!

http://www.x3dmod.com/ftp/images/start_t2.jpg

Invasion:

This is the original Transcend I scenario adapted for Transcend II galaxy.

The Galaxy is in ruin. Commerce and trade between races has all but ceased and sector economies are collapsing. Key sectors have been lost to the Xenon, Kha'ak and Pirate factions. All the major allied Fleets are engaged in combat against an ever-increasing foe.

Terran High Council has decided that their historically isolationist policy must be set aside to avoid being engulfed by the chaos besetting the rest of the galaxy. You are the commander of a powerful Fleet of ships, with the perilous task of saving the galaxy from ruin.

http://www.x3dmod.com/ftp/images/start_invasion.jpg

Hunted:

This is for those who like a little more combat action in their game. After you destroy 2 Pirate ships, you will receive a warning from Pirate Headquarters. If you destroy 2 more Pirate ships, you had better run, because the hunt is on! They will chase you to the end of the galaxy and through the gates of hell. As you travel, you will find yourself with a growing "pack" of relentless Pirates after your head. You can run, but you cannot

hide!

http://www.x3dmod.com/ftp/images/start_hunted.jpg

Selected images

<http://www.x3dmod.com/ftp/images/selected.jpg>

Contributors (in no particular order):

Stu Austin

DannyD

Kaehla

Killerog

Macher1

Ketraar

Crip67

Realspace

Observe

Cycrow

X-fans for their suggestions and input

Egosoft for this wonderful game

Others too numerous to mention

Are you tired of the familiar old galaxy? If you love X3, but want something new, you won't want to miss Transcend II!

Here are a few short clips from a larger video in process of being produced:

M2 Hailstorm Destroyer docking externally to the rear of the Fortress, followed by M5 Dart docking internally. As the Dart approaches, you will notice docking arms capable of supporting a wide variety of craft including Freighters and other large ships up to M7 size. The Fortress can dock 4 M1/M2 Capital vessels.

[View video \(10 meg wmv\)](#)

http://www.x3dmod.com/ftp/images/t2_fortress_docking.jpg

And while we are on the subject of docking, with mention of the Hailstorm Destroyer, here's another short video of the Hailstorm internal docking bay, and its famous "wheel turrets" in action - which can make mincemeat of any other battleship in the known universe:

[View video \(10 meg wmv\)](#)

Internal docking bay:

<http://www.x3dmod.com/ftp/images/hailstorm8.jpg>

Vanilla Malt Gamestarts, by Snowship

<http://forum.egosoft.com/viewtopic.php?t=254612>

This Mod contains 20 new gamestarts.

All gamestarts based upon Standard Egosoft Stats/Ships, No other modifications included.

Terran Gamestarts:**ATF Captain**

<http://img187.imageshack.us/atfcaptain.jpg> <http://img187.imageshack.us/img187/4046/atfcaptain.th.jpg>

Ship: Vali

Start Sector: Asteroid Belt

Plot: Yes

Requirements: Terran Plot Completed, Specialist Fight Rank

ATF Admiral

<http://img41.imageshack.us/atfadmiraal.jpg> <http://img41.imageshack.us/img41/1879/atfadmiraal.th.jpg>

Ship: Woden

Start Sector: The Moon

Plot: Yes

Requirements: Battlemaster Fight Rank

Corporation Gamestarts:**Atreus Tech**

<http://img31.imageshack.us/atreustech.jpg> <http://img31.imageshack.us/img31/6685/atreustech.th.jpg>

Ship: Barracuda Raider

Start Sector: Queen's Harbour

Plot: Yes

Requirements: Petty Financier Trade Rank

Dukes Dupe

<http://img364.imageshack.us/dukesdupe.jpg> <http://img364.imageshack.us/img364/8863/dukesdupe.th.jpg>

Ship: Hermes

Start Sector: Unknown Sector

Plot: Yes

Requirements: Petty Financier Trade Rank

Jonferco Chauffer

<http://img401.imageshack.us/jonfercochauffer.jpg> <http://img401.imageshack.us/img401/3781/jonfercochauffer.th.jpg>

Ship: Express

Start Sector: Belt of Aguilar

Plot: Yes

Requirements: Petty Financier Trade Rank

NMMC Prospector

<http://img263.imageshack.us/nmmcprospector.jpg> <http://img263.imageshack.us/img263/5647/nmmcprospector.th.jpg>

Ship: Vulture Miner

Start Sector: PTNI HQ

Plot: Yes

Requirements: Petty Financier Trade Rank

OTAS Employee

<http://img300.imageshack.us/otasemployee.jpg> <http://img300.imageshack.us/img300/464/otasemployee.th.jpg>

Ship: Eurus

Start Sector: Legends Home

Plot: Yes

Requirements: Petty Financier Trade Rank

Plutarch Transporter

<http://img43.imageshack.us/plutarchtransporter.jpg> <http://img43.imageshack.us/img43/5883/plutarchtransporter.th.jpg>

Ship: Magnetar

Start Sector: Ore Belt

Plot: Yes

Requirements: Petty Financier Trade Rank

Strong Arms Security

<http://img401.imageshack.us/strongarmssecurity.jpg> <http://img401.imageshack.us/img401/5981/strongarmssecurity.th.jpg>

Ship: Scorpion Prototype

Start Sector: Thyn's Excavation

Plot: Yes

Requirements: Petty Financier Trade Rank

Terracorp's Commodore

<http://img43.imageshack.us/terracorpscommodore.jpg> <http://img43.imageshack.us/img43/2129/terracorpscommodore.th.jpg>

Ship: Cerberus

Start Sector: Home of Light

Plot: Yes

Requirements: Petty Financier Trade Rank

Non-Race Gamestarts:**Pirate Profiteer**

<http://img38.imageshack.us/pirateprofiteer.jpg> <http://img38.imageshack.us/img38/8366/pirateprofiteer.th.jpg>

Ship: Pirate Elite

Start Sector: Farnham's Legend

Plot: Yes

Requirements: None

Clan Warrior

<http://img41.imageshack.us/i/clanwarrior.jpg/> <http://img41.imageshack.us/img41/3062/clanwarrior.th.jpg>

Ship: Pirate Kea

Start Sector: Gaian Star

Plot: Yes

Requirements: Specialist Fight Rank

Yaki Insurgent

<http://img32.imageshack.us/i/yakiinsurgent.jpg/> <http://img32.imageshack.us/img32/1475/yakiinsurgent.th.jpg>

Ship: Susanowa Prototype

Start Sector: Weavers Tempest

Plot: Yes

Requirements: Priest Protectorate Paranid Rank

(Note: this uses the non-implemented Egsoft Yaki start no. [bar ship change though])

Bounty Hunter

<http://img364.imageshack.us/i/bountyhunter.jpg/> <http://img364.imageshack.us/img364/1006/bountyhunter.th.jpg>

Ship: Falcon Prototype

Start Sector: Wretched Skies

Plot: Yes

Requirements: Battlemaster Fight Rank

Mercenary Leader

<http://img263.imageshack.us/i/mercenaryleader.jpg/> <http://img263.imageshack.us/img263/7884/mercenaryleader.th.jpg>

Ship: Elephant

Start Sector: Freedom's Reach

Plot: Yes

Requirements: Tormented Teladi Start

Goner Split

<http://img208.imageshack.us/i/gonersplit.jpg/> <http://img208.imageshack.us/img208/7379/gonersplit.th.jpg>

Ship: Ozias

Start Sector: Elysium of Light

Plot: Yes

Requirements: Goner Plot Completed

Race Gamestarts:**Kha'ak Invader**

<http://img193.imageshack.us/i/khaakinvasion.jpg/> <http://img193.imageshack.us/img193/5376/khaakinvasion.th.jpg>

Ship: Corvette

Start Sector: Various

Plot: No

Requirements: Battlemaster Fight Rank

Lost Split

<http://img263.imageshack.us/i/lostsplit.jpg/> <http://img263.imageshack.us/img263/3408/lostsplit.th.jpg>

Ship: Scorpion Raider

Start Sector: Kha'ak 931

Plot: Yes

Requirements: Family Protector Split Rank

Paranid War Priest

<http://img38.imageshack.us/i/paranidwarpriest.jpg/> <http://img38.imageshack.us/img38/424/paranidwarpriest.th.jpg>

Ship: Pericles

Start Sector: Cardinal's Domain

Plot: Yes

Requirements: Terran Plot Completed

Teladi Defender

<http://img204.imageshack.us/i/teladidefender.jpg/> <http://img204.imageshack.us/img204/6027/teladidefender.th.jpg>

Ship: Toucan Prototype

Start Sector: Deep in Xenon Territory

Plot: Yes

Requirements: Company Manager Teladi Rank

I've done a basic test with them and they start fine, if you come across any bugs please tell me and I'll endeavour to fix them.

Download:

[X3TC Vanilla Malt Gamestarts 1.0 by Snowship](#)

Installation:

Extract 09.cat/dat to your X3TC Installation directory.

If you have other mods that use the 09.cat/dat or up then extract the zip file to a temporary folder and rename them to after the last number... ie

11.dat/cat then rename to 12.dat/cat etc

Disclaimer:

All efforts to produce a stable product have been done, but I accept no liability for any problems/crashes/computer meltdowns that happen from you installing this mod. Use At Own Risk!

XTended-Mod (XTM) for X3R.

<http://forum.egosoft.com/viewtopic.php?t=181941>

<http://www.thexuniverse.com/viewforum.php?f=18>

The XTended Mod is the first mod to be recognised by Egosoft and to have its own thread in the X-Universe forum and download from the Egosoft download site. It installs as a patch in the X3 directory the same way Egosoft release patches.

XTM was a lot of the inspiration for TC, and within TC is a lot of the inovations introduced first by the XTM mod.

Features:

Featuring 90 new sectors including:

- The Terran Solar System
- New Xenon, Khaak, Pirate, and Yaki Sectors
- New Goner, Unknown and Main races sectors
- Countless other places to explore or conquer, each one unique and useful to every players' needs.

95 New Ships:

- Argon, Terran, Paranid, and Otas M0 class ships
- Full compliment of M7 frigate class ships
- Full complement of MM6 military corvette class ships
- An M8 class ship for each of the major races with a special feature per M8:
- Argon Griffon: capable of producing and launching Fighter Drones MkII
- Boron Swordfish: a powerful Ion-Blast (shield damaging) Frigate
- Otas Custodian: group shield and repair Frigate
- Otas HCF: allows capture of enemy ships and repair of damaged hulls
- Paranid Agamemnon: fitted with the latest in powerful missile technology
- Split Panther: a support frigate capable of producing Split fighters
- Teladi Tern: a mine layer frigate for laying explosive blockades.
- Terran Ollerus: wormhole deployment to make dynamic tradelanes.
- 7 Ships from X2 brought back, remodeled and refitted by special dealers across the universe
- Full compliment of Terran ships on sale and active in the universe from M0 down to TS/TP and fighter class.
- MTS, Military Transport class ships, TS ships with much improved statistics.
- Pirate Galleon, Frigates, Corvette and 4 unique Pirate fighter models.
- Otas (a corporation specializing in highly advanced technologies) will have a full compliment of ships from M0 down to M3, each with special distinctive features.
- A new race, and over 9 ships used by them.
- A fleet of new Yaki and Goner ships to discover, buy and use.
- New T0 class Civilian ships. These HUGE hulks go back to the days before cargobay-compression was invented. Nowadays most are converted to mobile ware- and resource production facilities.
- Full complement of M3+ fighters for each race, even the Yaki!
- The Goner Aran, the most powerful vessel the player can own, capable of mobile ship construction, reverse engineering, template equipping, remote fleet transport and even the 'conversion' of rogue-minded villains.
- Many other ships and lifeforms like Boron X-Craft, revamped Xenon vessels, who knows, you might even encounter a Space Dragon!

Xtensive Effects improvements

- Shockwaves and improved capital ship explosions
- Added detailed debris in most ship explosions
- New pirate and Yaki engine effects
- New sound effects for weapons and missiles
- New sector soundtracks
- Missile trails
- Many new types of Suns
- Many new Planet types
- Improved Nebulae and more.

2 New Weapons, 3 new Missiles and over 8 new shield types

- The Paranid Heavy Missile Gun: An ammo base missile launcher capable of devastating long range bombardment
- The Sohnen Beam Cannon: Limited intel available due to a distinct lack of survivors.
- Military 5MJ, 25MJ, 125MJ, 500MJ, 5GJ shields as well as special pirate and Sohnen shields
- Additionally all Terran weaponry can be purchased at Terran equipment docks (if your Terran notoriety is high enough!)

Over 45 New commands and features including:

- Shipbuilding capabilities on some ships
- Drone building capabilities on the Argon Griffon Drone Frigate
- Ship extension upgrade options at player owned equipment docks for fleet equipping purposes.
- Complex warehouses to increase the amount that can be stored at factory complexes, or for their own stand alone use to store goods.
- Multiple electronic warfare and hull repair features on Otas ships.
- Point to Point jumpdrives on some advanced- and M0 class ships.
- Many other features including installing ship repair facilities on docks and on carriers, setting capital ships to automatically execute tactical retreats when under fire, the ability to deploy scout drones for long range reconnaissance, and much more...

New stations:

- The huge and ancient Dyson Sphere, under control of an unknown force
- The magnificent Otas Headquarters built around a series of old mining facilities.
- New factories for the production of the Heavy Missile Gun and ammo, Concussion Impulse Generator, Scout Drones and new Shield types.
- Many larger factories for weapon and ship components production (potentially still compatible with Ashley's XXL fabs)
- New, distinct Shipyards for the 5 main races AND Terrans

Over 20 New Missions:

- Including a new Xtended plot involving a new and terrifying race with the player trying to avert a universe shattering war.
- Multiple ships to discover and interact with within the universe, leading to missions and side quests and general interaction with the universe.
- Several new BBS missions, including missions to unlock new ships such as the Argon Leviathan.
- Dangerous new missions into uncharted enemy space

Many other new features including:

- Countless new wares, freebies and features to find and use
- Much improved AI usage of all ships, leading to more variety and life in the universe
- New docking bays that allow M5 only, M6 only, TS/TP only docking, as well as new internal docking options
- various AL plugin options to enable:
- Shockwave damage from capital ship explosions
- Other independent companies within the universe
- Randomized or fixed locations for new shipyards and important stations
- Many new stations to find and trade with

There is a version of XTM called XTC under development for X3TC. No release date has yet been announced.

DDRS for X3R

Main Authors : DeadlyDa and RedSpot
<http://forum.egosoft.com/viewtopic.php?t=126698>

DDRS is an X3 mod currently available in two versions: Leveled and re-balanced. Leveled retains the original flavor of DDRS, while re-balanced features more difficult combat and often extensive changes to ship specs. Both versions of the mod introduce a large and continually expanding fleet of completely new ships of every class and race. DDRS also features five new special shipyards--one belonging to each race--where you can buy the new ships produced by

each race. The mod also features the opportunity to earn the Player Headquarters or PHQ, where you can construct and repair your own ships.

====> The Challenge:

Permission to buy the shiny new ships featured in DDRS is NOT freely given, but must be earned ship by ship by successfully completing specific missions that you can accept from a shadowy figure based in one of the Unknown Sectors. Once you gain access to a new ship type, you may then purchase it at its owning races' Special Shipyard--if your race reputation allows. Mission difficulty is determined by your combat rank, the current size of your fleet, and the class of ship you're piloting when you accept a mission--with bigger ships triggering tougher missions.

----- Main Features: -----

1. Includes 51 custom ships (2 are "stretched" Super Freighter variants).
2. Two custom stations (an asteroid base, and a new shipyard).
3. An extensive script package to gradually introduce the stations and ships by completing missions during game play.
4. Tweaks to all Standard Egosoft-supplied M6, M2, M1, and TL ships to enable external docking. The M6 gets fighters (M5, M4, and M3), while the TL, M1, and M2 class ships can dock TS, TP, and M6 class ships (as well as fighters).
5. Most of the standard Egosoft M6 ships have additional turrets.
6. All Terran ships are fully functional, and an M4 has been added.
7. Red Spot's "minimal HUD" mod (supplied as an optional "false patch", that can be removed).
8. The EMP TWares file, to support those scripts that use it to add wares to the game.
9. A new 5GJ shield type.
10. Three "optional" script packages; a DDRS version of STM's Race Invasions, a new DD Bounty Hunters script, and a "Jump Start" script, for those players who are having to start over, and want (need?) a few goodies to get started.

Please see the Egosoft thread for a full list of the ships. Most of the ships in this mod come from other science fiction, but are assigned to an X race as one of their ships.

Apricot Gunbus and Camel M6 Heavy Transports Mod for X3R by Apricotslice

<http://circleofatlantis.com/games/X3/gunbus.html>

This is the mod that resulted from my X3 Unbalanced ! rant. As you will see, I documented it using creative writing that defined my own personal game entity and identity, and I seriously recommend everyone comes up with their own. Much is possible when you mod, and its up to you to define the game paramenters and how far off the "balance" you push the game to make it fun for you. This is what I did for me, and its proved a quite popular mod with players.

Apricot Mapping Service.

External Memo.

From : John Slice CEO

To : Julian Brennan

Subject : The Gunbus and Camel

Julian my friend, how are you keeping ?

I just wanted to let you know that The Apricot Mapping Service made a bulk purchase with the Argon for some outdated M6 Centaur's and another bulk purchase from the Teladi of some outdated Osprey's.

I got so sick of losing our freighters and their experienced pilots to Khaak, Xenon and Pirates, that I went looking for an alternative.

The Centaur's and Osprey's nicely fit the bill. Bob Derr, our erstwhile and excentric Chief Mechanic, has been having

a lovely time modifying them. Never seen him look happier !

The object of the exercise was to have a freighter that was capable of enough speed to elude most enemies, while being armed to the teeth and quite capable of handling itself against any group of enemies up to a small fleet or capital ship. What it cant defeat, it can run away from.

The specs are impressive, even by your standards !

Its not the sort of thing I would normally allow, but desperate times need desperate actions. They are expensive ships, but a lot cheaper in the long run than losing multi-million credit freighters with multi-million credit cargos on a regular basis.

The pilots like them. They perform like a fighter, and can escape everything but the fastest M5's, but an M5 isnt going to make a dent in these babies unless the pilot is asleep.

The clients like them, because the cargo bays can hold as much as the largest freighters and get the goods safely to where its wanted.

They were named Gunbus (for the Centaur) and Camel (for the Osprey) after our mad Goner freind told Bob about a reference in the Goner archives of some of the first flying machines on old Earth that mounted fixed guns. I thought them appropriate names since they reflect carrying loads as well.

We have made an arrangement with Argon shipyards to allow sale of some of them to a few select Apricot freinds such as your good self. They are still more expensive than a Centaur, but I think you will agree when you see one that the extra is well worth it.

We have also equiped them with the ability to run Trade Mk.3 Software and Collect Wares in Sector Command.

Enjoy !

John.

Apricot Gunbus

Modified Centaur M6. - 11 guns, 8 main, 3 single gun turrents, rear, left, right.

Redesignated Heavy Transport.

Cargo bay 10,000 to 20,000

Speed - 85 upgrades.

Rudder - 35 upgrades.

Acceleration and handling improved to match speed.

Ability to mount guns dramatically improved.

Mounts all missiles.

Mounts Tractor beam in main guns and turents. Range extended to 8km, making it much more stable at 3km from tow.

PBE's range extended to just over 2km and hit a bit harder.

Uses Slot 212 in tships file.

Uses 4515 and 4516 in file 448686.

Apricot Camel

Modified Osprey M6. - 11 guns, 8 main, 3 single gun turrents, rear, up, down.

Redesignated Heavy Transport.

Cargo bay 10,000 to 20,000

Speed - 85 upgrades.

Rudder - 35 upgrades.

Acceleration and handling improved to match speed.

Ability to mount guns dramatically improved.

Mounts all missiles.

Mounts Tractor beam in main guns and turrets. Range extended to 8km, making it much more stable at 3km from tow.

PBE's range extended to just over 2km and hit a bit harder.

Uses Slot 213 in tships file.

Uses 4517 and 4518 in file 448686.

Player Choices :

The ships were designed to give you choice. Some like speed, others dont. Some want huge cargo, some dont. So the choices are there for you to make.

The speed the ship does is dependent on how many speed upgrades you install. Choose.

The rudder the ship has is dependent on how many rudder upgrades you install. I recommend 30, but Choose.

The cargo bay is 10,000 on purchase, but expandable to 20,000 according to how many expansions you install.

Choose.

Gun choice is very wide. You can go for heavy guns, a mix or just normal M6 guns. Choose.

The end result is up to your Choices, so experiment and find a ship design that suits your gameplay. If you dont think something available is not appropriate due to your sense of game balance or otherwise, then simply dont use that feature of the ship and pretend it isnt there. This ship is not available to the AI, so the only effects are in your own use of the ship.

From: FlyingBarMitzvah

To: Apricotslice

Posted: Mon Aug 07, 2006 7:22 pm

Subject: Gunbus



I just installed your gunbus mod, and man, boy did that put the fun back in the game. I had bought the Centaur in vanilla, and boy what it was a beautiful ship. But it flew like a brick, I don't know how the devs expected you to hit anything with a turning speed like that. So I installed the Gunbus, and now it flies like a fighter, and like you said, I FEEL THE NEED FOR SPEED! Still trying to figure out what weapons to mount on it though, you gave me so many choices...

I love it when someone tells me this :) Thats what its all about, putting the fun in the game !

Version 2 of the Apricot Gunbus Mod is now available. This is fully compatible with the X3 version 2 patches.

3 New ships are included :

Apricot BigMother : Colossus Hull modified to be a proper mothership.

Apricot Masterdon : Mammoth modified to carry more.

Apricot Mule : Disco modified for large load transport.

All ships have expanded speed, shielding, rudder and gun options.

PBE's, lasertower gun and tractor beam all have longer range.

All classes of ships can be ST/UT.

M6 and M7 can collect wares in sector.

New ships are cheaper than the originals.

X3 Version 2.02 Apricot Alternative Start Addon to Gunbus Mod.

I did this start save game as an addon to the Gunbus Mod, in almost the same style as I had previously suggested in the X3 Unbalanced ! rant. Its an example of what you can do to start yourself off, utilizing a mod and your own

imagination.

Briefing Room : Apricot BigMother, Flagship of the Apricot Mapping Service Fleet.

Present, All AMS Managers and senior staff.

Briefing given by John Slice, CEO.

Gentlemen, its as bad as we feared.

All our primary assets are gone. A combination of Khaak capital ship incursions, Xenon infiltrations and Pirate attacks has eliminated all of our factories and most of the Mapping Service's ships.

Most of what remains was with us as we explored the outer regions and is here in this sector now. A single Buster from our defense fleets survived, and has docked here. Its damage has been repaired, but most of its equipment has not yet been replaced and it cannot be considered combat ready. A single Mercury freighter is in Argon Prime. It is undamaged but also has almost no equipment aboard and is defenseless. That ship must be retrieved before it too is destroyed.

Our Headquarters is gone, as is all our defense networks. We need to rebuild, and rebuild quickly.

We have a carrier, a TL, 2 custom M6's, and 2 of the new Mule's. The fleet must be rebuilt. We still have the agreement to buy ships to our specifications from Argon shipyards, but not enough available funds to buy any. I recommend we find a way to make our own ships.

Each department will have a report on my desk tomorrow outlining its requirements for rebuilding and preliminary plans for getting there. We need to rebuild our mining and trading operations as soon as possible, and defenses that will protect them from any kind of attack. The only acceptable reason for our defenses being breached this time will be that the Argon have been totally destroyed. Nothing, I repeat, Nothing else will repeat what has just happened.

We will be self-sufficient, self sustaining and self-defended from this moment forwards.

I'm sending the Camel down to Empires Edge to begin trading, as we need income immediately. All other ships will move to where we decide to rebuild our mining operations as soon as that is identified.

I want plans and I want them quickly. Get to work people !

Apricotslice :

This is a save game for X3 version 2.02. It provides an alternative start to the game.

The game is Quickstart based. The starting Buster is in CloudBase SW, the starting Mercury is in Argon Prime.

The underlying assumption for this start is that the player had a substantial fleet and trading operation when X2 playing was stopped. As explained in the X3 manual, all stations have since been destroyed, but instead of all ships being destroyed, the player has managed to retain a modified M1, a modified TL, 2 modified M6's and 2 modified Discos, as a starting fleet. All ships are well fitted out. There is 10 million in credits available to spend.

Mission 1 has been completed. You have the option to continue with the main plot by contacting Noah at the Goner Temple nearby. The BalaGi missions should be available shortly.

I recommend you choose a name for your organisation, and rename your ships immediately. Choose a sector for a base of operations and begin to trade and mine. The Camel and the Gunbus are fitted with Trade Mk. 3, so one or both can begin to Sector Trade immediately. I use the Gunbus as my personal ship, but you can choose if you do or not. You will find all ships with OOS suitable guns, but all are vulnerable to IS attacks. You should review the cargo holds of all ships before doing anything else, and decide where you need to spend money to make the ships perform to your requirements.

Good luck :)

The De-Rank Mod for X3R

by Apricotslice

<http://apricotmappingservice.com/derank.html>

Apricot Headquarters.

Media release by John Slice, CEO.

Thankyou for attending what I expect to be a historic announcement.

We at the Apricot Mapping Service have watched the Races lose their grip on their own territories in the mounting threat of the Khaak, Xenon and Pirate attacks. At times, they seem powerless to protect even core sectors.

We have stood by and watch countless civilians and traders slaughtered by those that threaten us, mainly due to restrictions on commerce that leaves those without "official standing" short of decent weapons and software. Unable to use them and trade them.

These outdated restrictions must go.

And I'm happy to announce, they have.

In negotiations with all Race governments, the Apricot Mapping Service has been able to convince them of the benefits of having effectively armed and fitted merchant fleets and civilians.

As at this date, I am happy to announce that all rank restrictions on the purchase of all items, has ceased.

If you can dock there, you can buy what it sells. If you have the credits.

Thankyou all.

Apricot Headquarters.

Media release by John Slice, CEO.

Hot on the heels of the removal of rank for purchases, I can now announce a further help to traders.

All the Races have agreed to increase the range of guns that rear turrents can use, and include up to bhept guns as standard options. This will give all traders an extra sting in their tail and help to keep our traders safer.

Thankyou.

I had the idea to do this during 2006, but once v2 was announced as coming, I put it aside and then forgot about it. I was reminded of it recently, and having a brain dead day today, decided to do it, since most of the work for this mod is so repetitive and mind dulling that already having a dull mind was a bonus.

All ships, stations (except docks), and products now have a rank so low that in order not to be able to buy a product, you would long since have been denied docking permission to get it anyway.

Esentially, if you can dock, and you have the credits, you can now buy.

This mod is mainly for those people who cannot spent long hours playing the game, and who find that amassing rank to buy things is both tedious and just not happening fast enough.

Its a way of getting key survival stuff (decent guns and software) as soon as you can afford to.

Key example is Fight Mk2. Essential to have for anyone who is a lousy shot, and yet its rank takes time to achieve,

and its worse because you have to acheive it without the software that makes achieving it easier, eg. Fight Mk2. Now you can buy it immediately you have the cash.



Part Five : Technical Issues.

Introduction

Like it seems most games these days, X3 was released with some issues, which for some people, have caused technical difficulties.

PC hardware is so diverse these days that it is impossible to test on all possible combinations, and so it immediately became apparent after release that some computer hardware was giving people problems that ranged from poor famerate, through crash to desktop (ctd), to an inability to even start the game.

Many issues related to players not having a computer capable of running the game at all.

X3 is a very CPU and Memory intensive game. It requires a high level of processor and a lot of memory. Its video card requirements are high and it demands pixel shader 1.3 or 2.0 compatibility. If your computer lacks in any way, gameplay may be impaired or ctd or freeze issues may occur. Or the game may not start.

An average computer designed for office, business or internet usage, will simply not cut it !

The Minimum system specification on the box is exactly that, the minimum to run the game, with no guarentee of how well it will run. 512mb of RAM will run the game, but badly.

The recommended specification on the box is really the minimum specification to run the game smoothly.

Egosoft maintain a Technical Support Forum for X3R at <http://forum2.egosoft.com/viewforum.php?f=65>. You need to be a registered user of the forums in order to gain access to this forum. The registration code is provided on the back of the Game Manual, type it into the space provided in your forum profile.

Egosoft maintain a Technical Support Forum for TC at <http://forum2.egosoft.com/viewforum.php?f=93>. You need to be a registered user of the forums in order to gain access to this forum. The registration code is provided on the back of the Game Manual, type it into the space provided in your forum profile.

Many of the Betatesters, Scripters and Modders frequent this forum and help is usually obtainable quickly from someone. If you ask questions, be prepared to supply detailed system information and details of your specific problem. Please be patient and remember that being polite and appreciative gets a better, quicker response than being upset and aggro.

If you post a tech issue in the main forum, it will be moved to the tech support forum by a moderator. If you have not registered your game in your forum profile, you will be requested to do so by a moderator, the thread will be locked and once you have registered, a pm will get the thread unlocked and moved.

But before you post tech support messages, install the latest patch for the game you are playing, and read the following guides. If they do not help, read the entire threads they started. If you still do not have a solution, look for more tech support links in the 'sticky' threads at the top of the forum. Then search on key words of your hardware configuration and relentlessly search at least the first 4 pages of links. When all else fails, then post a question.



Reporting a possible Bug or Error

by The_Abyss, Egosoft Forum Site Admin.

When reporting a possible bug or error for fixing or for confirmation, it is absolutely pointless to just say something like

"My PC keeps freezing" etc.

Please, as a minimum, post the following:

- Operating system
- CPU, graphics card, memory, sound system
- game version (i.e. 1.2.01)
- Exact nature of the problem
- sector location in the game and scenario
- type of game played, i.e. plot or non-plot

Anything else just clutters the forum and prevents people getting help when they need it.

Please also take the time to check and see if your problem has already been reported, and if so then use the existing thread.

Thank you.



System Requirements and Performance for X3: Terran Conflict by

CBJ

<http://forum.egosoft.com/viewtopic.php?t=214901>

What are the system requirements for X³: Terran Conflict?

Minimum Requirements

- Microsoft ® Windows ® XP (SP-2), Vista SP1™
- Pentium® IV or AMD® equivalent at 2.0 GHz
- 1 GB RAM
- 256 MB 3D DirectX 9 Compatible video card (not onboard) with Pixel Shader 1.1 support
- Soundcard (Surround Sound support recommended)
- 10 GB free hard disk space
- DVD-ROM Drive
- Mouse and Keyboard or Joystick (optional support for force-feedback) or Gamepad

Recommended Configuration

- Microsoft ® Windows ® XP (SP-2), Vista SP1™
- Intel® Core™ 2 Duo or AMD® equivalent at 2.0 GHz
- 3 GB RAM
- 256 MB 3D DirectX 9 Compatible video card (not onboard) with Pixel Shader 3.0 support
- Soundcard (Surround Sound support recommended)
- 10 GB free hard disk space
- DVD-ROM Drive
- Mouse and Keyboard or Joystick (optional support for force-feedback) or Gamepad

Unlike X3R, for which the minimum system was not really adequate, the TC minimum is actually a true guide. I know from experience that the game is playable on a computer well below the minimum specification with the graphics set to lowest everything. However, if your spec is below the minimum, I'd recommend a minimum of 1.5mb of memory to avoid serious lag.

Multiple cores is not an asset. The game uses 1 of them, and its been reported that 4 core machines often play worse than single core machines. It really depends on what else your computer has in it as to how it performs.

If your at all unsure if the game will play or not, download the running demo from the Egosoft Download area, turn the framerate checker on, and then run the demo watching the framerates. If your averaging 20fps or better then its likely the game will run. If your consistently getting 10 or less, then its unlikely the game will be playable. Most computers seem to have a problem though immediately near any large object such as an M2, so if everything else is high, but that bit of the demo is low, then your doing well.

Which graphics cards support which pixel shader versions?

The following list shows the capabilities of the cards. It is not a list of cards specifically supported for X³: Terran Conflict. However, if your card is *not* on the list then there is a good chance that it *won't* be able to run X³: Terran Conflict. For example cards such as the GeForce4 MX series (commonly the MX440 and the MX4000) are definitely *not* capable of running the game.

Code:

Make	Model	DX	VS	PS
-----	-----	---	---	---
ATI	Radeon 8500	8.1	1.1	1.4
	Radeon 9000(M)	8.1	1.1	1.4
	Radeon 9100(M)	8.1	1.1	1.4
	Radeon 92x0(M)	8.1	1.1	1.4
	Radeon 95x0	9.0	2.0	2.0
	Radeon 9600(M)	9.0	2.0	2.0
	Radeon 9700(M)	9.0	2.0	2.0
	Radeon 9800(M)	9.0	2.0	2.0
	Radeon X300(M)	9.0	2.0	2.0
	Radeon X550	9.0	2.0	2.0
	Radeon X600(M)	9.0	2.0	2.0
	Radeon X700(M)	9.0	2.0	2.0
	Radeon X8x0(M)	9.0	2.0	2.0
	Radeon X1xx0	9.0	3.0	3.0
	Radeon HD2x00(M)	10.0	4.0	4.0
	Radeon HD3xx0(M)	10.1	4.1	4.1
	Radeon HD4xx0	10.1	4.1	4.1

nVidia	GeForce4 Ti4x00(M)	8.1	1.1	1.3
	GeForceFX 5xx0(M)	9.0	2.0	2.0
	GeForce 6xx0(M)	9.0	3.0	3.0
	GeForce 7xx0(M)	9.0	3.0	3.0
	GeForce 8x00(M)	10.0	4.0	4.0
	GeForce 9x00(M)	10.0	4.0	4.0
	GeForce GTX 2x0	10.0	4.0	4.0

Matrox	Parhelia	8.1	1.1	1.3
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XGI	Volari V3XT	9.0	2.0	2.0
	Volari V5	9.0	2.0	2.0
	Volari V8	9.0	2.0	2.0
	Volari 8300(M)	9.0	2.0	2.0

S3	DeltaChrome Sx	9.0	2.0	2.0
	DeltaChrome F1	9.0	2.0	2.0
	GammaChrome Sxx	9.0	2.0	2.0
	Chrome S2x	9.0	2.0	2.0
	Chrome 430 GT	10.1	4.1	4.1
	Chrome 440 GTX	10.1	4.1	4.1
	Chrome 530 GT	10.1	4.1	4.1

SiS	Xabre II	9.0	2.0	2.0
	Mirage 3+	9.0	2.0	2.0

Intel	GMA 900	9.0	2.0*	2.0
	GMA 950	9.0	3.0*	2.0
	GMA 3x00	9.0	3.0*	2.0
	GMA X3000	9.0	3.0	3.0
	GMA X3100(M)	10.0	4.0	4.0
	GMA X3500	10.0	4.0	4.0
	GMA X4500	10.0	4.0	4.0
	GMA 500	10.1	4.1	4.1

* Partial support

Cards with an (M) after their description have one or more mobile variants for laptops with similar capabilities.

Will my PC be able to play X³: Terran Conflict?

This is an impossible question to give definitive answers to, for several reasons:

- Every PC is different and there are far too many different hardware/software combinations and hidden variables to be able to say with any certainty how well a particular game will perform on a particular PC.
- Performance is far more subjective than people realise. What you personally consider "good" performance may be mediocre for someone else or vice versa. A statement along the lines of "it will run well" or "it won't run well" is therefore meaningless.

The best bet for anyone wondering about their current systems, is to look at the preliminary requirements that have been published, compare their PC and components to those listed, and work out roughly where they stand. Ultimately, however, the only real test will be the game itself, so if you want to get a truly accurate picture of your system's performance with the game then you will just have to try it yourself.

Note: In the light of the above, please do not post "how well will my PC be able to run X³: Terran Conflict?" questions in this Technical Support forum. If you want to discuss the merits of different components to buy for X³ then please do so in the [Off Topic forum](#).

How can I get the best performance out of my system in X³: Terran Conflict?

X³: Terran Conflict will stress your system in three primary ways: CPU, memory and graphics.

Optimising for CPU:

- Avoid running other applications at the same time as X³: Terran Conflict.
- Switch off background tasks such as instant messaging or file sharing tools.
- With a processor close to the minimum, consider installing a separate sound card rather than using an on-board sound chipset.

Optimising for Memory:

- Avoid running other applications at the same time as X³: Terran Conflict.

- Switch off background tasks such as instant messaging or file sharing tools.
- If you have less than 2GB, consider installing some additional memory.

Optimising for graphics:

- Before you do anything else, try setting the Shader Quality to Medium in the X³: Terran Conflict Graphics Settings screen.
- Only adjust the other graphics settings down if this doesn't have the desired effect.
- If you have a card that only supports shader model 1.x, consider upgrading to one that supports shader model 2.0 or higher.

System requirements for X³ - is my PC good enough? by CBJ

<http://forum2.egosoft.com/viewtopic.php?t=94506>

What are the system requirements for X³?

The following preliminary requirements were published in X-Universe News issue 18 in July 2005, and are the latest information available:

Minimum Requirements

Operating System: Windows 98 SE, ME, 2000, XP

CPU Type and speed: Pentium IV (or AMD equivalent) 1.7 GHz

Memory: 512MB RAM

Hard drive space: 2GB of disk space

Graphics card: 128MB 3D DirectX 9 compatible card (not onboard) with Pixel Shader 1.3 support

Optical media: DVD-ROM drive

Recommended Requirements

Operating System: Windows 98 SE, ME, 2000, XP

CPU Type and speed: Pentium IV (or AMD equivalent) 2.4 GHz

Memory: 1GB RAM

Hard drive space: 2GB of disk space

Graphics card: 256MB 3D DirectX 9 compatible card (not onboard) with Pixel Shader 2.0 support

Optical media: DVD-ROM drive



Which graphics cards support pixel shader 1.3/2.0?

The following list shows the capabilities of the cards. It is **not** a list of cards specifically supported for X³. However, if your card is *not* on the list then there is a good chance that it *won't* be able to run X³.

Code:

Make	Model	DX	VS	PS
-----	-----	---	---	---
ATI	Radeon 8500	8.1	1.1	1.4
	Radeon 9000(M)	8.1	1.1	1.4
	Radeon 9100(M)	8.1	1.1	1.4
	Radeon 92x0(M)	8.1	1.1	1.4
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	Radeon X550	9.0	2.0	2.0
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	Radeon X700(M)	9.0	2.0	2.0
	Radeon X8x0(M)	9.0	2.0	2.0
	Radeon X1x00	9.0	3.0	3.0
nVidia	GF4 Ti4x00(M)	8.1	1.1	1.3
	GFFX 5xx0(M)	9.0	2.0	2.0
	GF 6x00(M)	9.0	3.0	3.0
	GF 7x00(M)	9.0	3.0	3.0
Matrox	Parhelia	8.1	1.1	1.3
XGI	Volari V3XT	9.0	2.0	2.0
	Volari V5	9.0	2.0	2.0
	Volari V8	9.0	2.0	2.0
	Volari 8300(M)	9.0	2.0	2.0
S3	DeltaChrome Sx	9.0	2.0	2.0
	DeltaChrome F1	9.0	2.0	2.0
	GammaChrome Sx	9.0	2.0	2.0
	Chrome S25/S27	9.0	2.0	2.0
SiS	Xabre II	9.0	2.0	2.0
Intel	GMA 900	9.0	2.0*	2.0
	GMA 950	9.0	3.0*	2.0

* Partial support

Cards with an (M) after their description have one or more mobile variants for laptops with similar capabilities.

The video cards listed above are added to in the original thread from time to time. If your card is a new model and not on this list, then check the original thread in case it has been added since this document was produced.

Will my PC be able to play X3?

This is an impossible question to give definitive answers to, for several reasons:

- Every PC is different and there are far too many different hardware/software combinations and hidden variables to be able to say with any certainty how well a particular game will perform on a particular PC.
- Performance is far more subjective than people realise. What you personally consider "good" performance may be mediocre for someone else or vice versa. A statement along the lines of "it will run well" or "it won't run well" is therefore meaningless.

The best bet for anyone wondering about their current systems, is to look at the preliminary requirements that have been published, compare their PC and components to those listed, and work out roughly where they stand.

Ultimately, however, the only real test will be the game itself, so if you want to get a truly accurate picture of your system's performance with the game then you will just have to install the game and run it.

If you want to discuss the merits of different components to buy for X³ then please do so in the "What graphics card is best for me? How to upgrade for X³?" thread at <http://forum2.egosoft.com/viewtopic.php?t=94819>



esd's Tips'n'tricks to get more FPS

<http://forum2.egosoft.com/viewtopic.php?t=96784>

System tricks:

Kill the Explorer task

This should be the LAST tweak you perform before starting the game.

Windows Explorer is what puts the icons on your desktop, and the taskbar on your screen. These take up a fair chunk of resources, which do absolutely nothing while you're playing. So kill it.

If you're running Windows XP, you do this by opening the X³ launcher window. Then hit **CTRL ALT DEL** together. Go to the **PROCESSES** tab of the Task Manager, and find the **Explorer** process. Click **END TASK** and when asked, click **YES**. Icons and taskbar promptly disappear, so close the Task Manager and now you can play!

When you quit the game, you won't have any icons, a start button or a taskbar. Hit **CTRL ALT DEL** together again, and then click **FILE**. Choose **NEW TASK (RUN)...** and then type **explorer** into the runbox followed by hitting enter. **Or shutdown and restart.**

Now you've got your desktop back.

(Note: If anyone knows how to do this in Windows 98SE, let me know!)

Expected frame rate increase: Noticeable to significant.

Turn off all non-essential programs!

You do not want your antivirus running while you play. Nor your firewall. MSN and other chat mediums you definately don't need while you're in X³. Anything in the Taskbar? Close it, until all you have left is the volume.

MAKE SURE YOU HAVE Physically DISCONNECTED FROM THE INTERNET BEFORE DISABLING FIREWALL(S) AND/OR ANTI-VIRUS! Disable a wireless modem, unplug from a standard modem, pull the phone cable out of an internal modem. Completely isolate your computer from the internet.

Expected frame rate increase: Depends how many programs you had open.

Defragment!

A heavily fragmented drive is a slower drive, because the read heads have to chase the data from all over the place, jumping little holes created when you deleted that JPG of Angelina Jolie, or any other file.

Expected frame rate increase: Nil to Noticeable, depending on how bad your drive was.

Yes, it's boring, it takes time, but it's worth doing regularly.

Virus scan/spyware scan!

Spyware, Malware and virii can cause havoc to your computer, in some cases completely trashing your data. However, even the innoquous ones have negative side effects, most importantly here on your computer's resources. Less resources = lower FPS, so update your AV and spyware software, and scan regularly!

Expected framerate increase: If you've been bogged down with loads of virii and spyware, the results could be phenomenal!

Ingame tricks

Turn off the HUD!

If you're not using it, turn it off! Heck, try and learn to fight without it! Not only do you get a better view of the sector, your ship and passing traffic, but you get a whopping FPS increase!

Expected frame rate increase: Significant! Some users have reported it's **more than doubled their FPS!** *this has been significantly reduced since 1.2.01, because the hud doesn't cause as much of a drain*

Now it's your turn!

The thread now includes a lot of suggestions and discussion, so if you have a framerate problem, it is suggested that you read the entire thread. Also use the forum search function as framerate is always a discussed issue as people search for improvements.



Problems installing the US version? Read This ! by CBJ

<http://forum2.egosoft.com/viewtopic.php?t=125566>

The Problem

If you have bought the US CD version and find you are getting an error installing the game then read on.

If you have version 1.0 on 6 CDs

It seems that due to a manufacturing fault, quite a few copies of the game are affected and have a problem reading two particular files, 08105.mp3 and 08106.mp3, from CD2.

The primary solution to this is to return your game to the retailer you bought it from for a replacement. Note that retailers in most countries, including the US, are legally obliged to replace or refund for faulty goods, and you should not accept "store policy" as an argument against this. A second, related, solution is to contact Enlight directly for a replacement as described on <http://www.enlight.com/pq/product/view.php?id=456>

However, if, for whatever reason, you do not wish to return your game or otherwise obtain a replacement, it is possible to work around this problem manually:

- Start installing and allow the process to continue until you get the error.
- When the error appears, insert CD₃ and when it gives you an error message again, click on Ignore for both files.
- Continue with the installation right up to CD6 (actually the game disk).
- Download the missed files from the links [in the forum thread](#) and copy them manually into the game's "soundtrack" folder (the default is "C:\Program Files\EGOSOFT\X3 REUNION\soundtrack").

You should now be able to play normally.

08105.mp3

08106.mp3

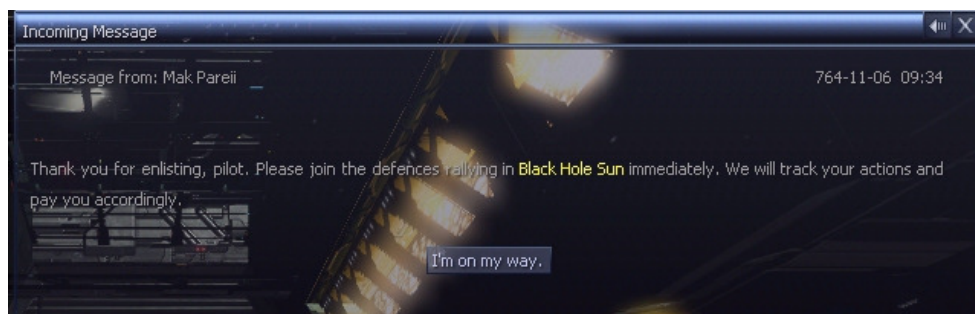
Thanks to Elysian_souls whose original explanation of how to do this has been shamelessly plundered 😊. A similar solution is described on the page of the Enlight website.

If you have version 1.2.01 or 1.3 on 5 CDs

A manufacturing fault also appears to have affected this pressing of CD2, but with more severe consequences in that it cannot be installed at all using certain PCs and/or drives.

In this instance your retailer may only have more copies from the same batch which are likely to have the same problem. If you find yourself in this situation, contact Enlight directly and they will exchange your copy of the game for the 6 CD version. Enlight can be contacted at:

*Enlight Interactive USA
8707 Yvonne court way
Parkville, Maryland 21234
phone 410-661-3301*



Part Six : Forum Humour, Creative Play Guides and the Great Threads.

I thought I'd finish the handbook with some of the X3 related humour that crops up in the forum from time to time.

Forum Signatures and assorted one-liners.

- When all else fails, download the manual and use it to prop up your desk. (Apricotslice)

- Argon Police Discoverer to Player = Drop your illegal wares or prepare to be fired upon. Players Titan = Go head punk make my day. :) (Giskard)
- A complex hub controls power distribution central command and dragonfly missile selfdestructed (superdesuperkonijn)
- General Dave : bull poo.... Apricotslice : If you step in it, please remove your boots before entering the cockpit.
- General Dave : At the moment i'm so pished I couldn't possibly mind, but you have my full permission (i'll regret this in the morning) to use anything i've said under the influence... 😊😊😊😊
- Cargo Bay now contains.....Gate, Home of Light.
- We are the Borg, prepare to be assimilated. Pirate : Oh Boy, You are going to be very sorry about that !
- AI : Artificial Insanity.
- Just get a fast firing gun put in the turret and fly like a drunken sailor. (Mazer)
- Need good ways to get Recognition from a Boron ? Stick a hand blaster to its head ! "Boron politely request you turn and leave."
- There is no such thing as trust, There is only hope of trust. (jagji56)
- I didn't know whether to laugh or cry. (Silver Surfer) Both. (Apricotslice) Hysterically. (softweir)
- The RSLG maneuver : Run Screaming Like a Girl ! (NUKLEAR-SLUG aka Squidy)
- The REAL X Mantra: Trade, Fight, Build, Guess Randomly (Nyax)



Myths and Legends of the X Universe

- **The UFO Headquarters** - Many claim to have seen this, but no-one has yet lived to prove exactly where it is. Subject of gossip and speculation all over the X universe, this is one of the most mysterious claims made to date. Is it myth or is it some old legend still haunting us ? That UFO's are among us is fact. Where they go is bewildering at best, and even those who have followed them to the ends of the X universe, still cannot answer that question. What are they looking for ? Are they in fact searching for their lost HQ ?
- **The Mad Goner** - Reports have claimed that an obviously mad Goner managed to cross a Xenon sector in a soup-ed up Goner ship. Why is another thing entirely, but the fact that this has become public knowledge refuses to shine any light on the Goners themselves and why they roam the X universe not apparently doing anything. Given that the races themselves have so far been unable to manage a simple soup-up job on their own ships, puts this single Goner's achievement at immediate legend status.
- **Goner Research Base** - Rumour has it that the Goner's have a secret research base somewhere in CloudBase SouthWest doing jumpdrive research. To date, no-one has been able to confirm this, but since jumpdrive technology is improving, one must surmise that this is the case.
- **Cloaking Device** - Rumour also has it that a ship with a true cloaking device exists, but no-one has ever been able to confirm it, since it vanishes before it can be identified. The existence of such a device is hotly debated. Rumour also exists that

the cloaking device is the reason why the UFO HQ and the Goner research lab cannot be found.



Thread : Forget Khaak and Xenon, the wife is the biggest threat to my Empire

<http://forum2.egosoft.com/viewtopic.php?t=119933>

This has to be one of the all time great threads ! Plenty of great ideas. As much as possible is reproduced here, but reading the original thread is recommended.

Tymi

My wife bought X3 for me for Chrimbo. Now when ever I try and put a few hours in she asks me something to do around the flat.

I try to book game time in advance it usually goes something like this -

ME:"Are we doing anything Wednesday night darling?"

HERINDOORS:"Absolutely nothing, did you have something in mind?"

ME:"Thought I'd spend the evening playing X3"

HERINDOORS:"Well we do need to go shopping, and those shelves need putting up, and the loft needs boarding" etc. etc. etc.

Have to wonder why she bought it for me when she always tries to stop me playing it!

Xenon_Slayer

Why dont you older guys leave the gaming to us younger unattached guys? 😊

Seriously I have to do stuff around the house too. Its not as fun is it.

clagg0

Get the jobs done first Tymi then do the X3 bit.

I found that no matter what you do, you WILL NOT win. If you ignore her and put her in a bad mood she'll sulk, if you do the jobs required you'll get more jobs to do.

The only thing is to get an hour at a time whenever you can and, probably more importantly, when she is doing something else.

Tymi

Aye clagg0 it's lose-lose. I've found being a considerate husband and running her a bath usually gets me an hour of X3 pleasure.

Al

Best advice I can give is develop insomnia. Gave me 11 years of having plenty of time for girlfriends, pub and gaming.....its amazing how short your day is when the you sleep for 9 hours.

Makes me think I'm missing out on stuff these days 😊

yoshida

Funny. My wife doesnt understand video gaming at all. She thinks only children should play.

Ok! So sitting in front of the boob tube until slobber is coming out of your mouth and your brain has completely flatlined is more mature how? In the penuckle era, games for adults were entirely acceptable. But because so many of those people resisted technology for so long there is this myth about digital gaming being for kids. To hell with them! I am not watching Opra, Dr. Phill, or any other lame arse programming (except for history channel, discovery, and the like).

Really, golfing is more expensive (although I think it is kinda fun too). I could be a drinker! Instead, I like to play a video game that is interactive. Preferably something with strategy (although X3 is nice too). Oh well, I think that they simply want something we can do together, even if they are simply watching the boob tube and your just sitting there.

Oh well, I feel your pain man! Your wife is very smooth though. I think she bought you the game (even though she perhaps hates video games) to nullify any verbal observation that she wont let you play. "How can you say that? Didnt I get you that, that, whatever for Christmas?". Not as gracefull, but here it is like "All you do is play the computer!". Even when I havnt played for months at a time because I am inundated with work. Then I say, "So. Get the king a sandwich!" 🍷 "Love muffin!" 🍷

Atraxo

The difference between men and women is:
Women want a man to work and men don't want to.

esd

I simply got my better half her own computer, equipped with Civillisations 3, Age Of Empires II AOK and The Sims.

Apricotslice

Try to get her to develop her own interests that take her out of the house for an entire and very late evening. Especially interests where you will not be welcome at.

kabukiman2006

I fully relate to this thread 😊

After months of hearing " Why do you spend all of your time playing on the computer, why don't you do something constructive" etc, etc I finally gave up and...oh so subtly...introduced her to the various Zoo Tycoons, Rollercoaster Tycoons, and sims.

Now the timing is perfect. When she gets that " I'm going to make millions tonight" gleem in her eye...I get to play 😊

ceogreen

Got to admit, my girlfriend is far too understanding about how long I spend playing X3 and various other games, perhaps the fact she's addicted to dungeon keeper and for some reason it only works on my computer has something to do with this.

Vanir



Playing X3 must be more enjoyable than sex with your partners! 😊

It must be the thought of inserting upgrades. 🎮

I wonder what the rating for sex is when using criteria that are used for games;
graphics,
sound,
playability (short/long term),
value for money,
etc.

I'm stuck on a mission, in X3 that is.

CrossWire

I got over the problem by building "her in doors" a computer of her own and attached a eBay account, now she spends all day shopping for those useless little items woman shop for, leaving me free to play X3 until my hearts content. 😊

Laroo

No wife yet, TF, but girlfriend was getting shirty with me two weeks ago so this weekend sent her to a health spar.

The + + + side;

1. Shes happy wih me again.
2. Weekend of beer X3 and Nachos/chinese take away food.
3. Headache free 2 days.

The - - - points;

1. Cost me £500

Things I do to play games

andysonofbob

Easily the most constructive post so far

Try this: hopefully you and your misses are still on friendly, kissing (pecking at leat) terms...

Buy/borrow/steal a dvd box set, something that you like, but she likes more.

Hopefully the tv is in the same room as your pc

Now tell her that you are helping someone by Beta testing his mod and apologise for being such a geek/nerd and say 'I hope you dont mind but it's the two nights when we only mong and I will not be more than 3 m from you. If she is not 100% self centred she should just 'tut' and let you get on with.

Very important bit! She will not let you do this for long so take the following

Not long after she has started watching the DVD (we are talking a couple of minutes here) make a 'bloody idiot!!' gesture and curse mildly at how annoying the 'mod' is. Now quickly get up and randomly peck your misses on the cheek and get back to the game now that you feel better after this quick peek. This tells the misses that she is in the forefront of your mind and you aren't really enjoying the game; it's more of a chore and hey, she has always known you're a bit of a geek etc.

Also make sure that you half watch the DVD (which is very possible with X3) so you can now and again make some comment on it so as far as she is concerned you are just sitting in a different place than normal

Another general woman tip I find works a treat.

When she asks you what she should wear e.g. boots: Say that looks nice, what else were you thinking of? Let her try on the next pair. When she shows you say 'nice, but I think I prefer the first pair.' This lets her think that she was

right first time which was obviously her first choice. She also gets to try on another pair and get complemented.

I hope this helps my friend and fellow brothers

Xmortis

A wife, and an 11 month old baby. Thats me. I can't play games during daylight hours anymore. Baby goes to bed ~8pm. Wife goes to bed ~10-11pm. My gaming hours ~11pm-2am.

I wake up at 7am for work.

The result? Tired. Boy am I tired 😊 But I'm at least satisfied that I can get my gaming fix.

Of course that won't fly every night. I take periodic break nights to keep the wife's threat meter in the green.

My wife once said "You're like a kid." In response to my gaming hobby. I replied.. "Whats wrong with that? I'd rather have a child-like side than be a stuck up, serious and unhappy person." She had no answer for that.

She knew darn well I was a gamer before we got married. Heck, we lived together for 3+ years before hand. So not like she wasn't warned! 5 Years married.. so I guess we've got the balance of things right.

My advice to those without wives/partners. Marriage is not freedom. Be warned. Also be sure to let them know exactly who you are before you marry. Let them see you at your worst after being on a 12+ hour gaming binge.

Oh, and weekends are 'quality time' and 'honey-do time'. Thats Honey Do This and Honey Do That time.

BTW - I let me wife know I can't stand TV..which is true. So in the evening if she put some horrid program on, I can justify going to game early. I'd rather suffocate in space than be forced to watch a crappy sitcom or so-called 'reality' TV series.

Goffries

HA! i got you all beat... my girlfreind sits down with me and either plays x3 on her computer or we play it together on mine and try to figure out the best economical desicions and stuff... i love her so much

Hansaw

LOL This is so cool... So I'm not the only one with a Mrs for a headache.

I got my Mrs a Sony PS2 and Game Boy Advance and I also built her a PC connected to cable Internet with every damn game she has ever shown any interest in.. She also has Sky TV and and how much time will she spend on any of this lot.... NONE! if I put her PC on it would blow out the cobwebs, only time I get to play is when she is at work and stays there for the night, she works in London and has a flat there.

When she is here I spend my time sitting with her in the same room with my computer watching those damn cooking programs she loves so much (YUCK!) I hate them. Can I play while she watches TV?.. NO because she can't stand looking at the back of my head, she says.

And for all you young people without a woman, you got a HUGE shock coming as a relationship is not all sex and bliss, for her its a headache and for you its hardwork and lots of spent cash LOL.

Stay safe!

FredFox

I'm reading these posts out to my wife - the PC is in the living room with the TV, and she's laughing. While I'm playing, my wife either watches TV or reads a book or works or surfs the net on her laptop.

We've got a son who's 20 months old. When he goes to bed around 7ish I get to play. We alternate who's "on call" each night in case our son wakes up. I can play games or do what ever I want, after my son has gone to bed, and to be honest I'd rather spend the time with him than playing computer games - he'd rather I did too 😊 It's the same at the weekends, once our son is sorted out it's time for us.

We've got it sorted. We've spent many nights hardly speaking to each other because we've been completely wrapped up in whatever we're doing 😊 When one or the other wants to go out with friends, we go, if we go out together our son comes with us.

I love it. Wouldn't change a thing.

bschipp

Having read these posts, I find it entirely amusing that so many gamers have to balance X3 and their significant other. I, too, have a fiance and an inclination to game. My suggestions for occupying your special someone:

1.) If she enjoys music, definately look to satellite radio and/or iTunes. My fiance listens to both. When she is not shopping for that "must have" new song she heard on XM, she is dancing, running or biking to her iPod.


2.) If she has shown any interest in gaming, I highly recommend introducing her to World of Warcraft. Something about playing a Night Elf and finding matching armor occupies her for hours. The social aspect also is reinforcing (e.g., a lot of people play computer games). The Sims 2 is good for those women that still want to play with dolls--albeit ones that soil themselves. Other then those games, I have had no results with strategy, shooters, or simulations.



It is my personal belief that women are less inclined to have the fine motor skills and hand-eye coordination to initially enjoy gaming. Building those skills through easy-to-learn games surely will ameliorate the anxiety (and associated displeasure) women have towards gaming.

Nanook

Apricotslice wrote:

Try to get her to develop her own interests that take her out of the house for an entire and very late evening. Especially interests where you will not be welcome at.

Ah, you mean like a boyfriend. 😊 

Gamers should only marry gamers, IMHO.  

My wife plays Morrowind, Runescape, and others like that. She actually started out on Doom and Doom II many years ago. 🎮

Wolfhunter

I bought my wife 2 laptops one for her sims and the other for her websites / chats / blogs etc. So I barely hear her. heheheheheh ahahahahaha. Oops. I hope she isn't reading this.

Hi hunnie 🎮 Is it bed time already? 😊

Khardur

Oh, funny thread...

I work nights, so I play x3 when I get home in the morning @ 5:45am, game time depends on when my son wakes up and wants to play/eat breakfast. I can throw a load of laundry in, do dishes real quick while I let the computer boot up.

My wife doesn't mind me playing games, I just got her re-addicted to The Sims 2, along with numerous card games. My 1.5 yr old son knows where the joystick USB plug goes in the computer *sniffle* I'm so proud. 🎮

Kurios Kronou

A couple of years ago, my wife and I did a weekend course on the Myers-Briggs Personality Type Indicator (MBTI) - a well researched and documented personality typing system based around Jungian psychology theory.

In doing this, we discovered that she was 'extrovert' and I was 'introvert'. Now, we each have ideas of what these terms mean, but Jungian theory is quite strict on its definitions. Basically, Extroverts are 'charged up' by being with people - they need to be with people in order to be alone. Introverts, on the other hand, are drained by people, but strengthened by solitude - they need to be alone in order to be with people. The ratios, while differing for each individual, is roughly 2:1 - so for every hour I spend with people, I need two to recuperate my strength (or I get really, really grumpy).

Now, once we understood how each of us ticked, we could build this time into our relationship. I know she needs time to interact, so I give that time. She, however, also knows I need time to be alone - so she does not resent me the time, even if I am gaming (she will sometimes play Solitaire (!?) just to sit with me while I'm blasting Kha'ak!).

Now, here's the only problem. Both my son's and I are all Introverts, so we have to be really sensitive at weekends and holidays not to bog off onto our computers and play all day without eating or washing. And this can really be a problem if we play multiplayer 'Age of Empires'....and we have tried to get 'Mum' interested in this....but to no avail. Even RPGing the kids in HalfLife provides her with little satisfaction - I guess we need to learn to play 'Hearts'!

Anyway, the solution to all these problems is (in my view) book on a MBTI course and use science (or at least psychology) to justify your antisocial habits! That way, you can get away with (almost) anything!

lokiel

Surely when "The Missus" starts nagging you can employ "The Amorous" strategy:

1. Indicate that her nagging is making you randy as all hell.
 2. If she feigns a headache she'll back off, leaving you free to play X3. 🍷
 3. If she responds favourably to your advances then what the hell are you still playing video games for? 🤪
 4. If none of the above, ditch her 'cos she's just a BITCH!
- ie. It's a win-win situation, you can't lose.

That wasnt the last word in the thread, but that is the highlights.



Thread : Will somebody please fix the Auto-Pillok !!!!

<http://forum2.egosoft.com/viewtopic.php?t=121168>

This thread is what happens when frustration and desperation turn to humour and satire. It started with a plea written with tongue firmly in cheek, and rapidly took on a life of its own. The highlights are reproduced here, but reading the entire thread is recommended.

Apricotslice

This call for help was brought to you by the Apricot Mapping Service.

We at Apricot are so frustrated at the suicidal nature of the so-called auto-pilots currently fitted in ships, that all ship movements have been cancelled until further notice.

Further, we recommend extreme caution to anyone attempting to use them and seriously recommend you rip the god-damned thing out of the ship altogether and only fly manually until the problem is rectified and the perpetrator brought to justice.

Have a nice day.

Kitch

Customers are reminded that autopilots bought with ships from this station are sold without warranties...

Maybe consider purchasing the best-selling info manual:

"Autopilot and You, How to have an Easier and Longer life."

In summary the passages of particular relevance are in the "Do's and Don'ts of automated space flight" section:

Do make things easier for your autopilot. As it mainly comprises an Argonian Gerbil in a box with a rough sketch of the sector, some bits of string and a Sinclair Spectrum ZX81, anything you can do to ease your flight will help. Good examples are to head up above the ecliptic plane thus avoiding the majority of other traffic and spaceborne hazzards such as the fearsome Huge Magnetic Rocks of Death.

Don't ask your autopilot (gerbil) to navigate a dynamically changing asteroid dense area at full throttle whilst avoiding incoming pirate laser fire. Not that you can't, just you shouldn't as the gerbil will throw a wobbler and he has a better union than you.

Do remember, the autopilot disables for a reason. When it cuts out as it approaches a gate or other large object, this means that manual control is advised for greater accuracy and not, as some believe, a cause to sigh and hammer the "autopilot on" button again.

Do try and simplify the route. You can autopilot to near objects and use them as "stepping stones" to your intended destination which may provide a clearer, more trouble free path. The straightest route isn't always the best and is rarely the safest. Your gerbil has no windows in his box, so may not be aware that there are several large asteroids with spaces between that a smaller than the beam of the ship you're in.

Do bear in mind that gerbils as a race have no fear. They also believe that as alien races such as the Xenon and Khaak have not waged war against gerbil-kind that travel through their sectors will be uneventful.

Don't forget to feed and maintain you autopilot (gerbil) and replace every 2 jazura maximum.

Apricotslice



That was wonderful 😊

Exactly what my post needed to be followed by !!!

philip yarde

Gerbils?, Gerbils?

Thats where you going wrong, the Boron use Hampsters 😊

666Villain666

there's your problem right there. Using gerbils as navigators. Perhaps you misunderstood the man who sold you the rodents when he said with a evil smile: "Yeah, gerbils are good for getting to dark places..."

Apricotslice

I think we should demand the end of gerbil servitude immediately and get them replaced with a proper computer.

philip yarde

It all depends on what "size" ship you buy

S: Dung beetle

M: Gerbil

L: small yapping dog 🐶

Kitch

"Hey! Mr Egosoft... this gerbil's BIOS is out of date!"

Fun-X

I thought it was odd that I was only having a problem with my Boron Super Freighter. Then I figured it out. The gerbil is having trouble with the Boron ship, because the I think the Boron ship is filled with water or some other fluid, and thus the gerbil drowned. 🐶

I tried to contact one of the Boron ships to find out if that was the problem, and they kept saying, "The Boron don't require communication."

Sheesh, you would think the Boron would wise up and use a goldfish instead of a gerbil. 🐟

666Villain666

i've had a think about it....and, err....ummm, read some material....and i see another part of your problem. Other than my fore-mentioned post (Up the page people.), i see that you people are buying fresh, off the shelf gerbils.

This is a clear mistake. A brand new gerbil, fresh from the shop, has no idea where it is going. You need a seasoned veteran to understand the complexities, and indeed the dire nessesity, of navigating a dark region of space (Note: i did not say "A region of space that is dark." That's just childish and might draw the attention of a few of the smarter moderators.).

So stop shopping at R.G's Pet-O-Rama and go around to the guys house and raid his personal stash. If you happen to be the guy who gets there after the guy before, then steal R.G's dvd collection to watch between gates.

Dgn Master

BTW i think the gerbil fetish some of you seem to have is rather unhealthy, Besides they are clearly using guinea pigs



WarmMachineME

I'd say based on the fact that my errand running is twice as dangerous as my bounty hunting trips to pirate sectors, that the autopillok is obviously powered by lemmings.

NeilDingley

Gerbils?, I think you crediting the AutoPilot with to much intelligence.

It's really a long stick on the front of the ship with a push button on the end, to tell it when somethings in the way, then the ship just turns right, goes forward 50m then tries to head in a straight line towards it's target again.....

The Black Vegetable

You do realise Hamsters are pretty well blind don't you.

Going with the Gerbil is probably a better bet 🐶

The ZX81 and the Spectrum are 2 different things.

ZX81 had 0.5K memory and Spectrum had 48k 🐟 EDIT: 1k (ZX80 had 0.5)

The ZX81 had a touch sensitive sheet of plastic as a keyboard with the keys printed on it.

(well touch sensitive to a hammer anyway).

The Spectrum had rubber keys and my Hamster ate the letter k.

A bit sad that I know all this admittedly 🐶 but there you are.

Voran

I suppose we should be glad they aren't using Lemmings. "Hey guys, lets take this convoy to Xenon 101!"

Apricotslice

So....I seen a few times in here how people are beating the Xenon in their own sectors by letting the ship pilot itself and turning seta on.

So I was meandering past Xenon 101 just now, and thought, what the hell, why not give it a try and see what happens.

So I gated in, gunned my trusty Centaur up while I turned on the attack all targets command. Then turned on seta.

The ship went berzerk ! It was everywhere and nowhere, it didnt take a hit from anything, it did very short bursts into targets and moved on to the next. All at high speed, and in true roller coaster motion.

Nothing at all could touch it.

And then you guessed it.....

It went splat straight into the exact center of the biggest roid in the entire sector !!!!!

I figured that was a good hint to check mail again. 😊

The Answer is **No**

Is there interaction with Planets ?

Can an M6 still dock an M5 ?

Can I win the lottery ?

Is the game multiplayer ?

Is the game on-line ?

Can you dock ships in an M2 ?

Can you cap Khaak Capital ships ?

Are the khaak help full ?

Are Xenons intelligent ?

Is there a point to funeral director ships for a game that allows you to re-load ?

Is the auto-pilot reliable ?

Can you cap assasination mission ships ?

Can I dock TS/TP in my TL/M1 ?

Is getting my ship blown up a good thing ?

Is there an end to this game?

Is the plot all there is to do ?

Will a TL use a jump drive to deliver my station ?

Will ships homebased at a station use a jump drive to trade ?

Can I pull myself away from X3 ?

Will I get tired of X3 before X4/Xpansion ?

Do I have a life outside of the X Universe ?

Is there life outside the X Universe ?

Do Khaak capital ships use jumpgates ?

Are scripts the work of the dark side ?

Do player stations need secondary resources?

Do secondary resources affect factory production?

Are player and NPC stations identical?

Does EQ dock stock affect availability of M and L ships at shipyard?

Will Suzie ever stop messing about and get on that transport for ringo moon?

Can I join an EQ Dock or Trading Dock to a Complex ?

This is the OP only. The rest of the thread gets well and truly off the plot and quite funny in places, but is more forum oriented than Handbook. So read the rest on the forum. <http://forum2.egosoft.com/viewtopic.php?p=1583995>



Thread : Apricotslice; something want ,Say You by Tracker001

<http://forum.egosoft.com/viewtopic.php?p=1803501>

This is just the posts of Tracker001, try reading the rest of the thread. A great attempt at game character improvisation !

Help why friend make Paranid you with ?

Factories in Paranid Empire ,Build you?

Leave you why Argon Space ?

Credits you have ?

Good this be.

Follow Paranid you will. South Gate go we.

Inter we now "Home of light"
TerraCorp Head Quarters here be.

Good many oppertunities here be trade.

To east Presadents End .

Memoral is now.

Distroyed by Kha'ak.Was all factories .Wast layed it was.

East more go. Find you would Elena's Fortune.
Minning lots there be.

South there from be sector of Pirates.
South farther go you .Paranid Empire, Priest Pity
there be.

Way go now ,go not .
Way go you follow Paranid .Safe you I keep .Now for while
Paranid you safe I keep.

Go west we. Red Light. Sector good ,have Equipment Dock.
Factory's here Tech. more need .But Argon space still
this be .

Attention pay you now;
North be is Ringo Moon.
Ship passangrs trouble technical have get there allway's seem. Why ? Not know why, seem's just
have trouble.
Emty fairlly sector is.

South now we go.
Sector enter be Clould Base South West.

Minning oppertunity some there is be.
Factory's do with computers.More of.

Note of importance is there.

Base of home for the Gonner here be.
Dock now there Temple at gonner we do.

Here get you Drive of Jump.Buy you.
Do also Insurance of life need you.

Work it do for life . Misrable it be may have you .

Get you also transporter device.For good it be for
transport to another ship good's and Pilots.

Disembark now ,do we south go.

Here now Paranid Empier.
Sector first be Emperier Mines.

Sector this start be good you for.

Distanation is here no.

On turn you ecliptic projector. Hard navagate sector is.
Go east we do.

By the Priest Duke's Eyes of three .Have we here what?

Cluster of Kha'ak. Go now we must.

Opon fire ,prepaired not you are.

Leave now must do .

You gate east find Paranid Prime .
Shipyard go you there . Factories of Paranid find you there.
Shipyard at is be.

My the blessing of the Holy Third Eye ,with you go.

Blessing give I .

ThreeDimensioality from is was.

Sectors more I give .Trust You earn.

Ship your's With do trade Paranid Trust get you
Paranid Sectors show.
Wepons need you now.Shields get you all so.

Dock of equipment go you. Factory of shield may have .

(Quarter a of Stazura do it take. Write this)

Pleases Parinid Empire show you interest in trade.

n00b be you. Get here univers of X arrive have now just.

(Leave you why space of Argon evil twoeyed?)

Ship yours Scanned will be for insult you do.

Pay you can Repair Reputation posible .May accept.
Not may do.

Goto Worlds of Three, day this.

Forget I do "Sqwish Mines" cargo hold have.

Police of Argon ship scan of me.
Want sqwish mines drop.

Over ponder do I.

"Paranid Empire think always this be sector ours be.

"Three eye ,Three Worlds".

(Though evan be I travel in "Posiden" class ship.
Know I clear out sector entirely ,can done be it.)

Keep cargo request of Priest Duke.

"Priest Duke" cammands , drop do Sqwish Mines.

Comply do. I must.

Drop of mines do. 😞

But remember not if "Auto armed" do of sqwish mines. 😞

Go away sector I do quickly .

Edit: "Squish" .Yes, like head of Boron. 😞

X3 for Pacifists by Apricotslice

<http://circleofatlantis.com/games/X3/pacifist.html>

According to Egosoft, X3 is first and foremost, a "Space Simulator".

Pull the other one, its got bells on ! :)

X3, is primarily a first person kill kill kill kill kill kill kill kill space combat game. At least, the majority of people seem to play it that way.

And yet, you dont have to.

There is good news and bad news.

The good news is that the trading and trade empire building in the game are superb, and albiet with some minor frustrations, can provide long term game play on there own.

The bad news is that the game is programmed so that the bad guys just keep coming at you relentlessly. And some of them you simply cannot ignore. There is some luck involved in avoiding the worst, but also some skill in planning to avoid the worst.

So how does the dedicated Pacifist play X3 ?

In the vanilla, as-delivered game, with a lot of difficulty. Its just not possible to avoid being targetted by the bad guys and since speeds are a joke in the game, you cannot just turn tail and run. You can run to the nearest station and sit and wait for them to leave, but there are plenty of stories of how they didnt around. You can jump out, but the drive takes time to charge and your shields have to last the distance or your toast.

So lets get serious. Our Stated Intent : Harmless is how the game starts you with combat rank, and harmless is how we intend to stay.

The object of this exercise to avoid having to kill anything ourselves, and to limit how often we have to have any of our assets kill as well.

First, a few obvious DONTs :

Dont choose a slow ship to fly yourself. And dont forget to upgrade its speed to maximum. All your ships should be as fast as possible.

Dont fly without maximum shields. All ships - max out before you use them.

Dont go into the Pirate, Xenon or Khaak sectors. Preferably do not go there at all, so your ships wont know about

them.

Dont go into sectors that always have red dots in them.

Dont put guns on your freighters. Or fight command software either.

Now a few Do's.

Always have a maxed out ship as far as speed and rudder is concerned.

Carry Drones to release as a diversion if attacked.

Buy a jump drive asap and always carry e-cells for it. All ships. When attacked, you release drones and jump them.

Keep your eyes on the scanner for red dots and be prepared to go hide if you need to.

Pay attention to the ship under attack warnings. Give them orders asap.

Pay attention to where your ships are. If they are too near a nasty bit of the universe, jump them back to safety.

All ships have triplex scanners, to get more warning of bad guy movements.

Put advanced satelites in all key sectors, and keep checking them for red dots. The more you know about bad guy movements, the better you can avoid them.

Freighters.

The safest thing to do with freighters is also the most expensive route, but safety costs money. Install Trade Software Mk3 on all freighters. At 500k a shot, tis expensive, but considering the best freighters are an investment of 2 mil anyway, what another .5mil ?

Why do we do this ? The Mk3 trade software installs a "real" pilot onboard. 'He' learns on the job and gains rank. The higher his rank, the smarter he gets at piloting your ship. The primary role is to learn to trade, but what we are really interested is the survival skills the pilots learn. They automatically buy and deploy combat drones for diversion while they jump to safety. Then they buy more drones.

Now, any upcoming trader magnate is going to need funds, so the first few freighters can be set to Sector Trade and then Universe trade. Empires Edge is a good place to start, but get there early before the god-engine starts to dismantle it and try to keep steady trade happening there all the time. When a pilot gets over level 10, set it to UT and set another freighter going on training as an ST. If all you have explored is the Argon sectors, NW Boron and the Paranid sectors between Empires Edge and CloudbaaseSW, then when your UT's start to move more distance, they will remain in explored space, where its relatively safe. I say relatively, because a Khaak battlegroup can jump in anywhere, and Ore Belt has a Pirate Base.

If you get a Khaak Battlegroup jump into a sector that UT's want to go through, there is a script in the Script and Modding forum at Egosoft (<http://forum2.egosoft.com/viewforum.php?f=66>) which allows you to place and rename satelites in a way that your UT's will avoid a sector that does not have a satellite. Its best to use this from beginning of game, because its a real pain to activate when you already have heaps of satelites. Its not an ideal solution, but its one available.

Your Home Sector.

Choosing your home sector wisely is important. For a number of reasons.

First, resources. If you truly are going to become a Trading Magnate of universal renown, then you are going to need a lot of resourses and preferably all in the one place, at least for early game. As your complex's grow, they will chew through resourses rapidly, and demand more of them, so you need to choose a sector with high resourses and lots of them.

Basic requirements then : At minimum, a sector that has at least one each of greater than 50 yeild Ore and Silicon Asteroids capable of supporting a mine. Make a note, your only going to put L mines on them too (or XL mines if you get the Factories Mod). In addition, 2 or 3 each of greater than 25 yeild roids, whcih can be later towed to your complex and added on for later on expansion.

Thats resources, lets look at safety considerations.

Small sectors with large concentrations of roids are a hazard to fly through, try to avoid them for an HQ. Lifes hard enough without the rocks trying to kill you as well. At the least, you want an open place in the sector with nothing

obstructing the flylanes from the gates, in which to concentrate your complex. Make sure the hub is always clear in all directions so ships don't kill themselves navigating to it.

You want to build well away from the normal ship flylanes. The Pirates use these too, and if you're in range of their scanners, a percentage of them will consider you a target. Don't be a target. If you paint a bullseye on yourself, someone will try to score, and then you have to defend yourself and that's exactly what we don't want to have to do.

Avoid sectors adjacent to danger zones. The bad guys always overspill a sector or 2 and we are talking bullseye again.

If you are careful, you can establish in somewhere like Ore Belt, which has a Pirate Base. As long as you stay well outside the triangle formed by the 3 gates, and well away from the pirate base and the flylanes from the Pirate Base to the Gates, you will not attract too much attention from Pirates.

Your HQ Complex.

You have chosen your sector, and a place to build within the sector. If you have a tractor beam, drag the main roids you want to use over to your building site first, before doing anything else. Concentrate on being self-sufficient. Silicon roid first.

Put in a closed loop energy complex first. If you can afford to, since we are going for big-time trading magnate status here, go straight to an XL SPP, and start building to supply it for all its food and crystal requirements. Once it's up and running, then decide what you really want to make. But think big up front, or later on, you will be regretting it. If you're a newbie to the game, build a M version first to get the hang of things, but position so that it can be absorbed into a larger complex later.

Don't bother building pretty nice neatly laid out complexes. The ones that look like spaghetti have an inbuilt defense mechanism, in so far as a proportion of attacking ships will kill themselves on the internal connection tubes. Them suiciding because they can't fly is not our problem and doesn't count on our kill list.

Ships for your complex.

While building your complex, ignore its needs. Let your UT's make money for you and spend it on, firstly more UT's, and then on building the complex to closed loop level. Between times, do some smart trading yourself.

Ideally, you aim to build a complex that does not require ships. The fewer ships you have the less likely you will lose any and the easier it is to keep tabs on them.

But the bigger your complex grows and the more mistakes you make building it, the more likelihood there will be for opportunities to arise where a ship is needed for selling. Some of your choices can require a ship as well. For example, many products will not attract NPC traders, so you will need to deliver them to customers. You need to research this yourself before choosing what you make.

So, what ships do we use for our complex ?

Why, our UT's of course ! When your complex really is functioning well enough to demand a selling ship to keep it from being fully stocked, then the ship being used as a UT will often make more in dedicated shipping of your product. I had a complex where I inadvertently added too many Cahoonas factories and was generating a huge surplus. My UT was not performing too well at that point (the god engine had been relentless), and so I jumped it home and set it to selling cahoonas. It makes heaps more this way.

Why the UT's as ordinary freighters ? Once the pilot is trained, even though turning off the UT command lobotomises them, they do retain their survival skills. So a UT trained ship will still jump clear of any attack, and will deploy drones to distract while it does so, and handsdown is far more survival savvy than any other ship. As I said before, it's expensive, but it pays off by having freighters that can survive.

Choose UT's with high ranks for the experience, and continue to train the others in preparation for later becoming complex transports.

In Sector Defenses.

Well obviously, we would prefer not to have any.

However, the developers decided to ensure that no matter where you go, you are likely to be attacked, so defense is a requirement.

In defense though, we start killing by default. So at this point we are beginning to stray from the objective. We need to place enough defenses to be secure, but not so much that we become aggressive.

My personal preference is LaserTowers, and lots of them. These are a defensive platform, with a sheild and a gun, placed specifically and then forgotten about.

The idea is that they provide a deterrent. You place 50 or 60 around a gate, or in a grid pattern around a gate, and anything enemy that jumps into that gate is targetted immediately. In theory, having such defenses would get around and act as a deterrent to anything less than a full scale assault. The game doesn't have full scale assaults and it blindly just sends Pirate patrols and odd Xenon and Khaak ships at you willy nilly. So the deterrent factor is mute. Nothing we can do about this. Its a design factor in the game that works against the "I dont want to kill" philosophy. The game makes us. Likewise, the game doesn't have wounded ships retreating very often. Most of them are suicidal and they keep attacking you until they die. Just a fact of life in X.

Lasertowers. Placed around each gate to defend in sector. Then another set in the sector the gate emerges from, so that anything enemy approaching the gate will be fired upon at maximum range and either killed or damaged before they can get into your sector. If damaged and they come on, the in sector defenses should finish them. In large sectors, you will probably want to place some between the gates and the complex, so that any enemies that get through can still be picked off before coming in range of your complex.

If ships suicide on your fixed defenses, this is their choice and not your problem.

If enemies make it through and they don't come near your complex, let them go.

If one does fire upon your complex, you have a decision to make. You may have to go in there and kill it yourself, or you may have to send another ship in to do it. Either way, you are choosing to kill, and this is not good. If the ship is an M5, leave it go. It cannot dent your complex shields anyway, so let it amuse itself, and likely it will hit a connector and die anyway.

Personally, I would prefer complex based defense platforms which only fire if the complex is hit, but they don't exist as yet. But keep your eye out for mods that have them.

A warning about placing LT's too close to your complex. They can and do fire directly into your stations and can damage them. Stupid gun, bad gun ! Make sure you place them out of range of your own stations. Shooting yourself in the foot isn't a requirement of the game.

Basic Tactics.

See an enemy, run like hell !

If you cannot run, or run fast enough, you dock asap.

If you cannot run and cannot or do not want to dock, jump.

If you cannot do anything because if you don't an asset will be destroyed, learn the lesson of it being in the wrong place and don't go back there.

If you really must protect the asset, then do what you have to do and action the next section immediately.

If what you defended was a fixed asset, build it some fixed defenses.

If you have to fight, capping is preferable to killing. Let the Pilot go, and salvage the ship for profit.

Shock, Horror ! I had to kill, I'm not "harmless" anymore !!!

Its not always possible to avoid killing. The devs made it this way. Sometimes you have to.

For pennance, you must immediately jump to the Goner Temple.

Dock.

Turn Seta on maximum.

Stay in isolated retreat until your combat rank drops back to Harmless.

Not being aggressive does not mean being a doormat !

When retreating and running is not an option, sometimes you have to fight.

So, in the spirit of deterrent, choose a ship that can really bite if it needs to. Something that says "Dont mess with me".

If someone does, thats their bad luck, you shoot to kill. If they retreat, let them go. But like a rabid or teminally ill animal, you put attackers down as fast as possible. Your ship should allow you to do this. Its not our fault, the game was written without deterrent built in. So lets have the spirit of it alive in our game and forgive the devs for making us kill.

Then you go do your pennance.

Scripting and Modding.

The scripting and Modding Forum has a lot of useful stuff in there. Likewise, learning to script and mod allows you to make some changes to your game to allow you to be more defensive.

There is an upgrade script for Lasertowers, that allows you to put 125mj sheilds in them. Personally, I took that script and changed it to 1gj shields and modded the LT specs to allow this. This way, they are fixed defenses, not targets in a shooting gallery.

The Gunbus/Camel Mod, is the Mod I made to give myself a decent trading ship.

<http://CircleofAtlantis.com/games/X3/apricot.html>

These are standard M6 ships, with expanded cargo bays, more speed, bigger sheilds, more gun options. There are definitely an unbalancing factor on the game, but these ships are designed to be able to get out of harms way, or kick-ar*se if you cant. The script for UT is modified to allow an M6 to be a UT, so you can use these as standard freighters. Its up to you how far you upgrade these ships, but they are designed for the Trader who isnt interested in being target practice for anyone.

In all the time I've run a Gunbus as a UT, it has never been attacked. I'm not sure why, but its partly its speed, and partly because it is not an easy target to take out for an average attack group.

I recommend looking at the mods and scripts on a regular basis, as within them, are often things that make a defensive game easier.

Learn how to mod. Speed is the key, and if your faster than anyone else, you control the combat situations. How you balance that is up to you if you even want to, which I dont. Upping the shields is also easy and makes all the difference in survivability. Just a tip though, create a new ship. If you modify the Nova, all Nova's in the game are modified. If you modify the Pirate Nova, then you make things a lot more difficult.

Another thing to do is mod things more in your favour. Find the Pirate, Xenon and Khaak ships and remove some guns, slow them down, lower the range of the Kyrons and increase the range of your own guns. (be careful again !).

Very few ships in the game use PBE's. I find them a wonderful gun, but underranged. So I upped the range ! If you also then reduce the power of all other guns in the game, you create a less damage oriented game with more ability to survive until you escape.

Its up to you how far you break the "rules" in order to be able to not kill.

Khaak Battlegroups.

These are the one force in the game that can ruin your whole day, even when you deliberately play to avoid trouble. They will jump in to sectors randomly. When they do, that sector is toast. And it remains toast until the Player takes them out.

If they jump into your home sector, well away from your LT grids, then you have a serious problem, and you must kill them. They are smart enough to stay away from massed LT's.

The only decent answer for the combat inept, is the PPC gun in a rear turret, usually of a TL. They have slightly longer range than the Khaak Kyons, so if you play chicken with a KM2 or KM1, and just stay out of its range, while keeping it following you, then you can kill it with the rear turret.

If you have an M2, then you have a better chance of taking them out, but its still a game of chicken, since the Kyons hit harder and more often if you stray into range.

The Gunbus and Camel will carry them also, so if your using them, you can call your UT's back for defense purposes. Be careful though, the Kyons are still lethal if they stray in range.

The other hope is "unidentified" missiles you collect from battle sites. You fire these without a target lock, and they will slip through the Khaak defenses. Several will take out a capital ship easily, but make sure you are no-where near it when it goes off your toast too. Likewise, ensure your not under fire when you fire it, one hit on the missile as you fire it and your gone.

Within the game, the Battlegroups are the hardest things to get rid of, and the ones you should be least bothered by killing. Again, the devs designed the game this way, and if they hit your system, you either kill them or start again from scratch somewhere else. Your choice. If you decide to kill, your going to need a lot of pennance done after.

Go to it, good luck.

The X3 Quotes

From the Game text file.

<http://circleofatlantis.com/games/X3/x3quotes.html>

These quotes appear during the starting of the game. If you exit out of the startup graphics to go direct to the game start menu, you will probably miss all of these wonderful gems.

"Life is pleasant. Death is peaceful. It's the transition that's troublesome." - Isaac Asimov

"Be nice to people on your way up because you meet them on your way down." - Jimmy Durante

"If you want to make an apple pie from scratch, you must first create the universe." - Carl Sagan

"Knowledge speaks, but wisdom listens." - Jimi Hendrix

"Education is a progressive discovery of our own ignorance." - Will Durant

"Obstacles are those frightful things you see when you take your eyes off your goal." - Henry Ford

"While we are postponing, life speeds by." - Seneca

**"First they ignore you,
then they laugh at you,
then they fight you,
then you win."
- Mahatma Gandhi**

"Most people would sooner die than think; in fact, they do so." - Bertrand Russell

"It has become appallingly obvious that our technology has exceeded our humanity. " - Albert Einstein

"The mistakes are all waiting to be made. " - Chessmaster Savielly Grigorievitch Tartakower

"Try not. Do, or do not. There is no 'try'." - Yoda

**"I may not have gone where I intended to go, but I think I have ended up where I intended to be." -
Douglas Adams**

"Tell me, o Muse, of that ingenious hero who travelled far and wide..." - Homer's Odyssey

"Whatever trip we start, it is for the search of happiness. But happiness is here." - Quintus Flaccus

"Nothing is constant but change." - Sakyamuni, founder of Buddhism

"The only ones who fly are the one who dare to fly." - Luis Sepulveda, Chilean writer

"Stars are holes in the sky from which the light of the infinite shines." - Confucius

**"While the other animals are prone and fix their gaze on the earth, the god gave man a face uplifted,
bade him stand erect and turn his eyes to the stars."
- Publius Ovidius Naso**

"The greatest thing You'll ever learn Is just to love and Be loved in return" - Eden Ahbez

**"May god stand between you and harm, in all the dark places you must walk." - Ancient Egyptian
Proverb**

**"To win one hundred victories in one hundred battles is not the highest skill.
To subdue the enemy without fighting, is the highest skill."
- Sun-Tsu**

**"There must be something worth living for
There must be something worth trying for
Even some things worth dying for
And if one man can stand tall
There must be some hope for us all
Somewhere, somewhere in the spirit of man"
- "War of the Worlds musical by Jeff Wayne"**

"Mother, I saw a dream in the night. There were stars in the sky for me." - The Epic of Gilgamesh

**"The greatest gain from space travel consists in the extension of our knowledge.
In a hundred years this newly won knowledge will pay huge and unexpected dividends."
- Wernher von Braun**

**"To go places and do things that have never been done before - that's what living is all about." -
Michael Collins**

**"It's human nature to stretch, to go, to see, to understand. Exploration is not a choice, really; it's an
imperative." - Michael Collins**

**"Don't tell me that man doesn't belong out there.
Man belongs wherever he wants to go - and he'll do plenty well when he gets there."
- Wernher von Braun**

"Hold fast to dreams, for if dreams die, life is a broken bird that cannot fly." - Langston Hughes

"Minds are like parachutes - they only function when open." - Thomas Dewar

"Shoot for the moon. Even if you miss, you'll land among the stars." - Les Brown

"What is now proved was once only imagined." - William Blake

**"Even a fool knows you can't touch the stars, but it doesn't stop a wise man from trying." - Harry
Anderson**

"And if you gaze for long into an abyss, the abyss gazes also into you." - Friedrich Nietzsche

"Following the light of the sun, we left the Old World." - Inscription on Columbus' caravels

**"Throw your dreams into space like a kite, and you do not know what it will bring back,
a new life, a new friend, a new love, a new country."
- Anais Nin**

**"If you can imagine it, You can achieve it. If you can dream it, You can become it." - William Arthur
Ward**

"Imagination is the only weapon in the war against reality." - Jules de Gautier

"The journey is the reward." - Taoist Saying

**"It is good to have an end to journey toward, but it is the journey that matters in the end." - Ursula K.
LeGuin**

"The universe is full of magical things patiently waiting for our wits to grow sharper." - Eden Phillpotts

"Your current safe boundaries were once unknown frontiers." - Unknown

"The future belongs to those who believe in the beauty of their dreams." - Eleanor Roosevelt

**"Dreams are renewable.
No matter what our age or condition, there are still untapped possibilities within us and new beauty
waiting to be born."
- Dale Turner**

**"There is a single light of science, and to brighten it anywhere is to brighten it everywhere." - Isaac
Asimov**

"Reality is that part of the imagination we all agree on." - Unknown

**"The most beautiful thing we can experience is the mysterious. It is the source of all true art and
science."
- Albert Einstein**

**"Imagination is more important than knowledge. Knowledge is limited. Imagination encircles the
world."
- Albert Einstein**

"When I examine myself and my methods of thought,

I come to the conclusion that the gift of fantasy has meant more to me than my talent for absorbing positive knowledge."

- Albert Einstein

**"As far as the laws of mathematics refer to reality, they are not certain;
and as far as they are certain, they do not refer to reality."**

- Albert Einstein

"Any sufficiently advanced technology is indistinguishable from magic." - Arthur C. Clarke

"Time is the fire in which we burn." - Delmore Schwartz

"I don't know what you could say about a day in which you have seen four beautiful sunsets." - John Glenn

**"It suddenly struck me that that tiny pea, pretty and blue, was the Earth.
I put up my thumb and shut one eye, and my thumb blotted out the planet Earth.
I didn't feel like a giant. I felt very, very small."**

- Neil Armstrong

"To confine our attention to terrestrial matters would be to limit the human spirit." - Stephen Hawking

"Science-fiction yesterday, fact today, obsolete tomorrow." - Otto O. Binder

**"There shall be wings! If the accomplishment be not for me, 'tis for some other.
The spirit cannot die; and man, who shall know all and shall have wings..."**

- Leonardo da Vinci

"Man's mind and spirit grow with the space in which they are allowed to operate." - Krafft A. Ehricke

"The important thing is not to stop questioning." - Albert Einstein

**"You would make a ship sail against the winds and currents by lighting a bonfire under her deck...
I have no time for such nonsense."**

- Napoleon Bonaparte

"The Earth is a cradle of the mind, but we cannot live forever in a cradle." - Konstantin E. Tsiolkovsky

**"Sometimes I think we're alone in the universe, and sometimes I think we're not.
In either case the idea is quite staggering."**

- Arthur C. Clarke

"Space isn't remote at all. It's only an hour's drive away, if your car could go straight upwards." - Sir Fred Hoyle

"Space is big. Really big." - Douglas Adams

**"I measured the skies
Now the shadows I measure
Skybound was the mind
Earthbound the body rests."**

- Johannes Kepler

"Discovery consists of seeing what everybody has seen and thinking what nobody has thought." - Albert Szent-Gyorgyi

"Whether outwardly or inwardly, whether in space or time, the farther we penetrate the unknown, the vaster and more marvelous it becomes."

- Charles A. Lindbergh

**"To consider the Earth as the only populated world in infinite space
is as absurd as to assert that in an entire field of millet,
only one grain will grow."
- Metrodorus of Chios**

Squiddy McSquids possibly short life, by NUKLEAR-SLUG

<http://forum.egosoft.com/viewtopic.php?t=222994>

I thought I might try a new start with ground rules in place to make things a little more interesting. I've seen a few people try a dead-is-dead approach so I thought I'd give that a go and pick the Boring Boron start since that's the one that seems to start you off with the least to your name.

Rules:

- 1. Dead-is-dead**
- 2. No buying ships. If I want it I have to persuade the owner they'd quite like to donate it.**
- 3. No reloads. If I lose an expensive ship then that's tough.**
- 4. Personal ship repairs only, anything else gets paid for.**

So this is going to be the exciting (if possibly quite brief) series of events to follow.

Zero-time puts me in Kingdom End, a nice tune playing in the background.

Total Assets:

**1x Octopus
1x 1 Mj shield
2000cr**

Right, I've got no weapons, a miniscule hold that can only hold S-class freight and bugger all cash. This severely limits the mission options available. Looks like it's going to be a trader start for me.

So with that in mind I decide to head down to Herrons Nebula and see what the current price for space-fuel is. On the way I stop at Three Worlds equipment dock, sell my 1Mj shield and buy a duplex scanner. I'm working to the theory that if I die it's game over so the more intel I have the greater my chance of not having something nasty creep up on me. Seems my luck is in and SFD-beta has rock bottom prices. Spend a little time zipping back and forth with the trading station selling fuel and slowly upgrading my Octopus. Eventually some git comes along and buys up the lot but not before I've made 28,000cr and upgraded some.

Space-fuel trade opportunities are a bust so what to do next? I really don't fancy trading e-cells in an Octopus so I decide to head down to Elenas Fortune and see if the pirates are causing any trouble. Might be able to pick up a few dropped missiles. Decide to stop off on the way and grab a couple shields and IREs. You know, just in case...

Elenas Fortune seems kinda quiet. I'm assuming that's due to the Titan, three Cerberus and two dozen escorting smaller craft that are stationed around the south gate. I pop down into Split Fire to see what's around. Seems the pirates are all blue to me at present and really aren't interested in me so feeling brave I head into Brennans Triumph. Again pirates have no interest in me but are jumping the odd transport group. Manage to snag a couple missiles from destroyed escorts. Continue on into Dannas chance and going thru the gate take a hit from the rear turret of a Paranid transporter which puts my hull to 85%. Good thing I bought those shields or that would have really hurt! Note to self: be wary of Paranids.

A quick run away and repair and I'm into Nopileos Memorial, which seems to have changed colour these days. Think I preferred the blue. Paranid task force in the distance, Deimos and escorts. I'm wise to them this time so trail along behind at a respectable distance. Halfway thru the sector I get a missile-warning. Gravidar says I'm clear, sector map says nothing unfriendly nearby. Bleeps are getting faster. Looking ahead I suddenly spot the missile, so a quick turn and run. Target computer says it's a Tomahawk. Encyclopaedia says it does 625k damage. I have 2mj shielding. It's moving faster than I am...

Fortunately the Tomahawk was still a few km out so I've got time to do something about. I've got a couple

IRE's so spamming fire at it is an option, on the other hand I've watched the AI hit things with them before and they seem to make quite a bang and I'm not entirely sure if they have a blast radius. So plan B, hide behind a rock. Fortunately Nopileos has quite a few asteroids so a quick jink to put one between me and it and all was well. There was a hell of a bang behind me. I didn't look but I suspect there wasn't much of that asteroid left.

Decided cowardice was probably the best approach from here on in so scarpered back to Argon space to see if i could find any missions I could do. Found a couple of ship recovery for 3-4k each rescuing M5's then hit the jackpot with an 11k recover Argon Express Hauler. That's handy, I've got a single octopus, in need of a transporter class and they want me to go recover a TP for them... and they expect to see it again.. Ok! Slight catch, it's in Empires Edge. Paranid territory. Same guys that just recently tried to shove a thermonuclear warhead up my jacksie.

Anyways I scoot on down there, all goes well. Express is right by the gate as I jump in, couldn't be better. As I'm busy securing it tho a couple of the local customs take an interest. Only an M4/M5 duo and I could probably take them ok if I wanted, but I'm doing crime and I'm trying to do my crime quietly and shooting up the place doesn't feature in that plan. Fortunately they seem only interested in me so I lead them off a ways while the Express slips thru the gate. I've only got 20 mins to get to the pirate base and the Express is so damaged that will only be just enough.

Next sector doesn't go so well, halfway across the sector and then border control shows up. This time it's two M3 and despite my best efforts to draw them off they decide they want my TP first and the Express goes down in a blaze of HEPT fire. Nothing for it, I'm going to have to run. I'm not thinking my client is going to be too happy and the rep-loss on a TP is likely to be painful. I'm pleasantly surprised however to get a message regretting the loss and small %10 payment for my time. No rep-loss! Guess they appreciated my attempts to bring their property back. Good thing they didn't realise what I had in mind for it..

Heading back to Argon space I pick up yet another recovery mission but this ones for 33k. I'm thinking it might be a problem but it's just an M5 and it turns out it's in the next sector over. Cakewalk.

Total Assets:

1x Octopus
2x 1 Mj shield
2x Ire
34000cr

Head up to Atreus Clouds Pirate base grab me a freight scanner and now I'm all set to do crime.

Right, Octopus is fine for tooling around but is very limited so what I really need is a TS to allow me to take on all these lucrative delivery missions.

Unfortunately I'm not thinking I'm going to find one just floating about which means I'm going to have to "liberate" one and be careful about doing it. I've got paper-thin hull and only one chance to get it right so careful target selection required here. What I'm looking for is a nice super-freighter, preferably under-shielded and no fighter drones on board. Parking up by the north gate I start scanning passing Split Caimans looking for a potential candidate. Sadly most of them seem to either have a boatload of drones on board or they've got escorts which is more than I'm inclined to tangle with in an Octopus.

After a bit a lone tech freighter wanders in scan range. Motherload. This guys got about 4 Mill in weapons and shields on board. Sadly most of it is M class so worthless to me. On the plus side tho he does have 10 Mass drivers on board, and they're S class.. Oh, and there's the small matter of the 9 MKII fighter drones. Now I've seen the MKII in action, a careless pirate group attacking a freighter that had some onboard and the pirates came off worse. But 10 Mass driivers.. Dilemma.

After some careful consideration unadulterated greed triumphed over common-sense and self-preservation as it so often does in these situations and I decided to implement a two-part plan of the utmost cunning. Part 1 proceeded well as I boldly blazed into action and hammered away the shields of my target... The Splits response was to yell abuse and jettison the MKII's at which point I implemented part 2 of the plan and ran away like a girl.

Now MKI drones are fast but weak. MKII's might be hard as nails but they're slow. A lazy trek around Atreus Clouds and they eventually ran out of fuel. Problem sorted. Caught back up with my target and we then negotiated from Rolks Fate south gate all the way to the Ceo's buckzoid west gate, me demanding he cough up the goods, him telling me to go take a long walk. Finally just as I'd decided he wasn't going to cooperate and was going to let him escape thru to Ceo's he gave up and spewed crates all over the sector. Success!! 10 mass drivers worth a cool million. Time to head back to Rolks fate equipment dock and sell my ill-gotten gains.

Total Assets:

1x Octopus

2x 1 Mj shield

2x Ire

800cr

10x Extremely hard fought for Mass drivers.

So, cruising back down thru Rolks Fate to sell my ill-gotten gains I bring up the sector map and set autopilot for the equipment dock. Except I don't. Because it's not there. Pause for a couple seconds while I contemplate that one and recheck the factory listing. Nope, no equipment dock. Flick back to universe map to make sure I am actually where I think I am and yes, this is indeed Rolks Fate which I passed thru fairly recently and which definitely had an equipment dock earlier because I distinctly recall docking at it to flog a couple missiles to make room for all those mass drivers I fully planned on bringing back. This confuses me some.

Epiphany strikes me in the form of a blossom of red on my gravidar and in my main view I watched C-beams glitter in the dark near the Tannhauser Gate. .. or it could have been Khaak beams around Plankton Farm L alpha. Just as I'm starting to realise where the equipment dock has gone and that I might be in trouble here a purple pineapple looms out of the pea-soup low on my right and confirms beyond any doubt that yes, I am indeed hurtling into the middle of a Khaak taskforce and that's not generally a good thing to do. There's really only one thing to do at times like these and that's run screaming like a girl, so I do. In fact I'm beginning to suspect that this is something I may be doing a lot in this game so henceforth this will be known as the RSLG maneuver.

Giving the centre of the sector a wiiiiiiide berth it appears there's 3 KM2 and a bunch of scouts busy wrecking the place. While I've no intention of tangling with them I'm certain I can outrun the scouts so sit back and watch the fireworks.

After a while a Thresher and escort appears to the south and heads after one of the KM2's that has split from the rest. Now he may have some escorts but I'm thinking KM2 v M7? my moneys on the Khaak for this one but I nosy on over to see the action. As it happens it seems the Thresher packs a mean punch because even tho the KM2 is doing damage the Thresher is winning. Looks like 1-0 to the boron, unfortunately it seems the Thresher captain is a little target-fixated because he doesn't bother to slow down, or evade. Consequently there's an almighty crash and the Thresher comes off the worse for it, going down in flames. The final impact tho does strip the remaining shields off the KM2 and the Thresher escort makes short work of a shieldless destroyer. Sadly they then go after the other two KM2's and without capital support promptly get shredded in short order so bit of a pyrrhic victory there.

Anyways, nothing further I can do here so I head back down to Atreus, sell my Mass drivers at the military post and go back to hunting for a vulnerable transport. Deciding what I really need to help out here is something to thin the fighter drones out I nip off and pick up some mosquito missiles which lets me go after transporters with more drones on board and knock a few out safely while running away until they're at more manageable numbers. End result of picking on half a dozen or so energy traders is a Caiman Superfreighter large-type bails for me.

Success, not only have I got the first TS I need to do the bigger payout missions but I transfer a cargo life-support over to the SF and go pick-up the ex-owner. This guy is now my first marine, or at least he will be once I figure out how to get him trained for it.

Time to look for a few more ship recovery missions while my SF heads for Argon space and gets himself repaired and upgraded for duty.

Total Assets:

1x Octopus
1x Caiman SF (83%)
2x 1 Mj shield
2x Ire
1,000,000+ cr

Came this close --> <--- to having a terminal accident today. More on that later..

So my SF is off to spend some of my cash on upgrading itself and while it putters on over to Argon Prime I'm doing more ship recovery missions being as they're the only ones I can do near enough. Seems I've crossed some sort of rank threshold as I'm now consistently getting ship recovery missions in the 30-40k range whereas before they were 5-10k. I'm not complaining, they're easy to do and nobody tries to kill you. Suits me. Today tho I properly failed my first one.

Now I don't use the guidance feature because I find it more entertaining to actually have to go hunt for the thing rather have it handed to you on a plate and up till now that hasn't been a problem. This time around tho it was only a Harrier they wanted returning but it was in The Hole which is both pea-soupy and colossally huge. I had an hour and change to track it down in but despite criss-crossing all over the sector do you think I could find the thing? Like hell. I spent so long looking that my SF had trekked all the way back from Atreus, got himself fully kitted out, trekked down to Terracorp, bought a jumpdrive and jumped to Elenas Fortune to grab a triplex before I finally started jumping him into the 4 gates of The Hole to see if my SF could spot the damn Harrier on his triplex, eventually picking it up near the west gate.

By the time I've got over there, zapped it with the repair laser and set it on it's way home it's 7 mins left on the clock which is not quite enough time. I'm hoping tho that the mission time runs over and I'll get away with it as sometimes it does that for some reason. Nope, mission ends right on queue, I get accused of stealing it and my Teladi rep takes a dropkick to the nads. Oh, well maybe I'll be able to sell it as a consolation. Nope, two Teladi police M5's jump in and promptly shoot hell out of it. The day is not going well.

Oh well, at least my SF is up and running. I made the decision to spend nearly all my cash maxing out his cargo hold. It cost most what I had but it'll come in useful in the long run I think for doing the delivery missions where they want large quantities. Currently I've got him doing e-cell runs all over Argon space as there seems to be a huge shortage in the Argon Prime area and nearly all the factories are stalled. Might not seem like much but I'm making 40% profit or so on each run which is pretty good.

I head back up to Atreus Clouds and see if I can steal another CaimanSF to partner up with my first but it seems today the RNG gods are not smiling up on me and despite a fair amount of time spent and a dozen or so attempts not a single one shows any inclination to part with his ship. I think I'm going to give up for now and go back to running recovery missions. Queue auto-pilot for Cloudbase South-East, line up on the gate, hit seta and settle back for a quiet ride back.

Suddenly the screen whites out blinding my view there's an almighty roar of engines and the auto-pilot pulls some kind of wild corkscrew maneuver. Resettling my eyeballs back on an even keel I take stock of what's what. Seems I'm not dead which is nice to know. Checking behind me there's a freighter which wasn't there a moment ago.

It seems TC now has freighters that use jumpdrives. More to the point it seem they use jumpdrives that are considerably better than mine as I still have to use the jumpgates and they seem able to point-jump anywhere in a sector. Including it appears directly in my flight path. I'm not sure how close I came, but apparently traffic control weren't too impressed.

Squiddy now has only 8 of his 9 lives remaining. Squiddy is a fish, not a cat. I'm unclear if this is pertinent.

Total Assets:

1x Octopus
1x Caiman SF fully upgraded at great cost. I hope noone shoots it.
2x 1 Mj shield

4x Ire
128,000 cr

So after my near-death experience I decide to take a more sedate approach to things and build up my cash reserves a bit. Fully kitting out my lone SF 'Tax Deductible' nearly used up all my reserve but I'm not too worried. The whole Argon prime region seems critically low on energy cells to the point that practically no manufacturing is taking place. All the factories have the secondary and tertiary resources in stock in high numbers so there's almost no money to be made there but hardly anyone has ecells to power it all.

It's not for a lack of SPP's, there's a fair few in the surrounding sectors, it just seems the NPC traders can't be bothered with anything so lowly. No worries, I'll do it then, I'm not proud. So while my SF jumps ecells around and kickstarts the local economy I go mission hunting. I'm getting about 40k a recovery anyway plus flitting thru the sectors looking for ships I can pick up, and the odd "Deliver me 8000 e-cells" missions which pay a nice bonus.

So I do this for a while, my cash reserves are creeping up nicely and then I get a recovery mission for a Kestrel.. What the hell is a Kestrel when it's at home? Consult the encyclopaedia (very useful) and it informs me that it has no idea either (not very useful). Seems I've not come across one of those yet, sounds kinda Teladi-ish tho. Intruiging. My lucks in and it's floating down in Cloudbase South East which is only two jumps away and a tiny sector anyway so I should have no problem finding it or getting it home if it's a slow one.

Entering the sector thru the north gate and I can see it just off to the left on the sector map, M5 icon, fair enough. I pull up next to it, capture and start repairing it, takes a couple repair charges so in between recharges I check it out. What have we got here then.. 600+ speed, (Hells bells!) M-class cargo, 5mj shield, room for Pacs and a rear turret to boot. Ok, I'm sorry. I'm trying to be good here. All I wanted was to run a few trades, return a few ships, generally mind my own business and then they go drop that in front of me. Fine, I'm weak! I admit it!.. but they ain't seeing this one again..

Ok, I've still got 48mins on the clock before anyone starts wondering where their Kestrel went. My Argon rank is pretty good and I'm pretty sure I can handle a couple of police M5s coming after me. I mean, seriously how much trouble could I possibly get in for stealing one little M5?

Right, 47 mins on the clock, no time to dawdle. Dump all ship equipment out the Octopus. EVA over to the Kestrel. Send trusty Octopus to shipyard, won't be needing that again. Scoop up my gear. Putter over to Equipment Dock. Upgrade cargo/rudder/engines. No 5mj shields available but there's a fact in Elenas. Exit Equipment Dock, line up on gate. Hit boost.

WHOMP! my skull practically exits thru the back of the crash-couch and I'm hurtling (not flying, I know what flying is like and there's some definite hurtling action going on here) towards a rapidly approaching jumpgate. This thing isn't an M5, it's a missile with a pilot chair taped to the nose.

Make it to Elenas, grab me a 5mj shield and a triplex plus a couple Pacs from the military outpost and I'm good to go. 40 odd mins left to go before plod comes calling gives me enough time to do a few taxi missions since I can now take passengers. That'll earn me a bit more rep and mitigate the rep-loss when it comes.

Total Assets:
1x Kestrel
1x 5 Mj shield
2x Pac, 2x Ire (rear)
600,000+ cr

1x Maxed Caiman SF 'Tax Deductible'

In the interests of not reducing myself to a molecule-thick smear on the side of an asteroid I decide it's probably a good idea to get used to handling my new Kestrel before I get too clever with it, plus it'll be nice to see exactly what it can do.

A quick scan of Ore Belt nets me a couple asteroid scanning missions for a few thousand apiece plus a taxi

mission into Cloudbase South West. No problem so far, I can scan the asteroids I need here, then head to CBSW and drop off the guy. Lucks in so I manage to pick up another scan mission and another taxi run and things pretty much tick along happily like that. I've got a jumpdrive in case time gets short but with some smart juggling of scan missions I'm able to go from sector to sector without having to double back much and at one point I've got 4 seperate missions on the go and successfully complete them albeit with only a couple mins to spare. Speed is good!

Seems I must have crossed another threshold tho as I'm starting to see a lot more delivery missions in the 10,000+ units area. Highest I've seen was for a little over 29,000 e-cells. Pay was good but too short a time to do with a single SF. I'll have to see if the RNG gods are in a better mood and try and cap another one or two. Also getting some really nicely paid courier missions of 500K or so showing up but tho I could do it with the Kestrel in the time allowed the quantities they want moved are too much for my little 55 space cargo.

Cruising across Home of light I decide it's time to test combat out a little bit so I pickup an easy station defense mission and chase out to intercept the incoming M5's. First one in a Harrier doing 500+ and we go blazing past each other so fast by the time I've turned around we're already several kilometres apart. Not too hard to catch up with tho but I'm so focused on chasing him down that I nearly plow into one of the station pylons right after he suicides into it. The rest are easy to chase down as they're much slower Discoverers and they don't even get halfway to the station before I'm behind them and blasting away. The M8 launches a couple fruitless Tomahawks at the station but they're no problem to intercept and a few high speed passes strips the shields off it and a Wildfire in the face finishes the job.

The Boron is happy, aside from a small Harrier-shaped impact crater near the docking arms his station is undamaged. I'm happy, my little Kestrel is proving to be capable both as a mission-ship and fighter and the previous owner of my Kestrel is most definitely very, very unhappy. Quite how unhappy I quickly come to realise as there's a jumpdrive flash off to my right, my proximity alarm bleeps a warning and a Heavy Centaur starts gobbing missiles and fiery white-balls-of-death at me.

Total Assets:

1x Kestrel

1x 5 Mj shield

2x Pac, 2x Ire (rear)

750,000+ cr

1x Maxed Caiman SF 'Tax Deductible'

It's times like these when it's most convenient to be sat in a ship that bears more than a passing resemblance to something that should be fired *at* ships rather than be one itself. Being able to do 0-600 faster than you can say ".." certainly doesn't hurt either. Anyway, I pull a full-on RSLG maneuver to the sound of thunderous explosions behind me and put some distance between me and the Centaur. I'm not particularly concerned by the missile warning as according to the encyclopaedia the only missile I currently know about that can actually catch me is the Rapier and they only do 1mj damage. Even then I've still got that handy back turret so should be fine.

Pulling up a few kilometres away I bring up the sector map to see what's going on. Yep, there is definitely a Heavy Centaur there and he's heading this way. Also my Argon rep seems to have dropped thru the floor, I'm now Suspected Foe and the local laser tower has gone red on me. I take some solace from the fact that I'm only a suspected foe, it implies someone somewhere feels I may have some redeeming qualities after all. The Centaur on the other hand seems to be in no such moral quandary, is very sure I'm an actual foe and not merely a suspected one, and is fully intent on doing something about that.

Aside from that tho, all the rest of the sector is still blue to me. Suddenly there's more flashes around me and the sector map acquires a few new red contacts. A panicked stab for the cancel map button and I'm RSLGing again. A quick glance behind me reveals there's now 5 M5's and a Nova chasing me. What's the deal here? This Kestrel belong to his dead grandmother or something?

I'm now having serious concerns now as to whether I'm going to have ships attempting to jump me at every opportunity so make a swift dash thru the superstructure of the nearest Crystal fab and then head for the East gate. One of the M5s tries to follow but doesn't quite make it. Stopping in the middle of Presidents End I

wait for a couple minutes finger on the boost button just in case any more jump in on me but nothing seems to happen so it looks like that was the lot. It appears tho that somewhere along the way I took a hit as my hull is down in the nineties. I'm fairly sure I didn't take any laser fire so I think I must have been clipped by a mass driver. Hopping out quick to patch the hole I get a proximity warning... they're following me.

Ok, fine, I was quite happy to just run away but if they want to follow me then there's going to be trouble and if there's going to be trouble it's going to be in Paranid space. Might as well get a bit of Paranid rep out of this mess, perhaps then they'll stop firing nukes at me.

Down in Priests Pity the local defence force seems to have taken out the pirate base, there's just the burnt out hull left. So I potter around for a bit waiting for the Argon police to arrive. When they do get there they're nicely strung out so no problem to deal with. There's only 3 of them tho so it looks like another one has come a cropper somewhere. Bumped into a pirate on the way down through Split Fire perhaps? Anyways, I presume the Nova and Centaur are on the way down too but even knocking out those 3 M5 seems to have been enough to get me into bare minimum docking rights with the Paranid which is all I really need so I spend a while doing missions in the area and jump my SF down to do a few factory runs. They may not be red to me but I've no longer got Argon docking rights so there's nothing my SF can do around Argon space anymore.

Ship recovery here, taxi mission there, a liberal sprinkling of e-cells and much apologising to Paranid border control and I'm now in the good graces of the Paranid empire. The nova eventually shows up as I'm looking for a lost Jaguar and while I'm a little wary of that mass driver a single M3 isn't a problem. Takes a while to wear him down but my speed leaves him wallowing. I'm assuming that Centaur is still out there somewhere but I don't fancy trying to take him out so instead make a long loop round the back and up thru CBSW/Redlight to Kingdom End, across to Menalaeus Frontier and then down to Atreus to try and grab another SF or two. If that Centaur is still following me that'll give him a nice long run to catch up so I'll be safe for a good while.

Sadly despite a fair amount of time spent chasing down freighters the RNG gods are still wholly disinclined to shower me with their bounty and nothing bails. Perhaps I should head down to Xenon 101 and punt my SF ex-pilot out the airlock as a human sacrifice...

Total Assets:

1x Kestrel

1x 5 Mj shield

2x Pac, 2x Ire (rear)

900,000+ cr

1x Maxed Caiman SF 'Tax Deductible'

Oh dear, today we mourn the loss of a loved one.. <sniff>

Things started off so promisingly, I actually managed to convince a freighter that I was a very scary desperado engaged in acts of a piratical nature and gained myself my second SF but that was to be the only one. In retrospect I suspect my charade was not particularly convincing and that particular Split captain was just of a nervous disposition.

Decided I should probably sort out my Argon rep so I can get jumpdrives again and get the new SF doing something useful, mebbe turn him into a sector-trader perhaps. Remote trading is ok, gets you a little rep and keeps the cash flowing but the real cash and rep boosts comes from the missions with the bonuses.

Fortunately I'm currently occupying that happy borderline that exists between persona non grata and shoot on sight so while I'm free to travel thru Argon sectors they won't let me dock in core sectors or buy any goods. That's fine tho, so long as I can dock I can still sell stuff and given the state of the local economy there's always someone down in the border sectors crying out for e-cells and willing to give a good bonus for them.

So I switch to my SF and do a few runs between Queens Space and CBSW stocking up those ever-hungry weapon facts then after a while I spot a guy who wants a taxi run to the Pirate base in Antigone Memorial. Now last I checked there wasn't a pirate base in Antigone Memorial. But then, there isn't one in Ore Belt anymore either since the local defence force paid a visit. They must have set up a new one! That's handy

because I've been picking up any boarding pods I can find since apparently they get a bit rare later on. Not a problem, I task my Kestrel to go scout out the sector while I decide where I'm going to get 255 space fuel from for the guy that wants to pay me 400k for the privilege, decide not from anyone who likes me enough and go back to e-cell trading.

By this point I've managed to convince the Argon that they were right to only suspect me as a foe and that I'm really not all that bad and they let me get back to trading basic goods in their core sectors. Oh, and some stupid M5 exiting a gate and not watching where he's going has managed to knock a 30% chunk out of my hull. Maybe I should invest in some shields..

A few minutes later I'm cruising thru CBSE when I'm somewhat disturbed to hear Betty calmly inform me one of my ships is under attack. Now I've only got three. One is sat in Terracorp HQ awaiting a jumpdrive, ones off looking for pirate bases and I'm sat in the third and I'm pretty sure I'd have noticed people shooting at me which means... oh, bugger..

"Your ship, Blinkandyou'llmissit! has been destroyed in sector Antigone Memorial by, Khaak Scout"

Total Assets:

1x Maxed Caiman SF 'Tax Deductible'

1x Caiman SF (85%)

150,000cr

Well it's not a complete disaster, I've still got my two freighters and a reasonable reserve of cash so economically I'm not in any trouble. If I'm going to progress tho I'm going to need a combat capable craft. This means I'm going to have to go stealing things again. You see you try to be good but you end up forced into criminality anyway. I blame society.

This time around I think I may just 'borrow' a ship for a while. With the support I've got from my freighters I can max out whatever I find, use it to capture something else and then return it in time for tea and biscuits and nobody any the wiser. Except the previous owner of ship I've 'liberated' but that guy will be duct-taped and stowed in my hold. shhh!...

Sadly it seems the RNG gods are still out to get me with a vengeance and despite doing cargo runs across a number of sectors it's a good while before I can find a recovery mission. Plenty of stolen ship missions but while the Caiman can fit frontal guns it fairly lacks the speed and maneuverability to chase down anything much faster than a one-legged asteroid. First up is 100k mission, that's the biggest payout I've seen for a recovery so I'm assuming it's something big?

Unfortunately the guys giving these missions out never seem inclined to let you in on those niggling little details such as where it might be and what it is you're actually looking for until they've got you to agree to do it.. at which point they cheerfully inform you there's a broken down Dolphin 80km off the ecliptic of X598 and can you bring it back for the princely sum of 12 credits and a packet of breathmints. And they want it back in 12 minutes. Or else. Yes we mean it, or else. Anyways, this one turns out to be a Falcon Vanguard. M3 nice, but only 48 mins so not really what I'm looking for. Unfortunately having accepted it I've now got to do it. Or else.

It turns out Caimans aren't ideal for ship recovery missions either. It works fine if the ship you're looking for just so happens to be near a gate as you can jump around till you spot it. but if it's deeper in sector you have to go looking for it and with a top speed of 89m/s that's not a quick exercise in a larger sector. Eventually tho I find the thing, looks like had I gone north rather than south from the Emperor Mines East jumpgate I'd have found it almost immediately and not had to do a sector circuit, but there you go. Falcon Vanguards aren't very quick tho and I've wasted a lot of time already as I've only got a fraction under 10 mins to return and given the slightly over the top response to me stealing an M5 I'm not keen to have the entire Teladi Home fleet come after me because they think I'm stealing an M3.

Basically I need to get this ship back on time and the only way to do that is to jump it back to CBSE. Unfortunately if I do that then when I return it I lose the jumpdrive. While I'm not hurting for the money that is my only jumpdrive and the Argon are still a little ticked over the Kestrel incident and aren't prepared to let me buy another just now. Time is ticking and there's only one way this is going to work then so I

transfer jumpdrive + e-cells to the Falcon, order my SF to head back to CBSE and jump to CBSE myself. Ejecting the jumpdrive I exit the Falcon and order it to make it's way back to the PRG forge (should manage that with a few mins to spare) Meantime I kick in my suit thrusters and start EVAing my way back thru the jumpgate and across Ore Belt to meet up with my SF somewhere along the way.

Halfway across Ore Belt the potential foolhardiness of this exercise dawns on me given that there is potentially still a Heavy Centaur looking for me, but on the bright side my 02 levels are holding out nicely so at least I'm in no immediate danger of suffocation.

Total Assets:

1x Spacesuit

1x Maxed Caiman SF 'Tax Deductible'

1x Caiman SF (85%)

Crossing Ore Belt doesn't take too long using strafe and judging from the distance counter ticking down it looks like I'm pulling about 100m/s which is pretty good going in a spacesuit. Safely hooking up with my SF on the west side of Ore Belt I head back the way I came to CBSE to pick up my jumpdrive, On the way there I pick up a couple more recoveries, one a Caiman Miner down in CBSW for an hour and a half and one for an Octopus over in Red Light with a 3 hour timer which is perfect for what I need. I skip down to CBSW first to get the Miner, it's a bit busted up and slow and I'm not inclined to spend an hour repairing it so I decide to send it to the trading station first for some engine tunings. Doesn't matter if I spend 10k or so since it's a 48k mission so I'll still come out on top either way.

Once that one is on the move I jump up to Red Light north gate and immediately spot the Octopus off in the west corner so that was good fortune. A quick trek over and repair and I'm up and running just need some suitable weapons and shields and I'm back in business. I transfer over to the Octopus and head for the trading station to sort engines and rudder while I send my SF off to get some IRE's and a couple 1mj shields then head up to Argon Prime via Ringo Moon to meet up with it by the west gate. A quick transfer of equipment and I'm all set. I let my SF go off and do some more e-cell trading and plot a course to Atreus Clouds. I've got two and a bit hours and I aim to misbehave.

Scooting across Argon Prime towards the east gate thru The Wall I'm just passing the centre of the sector when there's flashes around me (again), the gravidar blossoms red (again) and the proximity warning kicks off (again). Who's trying to kill me now? Everything is quiet for a second or so and then there's the sound of kyons. Not the little higher pitched small ones either but the big capital-ship rending gamma variety. Looks like another Khaak task force having a go at Argon Prime and I'm in the middle of it. Great! At least I assume they're after Argon Prime, tho the amount of trouble I've had with Khaak so far I'm starting to think they've got something against me personally.

Fortunately Argon One is in the vicinity and the Khaak seem more interested in that than the little Octopus running away crying so I manage to put enough distance between me and the nearest KM2 for safety then park up for a moment to see what's what. Two of the KM2 have engaged the Argon One, the third has wandered off with a second cluster and is busily shooting up the station to the south. By this time the clusters have all broken and the space around Argon One is filled with little purple triangles kyoning the bejeezus out of it while Argon One tries to swat them with what I guess is a flak cannon.

Now Argon One always used to have Invinci-armour(tm), does that still hold true? It's going to be an unfortunate day for the Argon home system if it isn't because there's currently no other capital ships in the system. With the amount of abuse it's taking it's not long before the shields go down and after a few percent of hull gets ripped off no further damage gets taken, Yep, still invulnerable. You know you'd think that having an indestructible capital ship at his disposal Mr Danna could have come up with a better strategic move than park it in homespace orbit and chase the odd pirate. This is the guy that's going to win the war? Pfft..

Oddly enough the situation seems to be a bit of a stalemate. The KM2's can't destroy Argon One but it appears the Argon One isn't packing anywhere near the firepower it used to as it's barely denting the Khaak shields. This looks like it'll be a long fight tho I'd probably give it to the Khaak on points as KM2 No.3 is busy vaporising the south stations while his two buddies run interference. Anyways, time is ticking so I decide to leave them to 'negotiate' and get moving.

A quick sprint thru The Wall and The Hole and I'm back in the familiar territory of Atreus Clouds. To be honest it's always familiar in Atreus, no matter which way you look it's always pea-soup. My goal is to capture an M4 or possibly an M3 if the RNG gods are feeling benevolent (fat chance!) so the danger involved is significantly greater than from a few fighter drones from a TS so I need to be very careful I choose the right target. Ideally I want a lightly shielded victim with no turret and with no tracking missiles on board. I don't want to have to be dealing with a lock-on and lose my position on his six. High-tech and Weapons dealers are almost invariably well armed and shielded or have escorts whereas the basic freighter types go solo and are often undershielded with minimal weaponry.

I'm confident patience will be rewarded (preferably within two hours) so meantime I settle down next to the gate, in my Octopus, with an uncomfortable sense of déjà vu, and start eyeing up likely candidates.

Total Assets:

1x Octopus

2x 1 Mj shield

4x IRE

1x Maxed Caiman SF 'Tax Deductible'

1x Caiman SF (85%)

300,000cr

So I'm initially just sat there using the freight scanner to run passive scans of the weapon loadouts of passing M4/M3's. This is fine as only a deep scan incurs a rep loss or chance to aggravate the target. Ideally I'm looking for a Split ship since I'm in Boron space and don't want the hassle with the authorities, but needs must and if the opportunity presents itself I'll take whatever I can and worry later, so I'm checking everything.

Most of what passes by I rule out on passive scan either because they're too heavily shielded or have weapons/turrets I don't want to mess with. Of those that look worth a deep scan, again I rule out most if they have too many fighter drones or they have tracking missiles on board. That does leave a few tho and I make a few attempts. Most are Scorpions which I can try in sector, a couple are other races which I tail and allow to fly into other sectors before engaging so as not to annoy the Atreus border control. No luck so far tho as either they refuse to bail and I have to destroy them or they fire missiles at me while under IRE fire and the resulting explosion destroys their own ship outright.

I'm coming up for about halfway thru my time now and no joy when my AdvSat to the east picks up a couple pirate Buzzards exiting the Pirate base there. Now a Buzzard is a fairly good M4, shielding is pretty respectable and it has a nice turn of speed so one of those would be a nice capture. Heading over from where I've been laying doggo I catch up to them as they're passing the Military Outpost and pull in behind. A quick scan reveals that one's packing fragbomb launchers and Firefly/Hurricane missiles and the other PAC and Wasp/Wildfire.

Weighing up the odds the more dangerous one is going to be the one with the swarm missile. The second Buzzard has just the single Hurricane so if he did fire it at me and it detonated that's not enough damage to kill the Buzzard in one go. The first has that Wasp tho which means he needs to be taken out quickly both so he doesn't get the chance to launch and so I can be on the tail of the second one to stop him launching either. Time to break out my secret weapon..

Dragonfly. Under 1000cr apiece, does 250m/s and dishes out 5k of damage a pop with an 18km reach. Available from all good weapon shops, all good weapon shops apparently being limited to the solitary Dumbfire missile production complex in Cloudbase North west. Quite why these little dudes are in such limited demand I've no idea because they are utterly fantastic. Contrary to the fact that they're built by a Dumbfire complex they are in fact seeker missiles and they have a truly excellent tracking ability. They cost less than the equivalent firepower in Silkworm and are both faster and have the added advantage of being more warheads in the air so are that much harder to shoot down plus they're available in large quantities. I strongly suspect a lot of X3:R vets remember Dragonfly being a worthless missile and don't realise just how great they are now. Try them out for yourselves.

Anyways, pulling back to 800m or so behind I target the more dangerous of the two and empty an

appropriate amount of Dragonflies at him, ie. all of them. Where it comes to missile doctrine I come from the 'Nuke the site from orbit, it's the only way to be sure..' school of thought. Besides I've got a SF parked by the East gate with another 500 or so on board so it's not like I don't have spares.

While they track in I drop behind my main target and as my first Dragonfly makes contact open up full bore. A few short seconds later and there's a dead in the water Buzzard in front of me, only 50%ish hull left but it's blue and that's what counts. The shields are even ticking up slowly so there's at least some equipment still on board. Bonus!

Pulling up a few metres away from it I jump ship and start patching up the holes in my new acquisition.

Total Assets:

1x Octopus

1x Pirate Buzzard (51%)

2x 1 Mj shield

4x IRE

1x Maxed Caiman SF 'Tax Deductible'

1x Caiman SF (85%)

300,000cr

So I'm drifting in the pea-soup welding panelling back on my Buzzard. The Buzzard has 15mj of shielding which for an M4 is in the mid to high-end range. Couple that with a 265m/s top speed and decent weapons loadout and rounding it out with M-class cargo opens up a whole new set of opportunities.

It's taken quite a bit of damage tho and this is going to take a few charges of the repair laser so in between recharging I bring up the universe map and start plotting my next moves. However fate it turns out can be a fickle mistress indeed and has her own plans for me. Just in case there's any doubt she illustrates the point quite graphically moments later as my new Buzzard explodes in my face.

I probably sat there at that moment with a quite stupefied look on my face as I can quite honestly say I've not got the faintest clue what just happened. One second I'm fixing my new M4, the next, without warning, I'm enveloped in a rapidly cooling cloud of vaporised M4 parts. A few seconds later the cause of my misfortune appears, a pointlight crawling lazily across my screen and disappearing off into the fog leaving just a blue wake behind it. It's a Banshee missile.

Comprehension suddenly dawns on me and I realise what's happened. As I caught up to the Buzzard duo and started trailing them they had passed the Atreus Military outpost. It seems while I was busy choosing my targets and making my move we were drifting further inside the missile envelope of the Medium OWP and it responded the only way it knows how. A ship would have stopped firing once the Buzzard had quit but I guess a missile once locked is committed. Had I realised the threat I could have countered it but I hadn't considered the possibility. It seems the RNG gods giveth and the RNG gods taketh away.

Fortunately I hadn't by that point transferred any equipment across so despite a slightly scorched spacesuit and down a few credits in Dragonflies I'm not for all practicality any worse off. It would appear I'm going to need this Octopus just a little longer. Heading back towards the west gate I top off my Dragonfly supply, resume my station and start watching the traffic go by once more. A couple more attempts on Scorpion escorts yield me nothing more than a few percentage points of hull damage when I fail to realise until too late there's a Jaguar attached to one particular flight group but a quick missile kill on the Scorpion and then its one-on-one so no problem in the end.

Now you'd probably be forgiven for thinking that after the events of earlier I'd expended my quota of misfortune for the day but you'd be entirely wrong. Who remembers that Caiman Miner? The one I sent off for an engine upgrade before returning home? Anyone who does, you get a gold star and a pat on the head. I however get no star and a slap round the head. The Argon also now consider me Confirmed Insurgent which is a cheery thought in itself.

By now I'm wondering if possibly I should quit for the day before something even worse happens (tho I'm at a loss for the moment to think what that might be) when I scan a passing Teladi freight M3. It's a Perseus but it's got only 7mj of shielding, a single IRE in front and a single Firefly missile, In fact the only thing that's

even giving me pause for thought on this one is the Fragbomb launcher in the rear-turret. Today seems a good day to die, however I'm not keen on that idea and would much prefer today to be a good day to cap a Perseus.

I'd like to have wasp missile at this point to distract the turret while I make a move but sadly the Octopus can't handle them. Fortunately Fragbombs are slow with low ROF so a bit of deft flying should win the day. I make a couple passes, strip the shields and start nibbling at the hull while dodging turret fire. I get a lag spike for a couple seconds and take a hard hit I never see coming which knocks my hull right down into the red on 13% but when it kicks back into action it's a beautiful sight in front of me. A blue M3 and a spacesuit rapidly jetting off into the distance.

I save and go make a cup of tea.

Total Assets:

1x Octopus

1x Perseus (84%) (Unless some spiteful misfortune occurs to it)

2x 1 Mj shield

4x IRE

1x Maxed Caiman SF 'Tax Deductible'

1x Caiman SF (85%)

300,000cr

By this point I've developed a healthy paranoia of anything that looks like it may be going my way so I resist the urge to take control of my new M3 and instead stay in my Octopus and wait for something bad to happen. There's no particular reason for me to think a missile is going to come screaming out the fog and vaporise my new toy. Nor have I any expectation of a Khaak taskforce suddenly dropping out of nowhere all around me.. or even that Heavy Centaur to finally show up but I'm not giving the RNG gods the opportunity. While I act as overwatch I order my SF to jump out and pick up some 25mj shields from the fab in Rolks Fate.

On it's return I transfer control, exchange freight with my Octopus and then beam myself over. It's nice to have managed to make it into the cockpit of this one and even tho my shields are only on 5% and charging I'm already feeling a lot more secure than I did in the Octopus. Something about 10x the armour and 75mj of shielding has that effect. I've currently still only got the 4 IRE fitted so not a massive firepower improvement yet although with the weapon generator on an M3 that will let me fire them pretty much continuously. My available missile options have also significantly improved although I've no plans to do away with my trusty Dragonfly which has proven so useful.

Checking my ship stats in the encyclopaedia it seems the Perseus is a fairly well-rounded ship. There's no particular area in which I would say it excels but then from what I can see it has no real weak areas either. All in all it's a solid ship and should put me in good place to expand from and what I've discovered from my time spent patiently watching traffic flow thru the gates is that there are actually quite a lot of M3+ in common use by traders. Betty on sector map just lists them as freight transporters without saying what they are, you have to look to see and I'm thinking this will be the better avenue to try and capture one rather than try and take on a military convoy. Anyways, those are musing for later. Right now I need more guns. Lots of guns.

The playing field has changed and I've gone up a notch in the food chain which means all those Split Strong Arm weapons dealers and Hi-tech goods convoys that I've previously had to allow to pass unmolested are now very much on the menu. There's pretty much two types. The TS class which are your standard type with either none or a single M4/M5 escort, and the other is the TM class which is considerably more dangerous and usually has four escorts in the M4/M5 range. TM seems to me to tend to have the more valuable cargo on board. Right now seems an excellent time for me to field test the 'Shifty Business'.

My standard practice for assaulting a TM class is fall in behind it and then fire a single Dragonfly at any M5 first and then fire several at any M4. Dragonfly on an M5 is a one-shot kill and targeting the M5's first you can almost guarantee they're all destroyed before they can react. If you target the more dangerous M4 first the M5's get time to react and most can outrun a Dragonfly and you're left with them nibbling at you while you deal with the TM which is not good news.

A half-dozen or so runs nets me a bunch of PACs to give my Perseus a little more teeth and approx a million

credits in other weapons/missiles that won't actually fit my ship but they'll be good to sell. I also manage to bag a single PBE which should come in handy for capping.

Life is looking up.

Total Assets:

1x Perseus 'Shifty Business'

3x 25 Mj shield

5x PAC, 1x PBE

1x Maxed Caiman SF 'Tax Deductible'

1x Caiman SF (85%)

1,500,000cr

At this point, we leave the Adventures of Squiddy. To be continued.....

<http://forum.egosoft.com/viewtopic.php?t=222994> (approx page 13 of the thread). Btw, he did return the borrowed Octopus in time, although he forgot to mention it in the narrative. And in case you missed the reference to the Miner, he moved it to a station to upgrade before returningand left it there forgotten past its return time, hence the abrupt Argon rank drop. Oops !

Wanton use of nukes and the path to galactic conquest! by NUKLEAR-SLUG

<http://forum.egosoft.com/viewtopic.php?t=248619>

01 - Don't Panic!

Personal log:

I can tell you the exact moment it all went wrong.

To be honest I knew something wasn't quite right around the time we were busily pacifying the flight deck (messily as it happens.) It appears Terrans aren't used to having their ships boarded but while they were a bit slow off the mark they did put up a good fight towards the end. Scraping off the worst of the goo then I'd settled into the command chair to burst-message the rest of homefleet to say the ship was secure and it was as I was sat back looking out the main viewport and waiting for the return confirmation signal that the niggling doubt started. Couldn't quite place it tho. It wasn't until a fairly alarmed Etmanck had got the ships tac-systems back online and informed me that homefleet was nowhere to be seen that it suddenly clicked. Uh-oh..

Now I'm no astrophysicist or anything, planetary motion isn't really my area of expertise, but even I know that planets don't move. Well ok, they DO move, but they tend to do it kindof slowly. They don't just jump around, one minute it's way over there and the next minute it's right over here. They just don't do that. Ships on the other hand do, which lead me to the disturbing conclusion that the planet was in the same place it had always been whereas we on the other hand were not..

It was suddenly looking worryingly like the Terrans might have the last laugh. According to Etmanck we were indeed not where were, worse still there was rather a large Terran fleet closing in rapidly in a manner that seemed.. hostile. We were running out of time and needed options. A quick check of ship systems showed the shields were functional but operating at a nominal 20% so we had a little time, but not a whole lot. Weapon systems? Destroyed, not helpful. I gave Etmanck a scowl, that was his job. I recall him muttering something about it not being his fault inferior beings couldn't construct more robust ships but to be honest we didn't have time to argue the point.

Anyways, weapons down, jumpdrive offline, shields that are going to last about two minutes. Well, sometimes command decisions are just that easy to make. Every man, woman and lizard for themselves! Yep, we ran for it. We almost made it too. My estimate on the shields was a little high, the ship was practically disintegrating

under a hail of Terran fire as I reached the airlock and activating suit thrusters I was barely clear of the hull as it finally cracked and blew.

I'm not sure how long I was out for, a few minutes or so, but I've been trying to reach the rest of the team on our encrypted suit comms. Nothing. I've a horrible suspicion that the rest of the guys didn't make it out alive. It looks like I'm the only survivor, stuck deep in Terran space, far from home with enemies all around..

<http://dbbr17626.pwp.blueyonder.co.uk/steve/01-1.jpg>

.. At least the view is nice.

Leo 'Steve' Kayean ending log:

Assets

1x Spacesuit

Time: 00:14:04

Credits: 1000

This is a 68 page thread as at August 2009, continued <http://forum.egosoft.com/viewtopic.php?t=248619>.

A Slice of X : TC Walkthrough and Guide by Apricotslice

An X3 TC Walkthrough/Guide/Ramble

<http://forum.egosoft.com/viewtopic.php?p=2665655>

[Big thanks to Creston for his pre-1.3 Walkthrough for the Terran Plot, most of the bugs he outlines are now fixed.

<http://forum.egosoft.com/viewtopic.php?t=222390>]

This version of my TC Walkthrough contains all the bells and whistles, using mods and scripts, off the plots, and experiencing the full gameplay of the game. This for someone who wants more than the bare bones walkthrough, and wishes to see how an experienced TC player tackles the plots.

HTML Version - <http://apricotmappingsservice.com/sliceofx.html>

The html version contains quick links, so you can look up missions and other activities quickly.

Incoming Transmission.

John, Its Bob.

Bob, what have you got for me !

The fleet has arrived here in Omicron Lyrae. We disassembled the HQ and its sitting in the TL waiting for you to decide where to rebuild it. I'm not sure where that is, the universe is so much more dangerous these days.

I'll find somewhere, don't worry.

Good news, the new MT class mini carrier is ready, and the new freighter and M7M, as are the new shields and gun designs. Get yourself out of that flying piece of tissue paper and into something with some decent shielding. A Mule at least, since they can now carry 200mj shields.

Ok, I will.

We have reports of derelict ships around the place, I'm uploading the co-ords to your computer. The new jump software is ready to go, so you can jump straight to them. Take the new Mini-carrier and give it a test drive ! We'll be waiting for you here when you get back.

Thanks Bob, see ya soon.

Transmission closed.

Bob Derr, our dependable Maintenance Chief. Doesn't seem to think much of my flying ability ! Good man though.

Welcome to the X Universe and the Terran Conflict.

I'm John (Apricot) Slice. I'll be talking you through this game, and this will be a combination of narrative, tutorial and general ramble. It will jump about a bit from mode to mode, so don't get lost.

I own the Apricot Mapping Service, my in game entity. If you are using the Apricot Mapping Service Mod, welcome to my universe ! If not, welcome anyway, I will be referring to the mod a bit though, so please don't get confused when I do.

Also, I make no apology for referring to 3rd party scripts, including some considered cheats. I use what I use, and its up to you to make your own judgement and decisions.

According to Egosoft, more than half the people who have submitted game stats to their site, have modified games, meaning they are using 3rd party mods and scripts. As such, I feel that is a validation of the work that everyone in the scripts and modding forum does to make the game more FUN for the player. Its up to you if you do or do not modify the game, and since I do, I'm writing this as I play it, warts and all. Especially where a script will improve (imo) the playability of the game, I talk about it. Just ignore anything you do not want to know about.

For how the Apricot Mapping Service came into being, see this archive material.

<http://forum2.egosoft.com/viewtopic.php?p=1407216>. From this beginning, the AMS came about, and even though at the beginning of X3TC, we don't appear to be earning our name, it does describe our philosophy of playing. Friend to all but those who shoot at us, and explore to the max !

If you chose the AMS Mod, then fly up close to the MiniCar and transfer across. Now your in a ship with some shielding that can keep you alive.

Personally, I don't know why people settle for tissue paper shields, but hey, if you're the risk your life type, all power to you ! The ships you start in for all the starts are specifically chosen to give you a challenge to stay alive early in the game. That's fine if your new to X, but most of us have been here a long time, and I prefer to start where I left off, and That's usually flying an M7 or a Carrier.

Up to you. The big thing about the AMS Mod is that its designed to give you maximum choice. You make up your mind about what suits your gameplay. Want to be "balanced" (I've ranted about that in the past), or want to compensate for a slow computer, poor flying skills or being a lousy shot ? You choose what shields you want, what gun suits you best, how fast you make your ships. The ones you start with in the Mod are all fully upgraded, but its easy to downgrade them. Speed and rudder can be removed using Cycrows 'cheat' scripts, by entering a negative value if you really want to.

The Mod starts with you having top rank with all races except the Terrans, whom we haven't dealt with yet, and all bad guys. If you started without the mod, or as anything other than Argon Patriot, your ranks are varied according to the character you chose. Be real careful in that case where you go, or some of the races will be shooting at you for no apparent reason. Pirates, Xenon and Khaak are going to be doing that anyway.

Anyway, lets get this story moving.

Derelict Ships.

All X games seem to start with some, so lets go pick them up. The good thing about having a carrier with jump capability is we can go get them, pick them up and not have to worry about baby sitting them to the nearest shipyard, since we just jump straight there. If your not playing the mod, then that's what you will have to do.

There are 19 derelict ships in TC. If your using the mod, or installed the Jump to Derelict script, then use the

nav command to jump to a random derelict ship. A word of caution though, it was designed by a software engineer who's never left his keyboard. Use at own risk.

Here is the list of ships, in the order I found them. Sector, ship type, co-ordinates x,y,z. (Remember to find 'y', you need to hit the insert key on the nav map. The standard display is x-z, not x-y.)

Unknown Sector next to Xenon 534, Falcon Sentinel, -20km, 3km, 2km. (Wont specify the kms again.)

Hilas Joy, Advanced Barracuda, -33,1.5,36

Treasure Chest, Buster Sentinel, -32,-5.4,-33.5

Savage Spur, Enhanced Pericles, 44.7,9.12,-28

Oracoke's Storm, Advanced Eclipse, 30.1,-1.5,-8

Gaian Star, Elite, 66,0,-10

Vestibule of Creation, Eclipse, -7,-13.5,37.5

Veil of Delusion, Blastclaw Prototype, 47.6,3.5,-41.5

Menelaus' Oasis, Skate Prototype, 38.5,1,32.5

Xenon 101, Scorpion Raider, 20.1, 0, 61.6

The Vault, Harrier Sentinel, -18, 0.375, -51.6

Unknown Sector by Unholy Decent, Pericles Vanguard, 13.7, 17.3, -27

Thr's Deprivation, Buzzard Hauler, -4.2, -0.058, 62.7

Family Whi, Iguana Vanguard, 38, 0, 35.5

Depths of Silence, Mako Raider, 2.34, 0.729, 40.3

LooManckStrat's Legacy, Mamba, -12, 1.16, -19.3

Akeela's Beacon, Buster Sentinel, 100, -10, 77.2

Duke's Citadel, Advanced Perseus, 42.2, -0.250, 31

Menalaus' Frontier, Toucan Hauler, 43, -7, 35

Some of these ships are quite valuable, since all are in top condition and more or less outfitted.

Some will make useful fleet ships for later in the game, some good wingmen, some good cannon fodder. Its up to you to decide if you keep them all, some or none.

A note about carriers, none of them dock a TS or TP ship. To do this, get the script Beamdock, which with a Transporter device in the carrier, allows you to beam ships on and off of almost any size (using cargo compression technology, which also means, don't be in the ship being beamed or you end up very small and stuck in the ship for ever !). The mod comes with this command. Very useful for getting a claimed ship off the battlefield in a hurry, if you have your carrier in scanner range but away from the fighting.

A note about claiming. Any derelict ship (one with no speed, and no pilot), can be claimed. The X philosophy is to exit your ship, fly up next to the derelict, claim it, fly back to yours, then give it instructions. Get the order right, giving it instructions before your back in your ship can get you run down ! But stuff that ! Who in their right mind goes spacewalking ? Not moi ! Claim software is the answer. In the mod of course, installable by script if you don't have the mod. Available to buy in all good Pirate bases. Technically illegal, but not detectable by cops. There is an in-game version, but its detectable, short ranged, and needs another gizmo to make it non-detectable. Essential which ever you choose. Not cheap, but hey, in the mod, you get them standard.

To claim with the software, map it to a hotkey in the game options section, either on the joystick buttons or keyboard. Target and press. Easy. If your using the mod, beam it direct to the docking space in the carrier your flying, and on to the next. If not, then escort it to the nearest shipyard.

Note about shipyards, they only dock a few ships, and if yours is sitting there too long, it will get booted off and then becomes vulnerable to anyone stupid enough to run it down. So if your going to keep it, you need to find somewhere to stash it. A good place to "stash" ships is a sector with very good defenses including M2's, and then a position about 100km up or down, where nothing goes. This is not perfect by any means, as Khaak will sometimes spawn that far out, but usually its safe enough.

Also, if your not playing the mod or you are but are not going to stick to using Apricot ships, decide which of these will make the best personal ship, and go for that first. Safety in speed, shields and firepower. Remember and choose wisely.

Moving right along. 19 ships, all loaded on my MiniCar, with the original Elite I started the game in. Jump back to Omicron Lyrae, it has a shipyard.

SAVE. I cant emphasize this enough. Save often. Always save the money ! Every time you claim something, save. Every time you complete something, save. The universe is a dangerous place, and it only takes an asteroid appearing directly in front of you, or some homicidal blind trader to hit you when you least expect it, not to mention bad guys shooting at you, that if you don't save, your likely to find its game over unexpectedly, and when you restart, things don't go the same and you don't get the claim or whatever. Take a mission, save, do it, save again. Give yourself somewhere to go back to if you get killed or just screw up. And always, always, always, save the money !

Where were we, oh yes, beam off the 2 freighters, and send them to the shipyard. Access landed ships, choose one, and broadcast to all of them to dock at the shipyard. Once they are all off, jump out somewhere. Then from a safe place in another sector, watch the shipyard and as they dock, sell them. (Remember to keep anything you do want to keep).

Something else before you do that,(oops), is keep 3 25mj shields for later use in missions. Sometimes its useful to keep a spare ship in the bays, so that you can transfer your jumpdrive and fittings to a claimed ship so it can jump out, and then you have a spare set on the spare ship you can transfer back onto yours so you can jump out too. So think about those things before you sell everything.

Also, oops again, if you sell the ships, you get about half price on the fittings, but if you strip the fittings out, and sell them yourself where ever you can, you can get more for the whole deal. Just more mucking about.

Anyway, selling the 19 ships and your starting ship, is good for about 50 million credits. Which is well worth the effort of collecting, as this can start you off in most areas of the game that require some cash to start. Especially small complexes of stations, or Sector Traders or a decent personal ship like an M6 or M7, and decent wingmen. Up to you.

The thing about jumping out is that "out of sector" or "oos", there is no collision checking, so "the money" gets to the "bank" more safely when your not there. Always protect the money by not being there when its moving !

The auto-pilot is a lot better since its auto-pillok days (That's a separate and very funny story), but the AP does still slam ships into stations, it does still collide with gates and especially still crashes you into other ships occasionally. So when dealing with "the money", safety first, be oos.

After you get the money, save again.

Now jump back in and change ships if your using the mod.

For now, I chose the Mule. This is a modified Discoverer. Lots of the new 200mj shields, and carries 4 guns of your choice. Not that fast, but for this next work, I did supertune it to about 800kph (used supertune option, then removed some of the speed as 1300 was too fast).

I decided to do the main plot immediately. After all, I have a kick arse and take names set of ships already. If you are not using the Apricot ships, you need to decide what's safe and what's not, for you. The first few missions of the plot are not too taxing, but then things get hairy, so I really recommend you ignore any of the plots (there are 5 main ones) until you have a decent ship and know how to fight it. At the very least, a fully kitted M3/M3+, but more realistically, an M6. In a furball, the extra turrent's can save you from missiles and take out some of the pesky M5's.

Terran plot beginning.

If you start as the Terran, then your ahead of the rest, so ignore the next bit. Everyone else starts as an X denizen, and the plot for us begins in Omicron Lyrae.

When you enter Omicron Lyrae for the first time, you get contacted with a mission to escort some Terrans.

Accept this. If you have already been offered it and ignored it, it will come back, so hang around until it does. Obviously for those playing non-Argon characters, to get the plot, you need to be friendly with the Argon. No point in rocking up and getting shot before the mission is offered. So you may need to work on your rep first. In fact, its not a good idea to start any of the plots if you do not have a good rep with all the races. Terran doesn't matter so much, as you pick up rep as you do their missions. But you do need to jump around X space a bit and its not helpful if your fighting sector defenses while trying to do a mission.

If necessary, use the cheat to increase your ranks. The mod automatically gives you this with the Argon Patriot start. Once you finish the plots, you can always put the ranks back down again if you want. (Rolls eyes).

So, mission is pretty easy. You need to talk to someone in the EQ dock to get it going, fly to an eclipse your told about, a Terran Scabbard shows up, follow it to the Terran Orbital Defense Station in Heretics End. You get pirates to deal with in Circle of Labour, usually M5's.

Note about mission enemies. X has a history of what you take with you defining what you get. So the higher your combat rank, and the bigger your ship or fleet with you, the more baddies you get to fight. In the final mission of X2, the temptation was to take in a carrier with as many M3's as you had, but all this did was increase the numbers of enemy ships and their respawn rate making the mission impossible to complete. All you needed was an M3, or as some did it, an M6 with an M5 for the tricky bit. I've seen some talk in the threads about how impossible some missions are, and as yet, am not sure if this is a case in point of going in with too much, or if they are just impossible. Time will tell, keep reading.

Having said all that, taking an M5 into most missions is suicide. Don't even think about it. 75mj of shielding is barely adequate imo. M5 wingmen are just cannon fodder.

While I think of it, the Nav map has an extra 'section' to it in TC. At the top of the list, is your ships and stations. Underneath, is a little section for mission ships and stations. So if your following a particular ship, or looking for it, it appears in this little section directly under your ships. Same for mission stations you need to dock at or talk to someone at. Remember that for later.

When you get to Heretics End, you get some Xenon. Take them out then watch the scabbard dock, dock yourself and talk to Erin Lovis about a job with the Terrans. You can try just comming the station without docking, I didn't think to try that.

Official Terran mission 1.

If you started as X denizen, you need to get yourself now to Uranus to meet up with Samuel Plinter, for a patrol he will lead.

Follow the yellow brick road, so to speak. In the pilot section, missions area, you can click on the mission and activate the guidance for it, if it isn't already. This highlights where to go by giving you a gold set of arrows to follow, and gold tints to specific mission objects such as jump gates to go through, mission stations and mission ships.

So follow the arrow north into the Asteroid Belt, north again into Jupiter, then west into Saturn and west again into Uranus.

If you started as Terran, then your already here and we have just caught up to you.

Find Plinter's ship, talk to him, (target his ship and comm, reasonably closely or it wont connect), then follow him until something happens.

An emergency call comes in. Some Xenon will turn up. Kill them.

Now, find the Xenon jump beacon, fly really close to it and your ship will scan it automatically. Once complete, kill the beacon. Mind out though, once its identified, everyone will be shooting at it.

Mop up any remaining xenons.

A message then comes in saying several message drones got away, and you get detailed to intercept.

Fly to Oort Cloud (go west young man), and then wait for the message drone to turn up. A cutscene will happen when it does, so you cant miss it.

Follow the message drone to its destination. Its pretty fast, in the 300kph range, so if you chose a slower ship, you will get left behind, just keep after it, even if it gets out of scanner range. Note, triplex scanners are best, if you haven't got one, your putting shackles on and making life very difficult for yourself.

You will come across a Nova and a jump beacon. Watch the Nova blow up the beacon. Then head east back into Pluto where you join up with Plinter again.

Next is 3 patrols of sectors, Pluto, Neptune and Uranus. Kill any Xenon that turn up, wait for the orders to move sectors before you do.

Once you get ordered to, dock with the Saturn Research Station and its mission complete.

Terran Mission 2.

You get ordered to dock at the Orbital Patrol Base in Asteroid Belt. Its on your nav map, so jump if you have it. Talk to General Mishsiamama. Fly to Mars (follow the arrows) and dock at the shipyard. Here you take possession of an M5. Doesn't matter if you sell it or keep it. I told it to go dock with my Carrier.

Back to Asteroid Belt, and then orders to talk to Mark Jackson in Heretics end. Jump, don't walk. (Hey, walk if you want to, but why dawdle when its doing things that pays the bills !)

Talk to Jackson. (By now you should be getting the hang of this. The yellow highlights the ship or station, just com and look for 2 blue dots next to the mission persons name, and chat to that person.)

Chat, wait a bit, more chat. Finally you get ordered to Scale Plate Green where Xenon are attacking a convoy. Follow the arrows. A fast ship makes this less tedious.

Now, Jackson needs a course in how to effectively communicate orders. The order is to identify and follow the non-Xenon ship working with the Xenon to its base, and scan it. Unfortunately if your not listening very carefully, you miss the station bit and assume he meant scan the ship. To scan the ship, you have to get very close, and that makes the pilot jittery and he will jump away. So don't. You need to scan the station, which means following the ship a good way behind so as not to frighten him, where ever he goes. If you screw up, the mission restarts after a wait, in another sector. Ignore the Xenon, just find and follow the Nova.

Eventually, you follow the Nova into the Unknown Sector next to PTNI HQ. Make sure its not in range of your turrent's if you have any at anytime, you do not want to fire on him. Let him dock at the station before you approach it. When you get close, it will go red on you, and may or may not attack you.

Fly up to the station so close you can peel off the paint (500 meters) and your ship will automatically scan the station. When complete, the station launched an Elite after me. If your slower, kill the pirate, otherwise ignore it. Your choice anyway.

Jump back to Heretics End, and talk to Jackson again. Mission end.

Terran Mission 3.

Find the Sabre in Heretics End and talk to the pilot. You are given 3 M5's as wingmen and suggested to form them into a wing. It sounds like a choice, but the mission wont start until you do. Target each ship and give it the instruction to join a wing, and select the same wing designation each time.

Having done that, one has to wonder why you need wingmen and if my current ship is adequate for what lies ahead.

I was still flying my Mule. And against N's and M's, that was fine. But it Doesn't have the firepower for anything much bigger, not enough guns, only having 4.

So, I jumped in my Carrier, beamed out my M7 and changed ships, docking the Mule with my Carrier.

I also docked the 3 M5's. In any sort of serious furball, 3 M5's as wingmen are just cannon fodder, so why waste them ? Your choice.

Patrol Circle of Labour. Kill Xenon, both waves. Ditto Omicron Lyrae.

Then fly to Treasure Chest, where you get something different. Theres a flight of reds in there called 'Decafs'. Easy to kill, so do that.

After, return to Heretics End and talk to Jackson again.

Terran Mission 4.

Plinter has an escort for you, so find him and talk to him. Theres a Scabbard going to Venus and you have the duty. Follow it to Asteroid Belt and then Mars.

In Mars, you get a report of a Xenon ship. The next choice is yours, if you complete the escort, or go get the Xenon. If you continue the escort, the Xenon will be there when you get back, and you do need to join that fight. However, by the time you get back, the situation may not be advantageous for you in terms of what the Terrans still have around to fight with. If you go in straight off, you have the benefit of their help at maximum strength.

As it happens, the scabbard gets home ok without you, so I went off and took on the Xenon.

There is a jump beacon here somewhere, if you find it, kill it. I never found it so I assume someone else did.

Shock number 1. They have a J. Now I know why I changed ships. I rig for 8 PPC's, and target the J. Now the Apricot PPC's are slightly less powerful than normal ones, but fire faster. The PPC also lets you overpower the 'bullet' by holding down the trigger while it builds, giving the shot a lot more hitting power. Scalp up 1 J !

If you don't have the firepower to take on a J, keep well out of its way. Its guns have a 6km odd range, and if your in an M3 or M4, 1 shot can kill you. So engage the fighters, and stay clear of the J. Eventually, a Terran M2 will turn up and make kitty litter out of the J. Enjoy the show.

Once all Xenon are accounted for, head to Venus, and catch up with the scabbard. It may already have docked with the Orbital Defense Station, if not, wait for it to do so. Then talk to Benthami on the station. End mission.

Lunch Time !

At this point, you don't have a new mission yet.

Final Fury Mission 1.

Head back to Omicron Lyrae. There you will find a ship called "Exterminator".

At this point, a high race ranking with nearly everyone is essential, and the mission your about to do, makes the next set of Terran missions easier. So think about ranks for a sec, and either do some serious rank building work, or consult with Cycrows hidden menu.

Comm the Exterminator, and you get offered a place in the Final Fury Mission.

Follow him to Black Hole Sun.

On arrival, a big attack by Xenon commences, including quite a few P's. The mission now pays C300k+ you will notice, so this is an earner mission. A huge step up from the Terran missions where they paid in peanuts and M5's (bigger peanuts).

Clear out the Xenon ! The more you kill, the bigger mission bonus you get. The P's pay 130k each, so taking all of them out yourself will push the payout on this mission over the million mark. You need firepower and balls.

When all the Xenon are litter, follow Exterminator again, south to Nathans Voyage, west into the Unknown Sector, and south into Argon Sector M148.

Dock at the Military Base (not the Outpost which will be showing red).

End of mission, payday bigtime if you got the job done.

Final Fury Mission 2.

Take an advanced satellite into Khaak Sector 931, and drop in the center of the sector. Then go scan the station. Easy right ? Ummmm.

To get there, shift-J to get the jump map, then hit K to get the map to find the Khaak sector for you, which should be highlighted in yellow. Accept that and you jump in.

Don't Panic. The sector is heavily red.

Punch f for freight bay, select the advanced satellite, and eject it, as fast as you can.

Now hit maximum speed and go to the station. Try very hard to get there before anything can catch up with you. If your in a slow ship, rethink your ship ! Speed helps here. Shielding is good but if you can do this fast enough, you don't need it.

At the station, you get a warning to slow down so the scanner will work, do so, keep moving, keep close to the station, but don't make yourself a target.

When the scan is complete, jump out as fast as you can. Anywhere that comes to hand fastest.

With luck, speed and a steady hand, you should get out unscathed.

Jump back to Argon M148, where you get a message asking you to go to another Khaak sector to retrieve a flight recorder.

Jump there, and the recorder is shown as a container on the nav map.

If you are not playing the Apricot Mod, use the ship command to collect a specific container and then select it, then wait while your ship goes through the motions of collecting it. Speed here is a pain, as the faster the ship can go, the more useless this command becomes. However, the old manual way of picking things up seems to have been tossed out the cargo bay, so the command will have to do. For some anyway.

If you are playing the mod or have the Cbeam script installed, press the cbeam slurp button, and the 3 containers showing will all be beamed aboard.

Then get the hell out before the red becomes nasty.

Jump back to Argon M148, and its mission over.

Now at this point, there is a program bug. The Split commander starts talking before the computer voice is finished, so you don't get to hear the Split at all.

As it turns out, the mission is complete, theres no mission for now, you will get called back when the next

mission is ready.

Jump back to Heretics End, as by this time, the next Terran mission will be ready.

Terran Mission 5.

Talk to Jackson, who sends you to the Free Argon Trading Station in Nathans Voyage. Jump, don't walk.

As you approach the station, you get commed by Heywood, who tells you about how the guy your supposed to meet got arrested by the Argon. She asks you to follow her to Grand Exchange, in snail mode. I said stuff that, turned on the cheat for the full nav map, jumped straight there, then turned it off again.

At the Dream Farm Alpha, you have a chat with a Teladi. He's not happy, but he wants you to do some dirty work for you before he will help.

Fly to Tears of Greed (follow the yellow) and in there you will find 4 freighters in the special ships section of the nav map. One of them is the target and he should be highlighted in yellow.

Target and kill. For good measure, kill his escorts as well.

Now, the 3 remaining freighters need to be scanned one by one. As you do, they should turn red, so kill them.

Back to the Dream Farm for more Teladi talk. He has set you up a freight mission in order to get through Argon security.

You need to go to the shipyard and buy a Vulture. Now for some strange reason, this shipyard doesn't outfit ships, so this is where the spare shields come in handy. Transfer to the Vulture, with the shields, and then supertune it with the handy command in Cycrows menu (I cant be stuffed flying snails). A jump drive is useful too, so transfer it and some ecells as well.

Use the best buy key to find Taladianium, then go there and buy 200.

Now guess what, we are going back to Argon M148 !

Jump there and then you will get inspected as you come through the gate and given clearance to the Military Outpost that was red last time you were here but is now blue.

At this point its worth mentioning that this is a multi-racial sector, and if any of the races don't like you, someone will quickly show up to kick your arse. And your flying a garbage scow, not your fighter. Hence the work on the race rankings before starting all this.

Its also worth mentioning that if you haven't done the first Final Fury missions yet, then the whole sector will be red to you, as its actually a restricted space.

Dock with the station to deliver the goods.

Now, wait for Heywood to show up and bellow at you.

She and Pearle (the arrested one) will come flying out of an airlock in spacesuits. You need to pick them up.

Now, if your using the Mod, DON'T use Cbeam. It works fine, but the mission will fail, you get a mission completed message, and That's the end of the Terran missions for you.

You need to use the ships command to pick up the suits. Now this of course brings up a program bug that hasn't been fixed in TC, because if the suit is too close to the station, the auto-pilot will keep avoiding the station and never ever be able to pick up the suit. *sigh*. If that happens, all you can do is go back to the auto-save when you docked at the station and try again. (What ? You don't have auto-save on ? What did I say about saving ???).

[Note to self : don't give up so easy ! Half a day later I find that the reason there is no open cargo bay doors hotkey is that you don't need to anymore. You just run the item over and the ship handles the doors now. Now they tell me !!!]

Once you have both on board, Heywood will scream at you to get the hell out of there, so jump to Heretics End and dock with the Station that Jackson's at. Mission ends.

After a full day of fun and games, albeit lucrative, its time for dinner and sleep. Nite nite.

* * * *

A new day dawns, ship time anyway.

Here is the story so far. Found 19 ships, made a lot of credits, met the Terrans, shot a lot of Xenon, Met a Split and shot more Xenon and got chased by a lot of Khaak.

Game time : 08:57:47

Credits : 53,101,490

Petty Retailer 7%

Fighter Chief 39%

Terran Marshall of Mars 47%

Operation Final Fury - Specialist 7%

76 kills, including one traffic accident.

4 Rapiers, 1 Adv. Disco, 1 Caiman Tanker, 1 Vulture SF.

Jump to the Military Base in Argon M148.

Final Fury Mission 3.

I gotta laugh. I just found that when I supertuned the Vulture, I accidentally supertuned the M7 as well. I thought I'd hit a wrong key and nothing happened, now I've got 760 speed !

I feel the need.....the need.....for speed !!! (I like it, its staying that way).

Dock with the Military Base (again). Straight forward mission, jump into next door Unknown Sector and scan the roids for high yield ones.

So, jump and scan. Now the normal way is to target a roid, get into scanning distance and scan. So a sector full of them takes time. Who has the patience I ask you, certainly not me. One installs the show all asteroids script, and lo, jump and hey presto, mission complete.

Only theres more.

They found 3 roids, so they are sending in a TL to build mines on them, the job is to keep the TL safe.

TL jumps in. And holey shit, the sector turns red with Khaak in all directions and its instant furball with Fighters all over the place and everything else pecking at you.

Then I get a message saying to take more care pilot ! Huh ? Where is the fffffff TL ? Its not there !

New TL jumps in, and before I can say wtf, its also gone. Wtf ?

Third TL jumps in and I see this one this time as I'm half way across the sector now, killing bugs like crazy, and one blink and the TL's gone and yet another take more care message. *hair beginning to come out*

So then the Fourth TL jumps in and this time I finally notice the damn thing is jumping in by the EAST gate, and I was by the South gate, and so I put on all speed and hurry over to it.

Ok, now I get the picture.

There are FOUR, count them, FOUR sodding Khaak Corvettes by the East gate pounding on everything that comes through.

I switch to PPC's, since I was using PBE's for fly swotting, but these are heavy duty bugs and need the big guns !

The first 2 go down, but that's the end of the TL. I take down the third bug, and the fifth TL jumps in. By this stage I'm in a total frenzy and the fourth bug gets the full PPC treatment and ramming for good measure and I get out of it with bent shields but otherwise no damage, then theres 2 more corvettes and more bugsplat and suddenly all that's suddenly left is flies and so I quickly swat the rest of them.

The TL is still there and completely intact this time. Phew ! Wipes sweat from brow. Follows in the wake of the TL and recuperates.

TL builds 2 mines without incident, and heads off across sector to the 3rd roid.

After a bit, I notice a lone scout in the distance, so bored shitless by this stage, I take off after it. Easy swat.

So all of a sudden, the next wave hits ! Another corvette, more of everything else. I head off back to the TL and follow along, allowing the Khaak to close in, but positioning myself so I'm between all of them and the TL. When almost in range, I put on some speed, target the corvette, and its on again. This time though, its kitty litter for the bugs and none of them got past me.

TL gets the 3rd mine built and its mission over. Hey I yelled, what about paying me ! Nope. Got a rep increase, but no money. I guess losing 4 TL's came out of my pay which was supposed to be over 300k. And that furball could have been a serious drain on funds if I'd lost a shield for even an instant.

Final total, 30 scouts, 13 interceptors, 16 fighters and 7 corvettes. Minus 2 Argon and 2 Boron TL's, RIP.

Moral of all this ? If you don't see the ship your minding, immediately jump to the next gate and check for it there !

So end of mission, we will be in touch, piss off for now.

Okey dokey, time for lunch.

Terran Mission 6.

Back to docking at the Orbital Base in the Asteroid Belt. Big discussion and then Pearle comes aboard.

Heads up, you need cargo life support for this one. This is standard on Apricot ships, but otherwise, you need to visit a Pirate base to get one. You also need 3 satellites and there are none here.

Jump or fly to Family Zyarth. If your lucky, there are satellites here. If so, get 3. Drop one anywhere you like, although I tended to cover the gate I jumped in on one edge and as much of the center as it would reach.

Jump or fly to Family Ryk and drop another one. Then to Zyarth's Dominion and drop the 3rd.

Now wait for Pearle to call you.

After a bit, he does, and its back to Family Zyarth. In the special section of the nav, you will get 4 freighters to scan. Do each one. One of them turns red, so ever so gently attack it since we want to capture it. If your lucky, he will bail as soon as the hull gets touched, but if your unlucky he will bail when there is orange peel left and the last bullet you fire will kill the ship. Guess what I did. Theres a laugh over the intercom and an assurance that another ship will come along. I scanned the next one on the list, and get an illegal scan message, repeated again the next time. Huh ?

I reloaded a save from immediately before scanning the freighters and redid it on the basis that the mission

was bugged when I destroyed the ship, the laugh be damned. This time he jumps in the high 80's. Big relief, save game.

So next step is to claim the ship. I target and hit the claim button and its immediately apparent the mission is blown. Wtf ? I reload (see why I save save save) and this time listen to what Pearle is saying and ...he...actually...wants....me... get out of the ship and claim it MANUALLY ? What sort of dev forces that ? The normal X3 one of course. Claim software is technically illegal and you're the good guy so therefore you don't have claims software. Hello, anyone home ??? Salvage is my business, who in their right mind goes space walking to claim anymore ? *sigh*. Spacewalk, yes. Eject, target ship, fly in close, watching the claim option for it to light up. It does, halt, claim, and listen as your told to enter the ship. Not a bloody chance !

Turn around, target my M7, get myself back aboard asap. Happy now, yes.

Ok, so hull damage. Mount up a repair laser (standard on Apricot ships of course), and what, you don't have one ? Sorry, should have heads up on that one too. Oh well, as long as the hulls not too badly damaged you can do without, but if need be, you can jump out of your ship again, and use the suit repair laser. The bad news is, that only space suits and Apricot ships have repair lasers. Having a good Maintenance Chief pays off, when putting lasers on ships is as easy as scrapping a few suits !

Now transfer over your jumpdrive, ecells, those spare 25mj shields your carrying and Mr. Pearle. And then transfer yourself.

Send your ship into the next sector and have it stand by inside the gate.

Now, your looking for an Elephant. (No, not the elephant you feel like your flying.). With luck its in scanner range, if not, check SE 'wards.

When you find it, fly casual ! You want to come up next to it so you can inspect the paintwork, while Pearle plants a tracking bug. Once that's on, 5 decafs come after you. Run like hell and jump to the next sector as fast as you can. Then float across to your ship and retransfer everything back.

The freighter is now yours to keep, so stash it somewhere safe.

Next destination is Ocean of Fantasy, and an Odin you find there. Chat starts when you get close. You get given a Cutless. If this is better than what your flying, transfer across to it, otherwise, another ship to stash somewhere safe. I of course jump my Carrier in and collect both ships and then jump the Carrier back to Heretics End.

Theres a party been organized in an Unknown Sector, so jump or fly there. Its already started when you get there. So in I wade. Split ships and Terrans and the Split are not enjoying it.

Then, wtf, CTW.(Crash to Windows). Do you want to send Microsoft a report ? No. Reload from just inside the sector and CTW. Report ? Still no. Reboot, reload, and CTW. Report ? No, bugged off ! Log into egosoft forum and file a bug report. Back to the game, go back a save, reenter the sector and sit there and do nothing. Eventually the amount of missiles cluttering the place up tempts me into hitting the cbeam button, and CTW. No. Reload, reenter, cbeam, CTW. Nonononono. Ah ! Pattern forming.

Reboot, reload, reenter, sit there and do zip. The Terrans knock off the Split without any help, and now the real action happens. 4 Freighters sneak past the last of the Split ships and marines board the tagged Elephant. A lone astronaut flees the captured TL, and your ordered to pick it up.

In one goes, and lines up on the astronut. Ship commands, special, wtf, where is the collect astronaut command and the collect containers command ? How the hell do you get the astronut without a command to do it.

I took so long to figure that out that some Split came along and picked him up ! The yellow indicator lights up the ship, so I go after it, fire at it and destroy it, and hey theres my astronut back.

So naturally I ran him down ! "Cargo bay contains, passenger". NOW you tell me !!!! In X2 and X3R, you

had to open the cargo bay doors before you could pick up an object. If you didnt, your shields fried it. So no open cargo bay doors command and I assume you cant pick up anymore, except by using the ship commands. Doh !

Ok, so objective achieved, but what does that leave us with ? This mission has collecting containers and astronauts any way than running them down disabled. So DO NOT use Cbeam or Abeam for this mission, or it will be CTW. Its logged as a bug, but I'm not sure what they can do about it.

Once the mission is complete, then and only then can you slurp.

Ok, where next ? Moon Military base. Jump.....err, no, wont allow it. Jump to Asteroid Belt, and then fly the rest of the way. Dock and mission over, we'll let you know when the next one is ready.

sigh.

I need a rest ! Another day, not a dollar in sight, and actually lost a few credits for all that work !

Guess where next is ? You guessed it, back to 148 ! I need a DRINK !

Final Fury Mission 4.

Game time 11:43:34

53,047,570

Master Chief 36%

Flight Sergeant 4%

Terran Marshal of Mars 47%

Same ships + Cutlass.

172 kills.

Just as well I didn't really have a drink.

Convoy duty. Only 1 sector, but my favourite one ! *choke*

Jump to East gate this time of the Unknown Sector just north, and 3 ships to escort, 2 freighters and an Osprey.

Nice quiet beginning. Then 2 scouts at long range, then a few more.

INCOMING !!!!

I watch the pattern forming as we move SW. A snaking wall starts to form in red on the scanner.

Ok, party time, target the nearest Fighter.....wait for it.....wait for it..... select big guns, target.....fire.

And all hell breaks loose. I've no idea of time now I look back on it, just a constant string of loose groups of Khaak, attacking continuously as we move south west.

Don't get too far from the convoy, but target any fighter that comes close. Speed run, kill, double back. Am I really glad I overclocked this ship by mistake, as the speed is really important here. Intercept, kill, double back, select, intercept, kill, double back, catchup the convoy, select....on and on and on.

Finally a break as we near the south gate. Watching freighters go through a gate is like watching grass grow and not quite as exciting.

Finally the first one is lined up for the jump, and theres a red blip almost on top of us, a Khaak Cluster. Speed, line up, kill. Stop, go back to being bored.

First ship is through.....then the second.....and now the third, and....

New orders, theres a scout heading away, follow it.

It's a damn slow scout too, so I idle along, feeling like a man being led to the noose as Khaak slowly ring around me.

Suddenly at scanner edge in the center of the sector, a Khaak station !

Cant pay attention, a corvette is almost on me. Turn, target, kill. And hell breaks loose again as the noose tightens around me. Target, shoot, on and on, and finally a break and speed towards the station.

When close enough, new orders, take it out. Surprise Surprise !

At this point I better explain my gun loadout. The M7 has 8 forward gun slots and 10 guns in 4 turret's. I have modified PBE's in all the turret's. On the front I have 4 PBE's and 4 modified PPC's. Group 2 has the PPC's and gets used for corvettes and fighters with precision gunnery, and group 3 has the PBE's for interceptors and scouts. Switch back and forth depending on target.

Now the main target is the station. So I pull away for a bit while I unmount the PBE's and put in 4 more PPC's. Gee I wish the old system of gun swapping was back (that was a line of icons accross the screen, 2 clicks to select a new gun), as the new hud layout is 50 times slower to change a gun, and when your being shot at by a hornets nest, speed is important !

8 PPC's on the front and switch to group 1 to bring them all online. Turn toward the Station and start firing at 6km, ease back the speed until the last second then turn and full speed away. Pot shots at scouts and fighters and interceptors, not hitting as much as these are too slow for scouts really, but just keeping them off my back while I line the station up again and again, until its shields are down, and I take the risk and drop the speed to almost nothing and keep rapid firing until the station blows with a lot of satisfaction for me.

Mission complete, compliment from the boss, and what no money again ? What is this ? Damn, its still a hornets nest and all the support ships have pissed off and left me with them. A few minutes later and its clear enough to think again.

Next mission is for the Terrans again. It's the commuting in this job that really gets you down !

Its been a long day, and not a credit to show for it.

Quick jump into M148, dock at the Military Base and a nice long sleep.

ZZZZZZZZZZZZZZZZZZZZ.

Terran Plot, Mission 7.

I just knew this was going to be a bad day.

Woke up with a bad headache, so started late.

Jumped into Asteroid Belt and trekked into Mars, wishing I'd stayed in bed. In retrospect, that would have been the better idea.

Dock at the shipyard this time, just for a change.

In preparation for the coming showdown, we get to play "board the ship". We get a Scabbard to command, with 10 marines. At least they called these bozo's marines. By the look of them they couldn't have boarded a barn with the door open !

Parked a little way away is a Vidar. Now theres a nice little ship. Object of the exercise is board and capture it.

Now, approach steadily in your ship, select guns to take down the shields only, and open fire. Once the shields are down, order the Scabbard to board the Vidar. Board command is on the piracy menu (of course) by the way.

Sit within gun range while the Scabbard does the business. When the marines launch, you need to keep the Vidar's shields from regenerating past 10% or else the shields will fry the marines. I kept 1 PBE active and bopped it as soon as the shields got past 6 %. Having the shields showing in percent terms does help too.

Hint : turn your turrent's off if you don't want unnecessary damage to the hull.

I sent that crew of brainless thugs across 3 times, and they failed to breach the hull every time.

Here is the lowdown on marines. They have 4 skill types, and 5 levels for each. The types are Fighting (which this lot were all 2 or 3 stars at), Hacking, Mechanical and Engineering.

Fighting skills are gained by action. The rest can be trained at stations that train them, or on your ship if you get the script.

Hacking is the skill that gives you control of the ship your trying to take over. Mechanical is the skill that cuts into the hull and gives the team access. Engineering skills help to prevent damage to the ship as its taken. So you really need one of each with a high rating in each team. Mechanical gets you in, Hacking gets you control as fast as possible, and Engineering makes sure that the ship survives and as much of its loot is still intact. The rest are muscle to take down the crew with and shoot the automated defenses if the ship has any.

In each team, the marine with the highest skill level in each type is used for the boarding action to determine what happens.

In the team given for this exercise, only 1 marine has 2 stars for each type, although as I said, they are all good at fighting. So when 2 stars consistently fails to break into a ship that is dead in space and not shooting back, that says a lot about the level of training you need in the teams to make it work.

I had a look at the squad, they were all X denizens, and probably captured by the Terrans and forced into the marine corp. That would explain their total incompetence. Nothing else does.

After the third attempt, the Terrans give you the ship anyway, and you get orders to talk to Jackson in the Moon sector. More snail travel. *sigh*

A note about the Vidar. Its apparently the only one you can capture in the game, so treat it like the unique derelict ships. If you sell it, its gone for good. If you are playing without Apricot ships, it looks a good one to keep. Kick arse and take prisoners type. Anyway, stash it somewhere safe.

A note about the Scabbard. Its yours, also stash it somewhere safe.

A note about notes. Take note of them.

Jackson mobilizes the fleet and everyone jumps to Aldrin.

Finding Aldrin. Its not on the gate network, so you have to jump there. The easiest way to find it on the nav map, is press the A key until the sector is highlighted, going through the A named sectors in alpha order.

Aldrin is a strange system. You jump in by a beacon in the middle of a ringed asteroid belt around a moonsized asteroid. So instead of the middle of the sector being empty, the center is solid and everything happens around it.

The sector is HUGE. You don't realize how huge until you zoom in enough to see ships on the nav map.

First task is checking out a station. As you approach, Jackson starts talking, and then a ship detaches from the station and heads to the Tyr (M2) flagship. I followed it along until it got near the Tyr. At which point there is a lot of talk going on.

The next thing that happens is some Xenon attack. 1 LX and the rest smaller, so I targeted the LX and took that out first, and then just went after what was left.

This sector is so huge, I had a substantial lag issue in here, especially since I'm on a borderline computer, but there is so much in here, that many will have lag issue even when normally they don't.

There are so many Terran ships here that you don't really need to do anything if the lag is bad that you cant anyway. Just sit it out and let them create some more space dust.

Now the task is escorting the Tyr (as if it really needs an escort), and so follow it along. Its target becomes apparent long before its actually on the scanners. I stopped about 10km away, and let the task force attack it.

At this point you are again given control of a Scabbard with marines.

As soon as the shields come down on the target, send in the marines. Again, if this is the pride of the Terran special forces, then a handful of grannies can keep them outside of a straw house, indefinitely !

Once again, 3 failed attempts to gain entrance to the target. The second time, only half of them came back, the other 5 buggered off somewhere. So the third time, only 5 went in. They announced that they were approaching the target, and then nothing.

A while later, the other Scabbard finally moves in, seems to drop off a single marine and shortly after, the target turns blue and the battle is over.

What a let down. After a mission lasting well over 2 hours, most of it total boredom waiting for something to happen, its suddenly over and nothing you did made any real difference. Reality in the Xverse.

However, we are not finished yet. Now we get to drive some locals to Earth for talks. The ultimate snail journey. Oh joy !

We now have another Scabbard, and I set it to picking up the marines. Now of course, the commands for containers and astronuts work again, so I also slurped all the containers. When the Scabbard is finished, you need to jump it somewhere safe. By this time, you should be accumulating a little fleet somewhere where its safe. North east of the north gate in Heretics End is where my little fleet is growing. Hasn't been a red dot in there since we started.

Typically, the M7 isn't allowed to dock at the station to pick up the dignitaries from. So I jump in a Mule, swap across, dock, undock, dock with the M7, and then jump to Asteroid Belt.

Then it's a long haul round to Earth.

At the Moon sector, take the time to look at both the Moon behind you, and the Earth ahead. Nice sight. Worth a picture for the snap book.

A ways from the gate into Earth, I drop back into the Mule, undock and proceed in a ship I know will dock.

On the other side, theres a sight for sore eyes. The station is so huge, it covers the horizon.

WARNING : Do not turn on the auto-pillok ! If you do, the damn thing goes crazy, since it cant figure out an approach to the dock. So it tries to go around it, and the moment you cross a line of lasertowers, your arse is new mown grass ! Don't do it.

Crank up the speed and go straight ahead. After a bit, you start passing station on both sides. On the left you will see a nice sign saying "Dock >>>>". Keep going straight. When it looks like your going to start hitting something, slow right down. Now you can try the docking computer. If the auto-pillok starts up, cancel it before you hit anything, and keep going closer. Then try the docking computer again. It should by now, auto-dock you.

Theres a nice little pep talk to end with and its Terran Plot Over !

Oh...theres a nice little surprise waiting for you. Theres a Claymore sitting in the next docking bay with your name on it. Tell it to go wherever your stashing your little fleet.

Terran Plot summary :

A nice little plot, not too hard, not too easy, but boring in parts, but moves you along. Not much in monetary returns, the Terrans don't actually pay well.

But you end up with 5 M5's, a Cutlass, 2 Scabbards (with 20 marines between them), 1 Vidar and a Claymore. The Vidar needs some hull work, and they all are short on necessary fittings and upgrades.

As a fleet beginning, That's a good start. The sale value is probably pretty good if you want the credits instead.

You also get complete access to the Earth section of the gate network, and I didn't spot anything in the way of pirate activity in there, so if you want a safe place to base your trading empire, this could be the place. I cant say I've tried dropping a station yet, but in theory, this is about as safe as it gets.

End of Plot status :

14:59:45

53,047,570 credits.

Militant 42%

Terran Marshall of Mars 57%

Flight Sergeant 85%

255 kills including 2 accidents.

Ships as noted.

Back to M148.

On the way back, I stopped off at Heretics end. The cargo bay was getting full and I needed to offload some of it. I've been using Cbeam all the time and slurping containers every time something gets killed. Among the load is 17 silicon, 381 ore, 250 meatsteaks and 39 rimes. Plus a lot of missiles.

I then jumped both ships, me in my M7 and the Carrier, to Omicron. There I got the Scabbards out and got both ships training Mechanicals to level 5. With the cost removed btw - I don't believe in paying for something that I consider in-house expertise. If you need some story to justify a script (or modifying someone else's script), make it up. All that matters is you are true to your vision of the game. In this case, the ship comes with a holographic drill instructor, so training costs nothing. That's my story, it makes the script fit my game. I'm happy.

Final Fury Mission 5.

Then its back to M148.

Death or Glory time !

Jump to Khaak Sector 931 and clean it out, because someone got toasted there recently.

Standard furball, 1 corvette, rest mainly smaller stuff. Some support, so not all that trying. When all are dust, its mission complete, no need to jump home, but I do anyway.

And we get PAID ! I clocked up about 512k, and now up to 283 kills.

Back to M148 and no missions for once.

Protect Station

Nearest mission I can comm is to protect the shipyard for 24k, so I take it. Bunch of Pirates show up, Falcons

and lower, easy kills. Paid and you get the Argon bounty on kills as well, so got closer to 60k. I didn't actually check on the exact amount.

About to take another mission, when the recall arrives.

Final Fury Mission 6.

Convoy duty in the Zone again. Oh joy.

Jump to the east gate in the unknown sector, and 6 Borons await. The standard 2 scouts show up, then 2 clusters jump in close that I take out without them breaking. Then its on. A group of fighters jump in on top of us and I manage to take them out quickly. Then I goof and get lured away like last time, and another group of fighters jump in on the convoy and I'm too far away to get there in time ! Not a happy Split.

Reload. This time I decide its time for the big guns and jump in my M2. PBE's all round, but PPCs in the front. Off we go. Furball. Yikes, I accidently rammed a mission ship ! Annoyed Split.

Reload. PBE's on the front, right side and top, on attack my target, rest on attack enemies. Furball, target leader gone. Unhappy Split.

What is this fighters with jump drive stuff ? Not a nice tactic development.

There are some days you really should not get out of bed and I knew this was one of them !

* * * *

There is nothing like a new day to put a new perspective on things.

Looking back, what does one say the single biggest question mark was ? Tactics, stupidity ? Nope, guns. They were not firing !

Ok, why not.Erk.

Note to modders : When you create a new gun, make sure you connect it to the correct projectile ! No point in making a 6km gun if your projectile only goes 1km. *sigh*

Gun Mounting

Which brings up gun mounting as an issue. In furball's like these missions, you must be flying a ship that has some flexibility in its gun choice. The majority of the enemy are fighters, so you need fast firing quick moving guns with at least a 2km range. The further out you can kill them, the less shots they can fire at you or anyone else. Its why I dislike flaks and short range guns, if the enemy are that close, your fighting a defensive engagement, and those are too easy to lose.

As soon as you meet a Corvette or higher, you need serious firepower and you need it at a lot longer range. There is no point pecking away at a Khaak corvette with say hepts or pacs, because its going to fry you before you can get its shields down. You need the pacs/pbes etc for the M5's and M4's, but for M3's and M6's you need PPC's and their like. Take the bugged out in as few shots as possible. Consequently, you need a ship that can mount 4 of each type at the same time, so you can switch back and forth quickly. Carry both, even if your mainly only using one of them. You never know when you come across something big you just have to handle yourself. If need be, you load in all of the biggest you can mount and go in blazing. (Or out as the case may be.)

Anyway, some slight surgery on the mod, and we are back in business.

Final Fury Mission 6. (Take 4.)

Still chosen to fly the M2 for this one. See what happens.

Jump in the east gate, and 4 Teladi already well advanced.

Usual scouts at long distance but leaving them behind this time. Front turret on shoot my target, and the rest on attack enemies. One of the scouts slides up behind me and dies before I even knew he was there. Much better !

A cluster jumps in close, 10km away, so peel off to take it. I've got my PBE's all round this time and at 6km, they break up the cluster. So then I find the guns fall silent in the break between target acquisition. I change to Attack all enemies all round. Poof, no cluster.

5 clusters in all, 1 or 2 at a time, all jumping close in, spread over the whole distance, but mainly towards the south end. By that time, there was some heavy duty help around as well, but nothing quite close enough to protect the convoy. Also 3 corvettes jump in close one at a time as the last couple of convoy ships are lining up to jump.

Now, interesting thing. No Fighter groups jumping in this time. Which actually brings up something. The program adapts as you play. So the longer you play the better it thinks you are, and the more it throws at you. This is why some people talk in the forums about impossible odds that no-one else experiences.

Solution ? Quit for a break. When you start the game up again, it reinitializes everything and the mission that was impossible before becomes relatively easy.

All through the gate, mission complete. Paid mission too, 53,906,555. Oh....and theres 800 odd meatsteaks sitting in the cargo hold. BBQ anyone ?

Deliver Factory

No more missions again, so check the sector. One of the silicon mines wants a Drone factory delivered in Wastelands within 2 hours 9 minutes, for 3,783,750. I can do that.

Dock the TL that's in Omicron at the Shipyard there, buy a Drone factory for 2,898,204 and jump it to Wastelands. In the meantime I jump there myself, and wait for the TL. When it arrives, I transfer across to it, drop the station on top of the beacon, and its money in the credit account.

54,792,101. As it happens, you don't need to be in the TL, just drop the station on the beacon.

BANG and some expletives. Oops, some idiot has left a TL parked in the gate. Hehe. A border patrol goes red, so I com and apologize. Not a happy border patrol but it goes blue again.

Swap back into the M2, and jump the TL back to Omicron.

Recall message, so back into the fray we go. Jump to M148 and dock.

Final Fury Mission 7.

Another convoy. 4 ships. I jump in the east gate and they are sitting there like a shag on a rock, doing nothing, going nowhere. Suicidal Paranid apparently. This continues that way for 15 minutes until I decide it's a fragged mission and reload.

New convoy, 3 ships, and these guys are in a hurry. All the way south, its random combinations of Corvettes, clusters and fighters, all jumping in about 10km away. SOB. (Standard operational Bullsh*t).

No real problems. End mission. 54,958,101, Ensign 84%, Warrior 5%, 486 kills.

Free again. I jump to M148 to park the M2. Beam out the M7 and swap over, its time to park some satellites for future use. I got these a while back when we were asked to get them for a mission. Instead of getting only the number for the mission, I bought the lot, so I have 5 spares.

At some point in the near future, I'm going to want to start building support stations, particularly ecell production. To that end, its useful to know which shipyard has what stations, and the easiest way is to put a satellite over them. Since I prefer Argon food, its time to do an Argon Shipyard crawl !

Since there is one in M148, I get the auto-pillok to take me to the center of the sector, about 10km above center, and drop a satellite there.

Then the same in Omicron, Light of Heart, and Argon Prime. By the time I've finished there, the recall is in, so I jump back to M148 and dock again.

Final Fury Mission 8.

Death or Glory again, Khaak Sector 931.

I jump in and find a couple of M6's being harassed by an entire Carrier group. Must have been them who called for help.

I caught up with the Carrier near a very large asteroid, and suddenly had the worst lag of the game kick in. The PBE's were seriously not working effectively due to the lag, and the K's were pounding on me while I was desperately trying to change a few guns to PPC's. Classic case of being unprepared.

Well the Carrier got toasted, but I only got 2 PPC's working before it blew. By that time, I'd done about 8gj in shield energy and was starting to get seriously worried. Fortunately, when the Carriers shields went down, the hull was simple.

After that, the lag improved a lot and the escorts were quickly mopped up.

End of mission, and got paid this time about 2mill. 57,841,143, warrior 20%, Commander 12%.

Once the mission finished, there were still Khaak about, and since they didn't pay anything to kill, I jumped out to the first sector I could hit on the map. Turned out to be Grand Exchange. Nothing of interest there, so on a whim, I jumped to Family Pride.

Sector Patrol

When a Split asks you if your not afraid of death in combat, be afraid, be very afraid ! It read like a simple patrol of the sector I was in. 193k. So I took it.

Next thing a Khaak Battlegroup jumps in.

I hit the screechies and sat there for a second, then started madly changing guns. 8 on the front, and 12 on the left got changed to PPC's. Then turrent commands for front and left changed to attack my target, and rear to missile defense.

Then I put some speed on and targeted the destroyer. By the time I got there, there had been casualties, so some nice loot to slurp up. Never forget to slurp your loot, never know what's floating around out there until you check your cargo hold later one.

Destroyer on the port bow captain ! I madly slowed down as I was overshooting as I always tend to do. Let the Khaak slide down the left side of my ship and the 2 turrent's of PPC's open up and tear it to sheds. Then its target and shoot the rest of the group, and corvettes are now less effective because I can hit them harder. Should have done this ages ago. But I like PBE's.

When this lot are bug droppings, the golden arrow points around, and you guessed it, theres a second battlegroup on the other side of the sector. Same results. Me a lot, bugs zip.

The mission now reads 193,755 + 8,161,829 !

New orders to jump into Thuruks Pride. I don't recall this being a multiple sector patrol ! I jump anyway.

New orders to jump to Family Zein ???? In I jump, and great relief to get the mission completed as soon as the jump concludes.

74,877,448, warrior 54%.

The recall came in while I was dealing with the last battlegroup.

Dock at the M148 Military station as usual, and a harried Split tells me that the Khaak are attacking. I can see the red dots, including a capital ship.

Figures. Its kill off the Khaak capital ships day for me personally. 770k plus bounty.

Undock and straight in, as they were almost onto the station.

Khaak Carrier group this time. Same tactics, same result. Getting so gun happy I'm not even seeing what's actually going on. The explosions continue when I close my eyes.

77,047,423. Warrior 60%, Commander 45%, 559 kills.

I stopped the ship and did some paperwork.

Recall again, and I'm only 7kms from the station so docking was quick.

The bugs are active again in the Unknown Sector, but fortunately, no convoy to deal with. 703k plus bounty.

Sweep and clean !

Another Carrier group and a lot of mosquitoes buzzing around.

All done, 80,583,779. Warrior 88%, commander 73%, 625 kills.

[illegible]

I started this morning with some station research. No recall yet, and I cant be bothered seeking missions.

At some point soon, I will need to start laying out a complex. I like to be self sufficient, especially with ecells, and at some point, the whole combat thing is going to become boring, and at that point one will need a new income stream.

A closed loop ecell production complex, largest kind, comes out at 44,714,000 credits. That's for an SPP XL, 2 Cahoona L's, 2 Cattle L's, 5 Crystal Fabs., 1 Silicon Mine and 10 complex kits. All Argon of course. That's assuming the Silicon Mine is on a high yield roid in the vicinity of 60. If you are using 32 yield roids, you will need 2 of them, so an extra mine and complex kit. There are high yield roids around, it's a matter of finding them in a useful place.

Next consideration for expanding, for income generation, is booze. 2 Wheat L's, 2 Distillery L's and 4 complex kits is another 13,873,848. In the right place, which includes it being legal, these can never keep up

with demand and eventually can be expanded to 10 of each, and still not keep up with demand. In the right place.

Also, add an ore mine on a high yield roid, with 5 1mj shield factories, and 6 complex kits for another 9,712,616 and you have a nice production of shields for the locals to buy. Usually a good seller anywhere.

At that point, you need to assess if your producing enough ecells before adding anything more. But at 68 mill and change, That's a very nice starting out complex that should supply your own ecell needs, and bring in tidy profitzzzzz.

Recall, jump and dock.

Final Fury Mission 11.

Convoy duty. 216,750. Fast group this time, mainly Dragons. Normal operating procedure, Khaak jump in 8 to 10 kms away, turn and face them, quick kills, return to convoy. Rinse and repeat.

80,800,529. Assassin 1%, Commander 97%.

Slack time again. Research into high yield roid positions. The old standbys are still there I see.

Ore Belt, with multiple 60 yields and plenty of 30's. Antigone Memorial with its 2 90 Ores and 2 61 Silicon's. In a nice complexable bunch too.

Asteroid Belt has some nice ones too. Aldrin has plenty, but beware lag there. Setting up a complex in a lagging sector is a nightmare.

Midnight Star has a 102 Ore, which is the highest I've found, but probably too high.

Here is the deal with roid yields. The higher the yield, the faster it produces whatever dirt it produces, but the more ecells it consumes to do it.

Never bother with M mines, it's a waste of a roid. Always use an L mine. Anything below a yield of 30 is a waste of time. Anything over 80 is a real problem to use, as it consumes ecells at a horrible rate. 60's are great. A 60 produces twice the product of a 30, at about twice the consumption of ecells, and is pretty good for feeding an XL SPP at the needed rate, given its got to keep 5 Crystal Fabs happy all the time. Anything short of a 60 yield, and you will need 2 mines complexed.

While mucking around looking for roids, I found an Argon shipyard in Legends Home, so dropped a satellite in there. Theres an Otas Shipyard in there as well.

Recalled, jump and dock.

Final Fury Mission 12.

Convoy again, slow one, SOB.

81,001,779, assassin 18%, 2nd Lieutenant 25%. What kind of command structure has Commander less than 2nd Lieutenant ???

Got a scare off the end of this one. The escort was an MT and 2 Barracudas's. Well after the freighters gone through, 1 of the Barra's docks with the MT and then the MT jumps, the other Barra jumps, and suddenly I'm left with 1 ship to escort that's already gone ! Fortunately, a short wait later and the Split shows up to say mission complete. *Phew*

Did some messing about in the ships command interface while waiting for the recall this time, just couldn't bothered going anywhere else.

Final Fury Mission 13.

Search and Destroy in the Unknown Sector. 2,082,500 credits, plus bounty and rated very hard. Gotta love the yellow arrows. They lead you down one end of the sector then point you to the exact opposite extreme of the sector. Hey, I was just up there !

Pretty normal patrol, the usual Carrier groups, nothing out of the ordinary for around here.

85,343,279, assassin 27%, 2nd Lieutenant 58%, game time 21:50:49.

Deliver Product

Local silicon mine wanted ecells, 25,164 of them. 31 minutes and 511,908 payment.

No problems. The Gunbus and Camel carry 20,000 each, so beam them out of the Carrier, jump them to the nearest XL SPP, fill them both up (they had some spare anyway), jump them to me, transfer to the first one, dock it, transfer to the other one, dock it, mission complete. Easy when you have ships on hand with large cargo holds.

85,536,279. Petty Retailer 31%. Profit of just over 190k for a few minutes scrabbling around, and I got about 1000 ecells over for my own ship.

To do this without the Apricot ships, you would need to have had 2 or 3 Superfreighters standing by somewhere with jump drives fitted, at least 12000 cargo capacity or better each, and known where a decent supply of ecells was. You jump the freighters to get the ecells, jump them back to you standing by the delivery station, transfer over, dock it, undock, transfer, dock, transfer, dock, which should cover the delivery. The killer is the distance between the gate and the delivery station, the nearest gate and the ecells, and how fast your ships are. 31 minutes is not a lot of time, but should be doable if your ships are standing by somewhere and ready to jump. After you finish the delivery, 2 of those ships will need ecells replaced for their jump drives to work. So you do need to buy more than you need.

Final Fury Mission 14.

Death and Glory again in Khaak sector 931. 2,247,500 and bounty.

SOB. 90,331,375, assassin 33%, 2nd Lieutenant 93%.

Just for the hell of it, I took out the station as well.

Random jump to Menalaus Oasis. Well it was supposed to be, but I ended up in the Unknown Sector next door instead. 57 Silicon roid in there, btw.

Jump on a whim to Scale Plate Green.

Xenon attack imminent, 1,623,544 to help out. Sign me up.

J's and P's jump in progressively through the south gate, with support fighters. Nothing I cant handle these days.

95,898,380, assassin 42%.

You get the drift of the missions by now ? On average, they have 2 enemy M1 or M2's, with corvettes and fighters. Sometimes in 2 distinct fleets, sometimes spread out all over the place. The capitals pay 1.5 to 2 mill each, and the corvettes around 150k each. So the more of the bigger ships you take out, the bigger your pay out in any sector where bounty is paid. As you can see, I'm steadily earning 4-5 mill for each such mission, because I'm taking out all the bigger ships myself. [Note: May have been changed in the 1.4 patch.]

This does vary according to your ranks, but assassin isn't very high. The higher your combat rank, the more opposition you get.

Ironically, this works against you in the Final Fury missions, since at the lowish rank I am, the missions are already difficult for someone in an M7. If you are significantly higher in rank when you start, the numbers of enemy go up significantly. Mind you, so do the potential payouts for taking them all out.

Final Fury Mission 15.

Death or Glory again. SOB. 2,267,500 plus bounty.

101,612,820, assassin 48% m Lieutenant 25%.

Passenger Ferry

Jump to Black Hole Sun.

Someone wants passengers taken to the Silicon Mine Beta in the Unknown Sector I know so well. 229,180 in 22 minutes. Beam out the Gunbus, transfer over, dock. Jump to the Unknown Sector, dock at the mine, mission complete. Ironically, this one said it was very hard and turned out to be a cakewalk. A few fighters on the way, but they couldn't catch me. In a slow badly armed freighter, this might have been hard, but why take a slow badly armed freighter? Passengers use cargo space though, so you might not have the option, as most M6's don't have enough cargo space to do much of anything in that line of work. Hence why I created the M6 Heavy Transport in the first place.

Jump back to BHS, and just before reaching the M2, a Pirate group jump in, Osprey and Eclipses and support, and so I divert to take them out. Nice fighting in the Gunbus again. I do miss it sometimes.

Final Fury Mission 16.

Recalled and I jump directly into the middle of an attack on M148. 2,430,504 to defend the sector. I went straight for the nearest Carrier, but the lag was terrible, so had little control and just had to let the turrent's do their own thing. I missed taking out the second Carrier, there was a M2 over that side of the sector which must have gotten it while I was bogged down fly swotting.

When they are all dead, new orders come in, as another battlegroup has jumped in directly next to the Military Base (and consequently one irate Split Commander) and your ordered to defend the base. Fortunately I'm not too far away, so it doesn't take too much damage before I get there. But there are 2 Destroyers and several corvettes in this battlegroup, so some damage to the station is inevitable. Beware the station. The M2's are very close to it, and the last thing you need right now is to accidentally fire on the station as well. If need be, pull away from the station, and come in at an angle so your firing away from it. Or get between the station and the Khaak before firing. Not necessarily easy given how close the M2's are and how much of a hurry you are in to kill them.

Note : Beware turrent scripts in situations like this. The scripts tend to be a lot more likely to hit a station by mistake, and if you turn it red, you need a pirate base to turn it blue again and the hacking costs money. The standard game turrent scripts are not very intelligent, but they are also much less likely to hit a station. The more lag you get, the more likely a hit too, so if your lagging badly, stay away from friendly stations.

All done, and a huge surprise.

118,724,635. 17 million payout for a single mission !!!

That's worth a drink to celebrate, but theres no time. Immediate recall. I was so close to the station I just hit the autodock without moving.

Final Fury Mission 17.

"Sacrifice your life if you must" is the order, but the final offensive is at hand. Jump into Khaak Sector 926 and waste it.

There are 3 Khaak stations in here, each with 3 Guardians, which seem to be the Khaak equivalent of Orbital Defense Stations.

The orders are to take out the Guardians, and then take out the stations. Plenty of Khaak support craft around so it takes a while.

The last station has to be done last, and when its gone, you get a huge congratulations and no pay. Wtf ? Nothing at all !

I guess they thought by this time you were committed to the cause and didn't need paying, or else the budget was depleted by that huge payout the mission before. As it turns out, after all that, one is just ready to be committed. Bring on the lads in white coats.

Its game time 23:33:33, and the Terran and Khaak campaigns are now complete.

I'm now Vindicator 17%, still Lieutenant 25%, so no rank improvement for the last mission either.

1152 total kills, including 2 traffic accidents.

This includes : 693 Scouts, 97 Interceptors, 165 Fighters, 45 Corvettes, 13 Clusters (that didn't break up), 11 Guardians, 5 Carriers and 9 Destroyers.

After all the activity of the last few days, I took a day off !

Time for some housekeeping. I beamed the M7 and both M6's back to the Carrier, and then beamed over myself. Then checked each ship for cargo, and transferred it all to the Carrier. Ships I intend to keep got new names. Those ships needing upgrades or equipment got added to a list of what I needed (all the ships from the Terrans need something), and anything I had already, got put on the appropriate ship. The Vidar had the most need, being 200mj shields, so I took 5 of them off a Mule. Leaves it a bit vulnerable, but the Vidar has a bigger need at this point.

On a whim, I jumped to Kingdom End. What I was looking for wasn't there, which gives me info at any rate. More about that later.

A distress call comes in from some Boron. "Hello I need urgent help". Now who can resist a Boron in distress ? (No jokes about causing them distress please !). This ones name is Mahi Ma.

Turns out the Boron has moron friends who have gone sightseeing in the Xenon sectors. Will I go find them ? (Their remains I would think). Well....who can resist a Boron in distress ? (I said no jokes please).

Hub Mission 1.

Fly to Xenon Core 023. Figures, total other side of the universe.

So I jumped in. Not a good place to be. And I suddenly realized I was in the M1, and not the M2. Could be nasty. I started a search pattern, keeping away from the main Xenon patrols. After doing a full circuit of the sector, with no 'guidance', I began to think something was wrong.

A that point, I jumped in the M2, swapped over, jumped the M1 back to Omicron, and then took out the sector defenses. Why muck around ? Maybe the poor fools are hiding and wont come out until the defense is gone ?

But no, nothing. "Fly to", fly to. I wonder.

Jump to Xenon 598, south gate, being the entrance to Xenon space if one was flying the whole way. Ah, guidance arrows. Follow the arrows, but deviate a bit to take out the sector defense and slurp. Through the gate into Xenon 627, same thing.

Now the gate to Xenon Core 023, and hello, what just happened ?

This is NOT 023 ! This is the inside of a small Dyson Sphere, with what looks like 6 different gates around the walls. A few Xenon ships in here, and hey, I capped an L. And shortly after, 2 M's. Claimed them and beamed them in.

There is some sort of facility here as well, but the only other thing showing is a blue dot on the nav.

When I get really close to the blue dot, which proves to be ship debris, an automatic log reacts and sends 5 messages from Julian Gardner. Knowing his reputation, yes, he's the sort of fool that would go exploring the Xenon sectors. No sign of him though, or anyone with him, which includes notable Boron, BalaGi.

Hub Mission 2.

Instructions now to go get Mahi Ma. Jump to Kingdoms End, one stupid Boron jumps out the airlock and then does everything he can to avoid being picked up. *sigh*

Jump back to the Unknown Sector I just found.

Mahi Ma hacks into the facility and gets docking clearance. So I dock at what turns out to be some sort of Xenon Hub. Yonder Boron scampers into the facility and then announces he needs 400 computer components to get it operational again. 400 ? That's a serious lot of them !

I change into the Mule, set the M2 to patrol, and jump to Omicron. There I change into the Gunbus. Now I've got a head start as I have 63 computer components already on the Carrier, having been slurped up at some point in my travels. See, never pays to sell things too quickly, never know when you might need them.

Now, there are several ways of getting that many components. The first is to go find them. The second is to buy enough microchips and sit in a computer factory while it makes them, and the third is to buy several factories and make them yourself. I don't want to do the latter, not yet, as I'm still putting off building the first complex.

So I start looking at Argon sectors looking for computer factories. Omicron had a factory with 134, good start. But no-where else around has any, but I notice from the best buys, that some of the Trading Stations stock them.

I jump to Cloud Base South West, which is one place in the universe you do not want to jump a capital ship into while your there. Its so jam packed with asteroids that navigation for anything big is a serious problem.

From there I jump into each Argon sector and check for computer stations and the trading bases. By the time I've covered all the core Argon sectors, I'm nearly to target, but theres no more. However, there was some microchips so I go get them, and take them to a computer factory and shortly after selling it some ecells as well, I have my 400 computer components. In the meantime while the last were made, I jumped in a Mule with some replacement ecells and jump the Mule back to the Carrier.

Jump back to the Unknown Sector, and dock at the Hub. Transfer the computer components over, and now we have full access to the facility.

Now he wants 500 Microchips.

This is difficult. I've already seen there are none to be had.

First jump to Omicron, as chips need meatstakes and silicon to produce and I have both I can see a factory.

Jump to Nathans Voyage as it has a chip factory.

And jump straight into a Xenon attack. Worse, a K jumps in directly behind me and damn near collides with me. I turn on it and take it out as fast as I can, being so close I'm not sure any of its guns can even bear on me. Whatever reason, it doesn't get a shot off at me.

Not only Xenon, but pirates as well, and suddenly I have a Nova cap turned blue. I slurp the bailed pilot and keep on after the Xenons. When the furball dies down, I claim the Nova, and repair its hull while the Carrier jumps in, beam it onto the carrier and jump it out again.

Another Q jumps in at that moment, so another furball starts up. When that's over, I dock at the chip factory, transfer over some ecells, silicon and meatsteaks and it starts making chips. (Steak and chips, mmmmmmm).

The factory starts lighting up like a christmas tree, so I undock and find another Q on top of me, and the place full of Xenon again. I take out the Q, then find a quiet spot and jump in the M7, transfer over, and send the Gunbus back to the chip factory. But it takes a while to dock, as Xenon keep interrupting it, and I have to pick them off its back.

When the place is again quiet and the last container is slurped, I find that I have over a 1000 units of massom powder on board. What to do with it ? A small digression into Slit space by jumping into Family Zyarth, where I still have a satellite, and sell it at the trading station using the Mule that is still docked to the M7. Then I notice 2 chip factories, one of which has some, so I dock there and buy them, and stock it up as well.

This is going to take a long time ! Chip factories are slow producers, making 2 at a time.

118,351,005 and making chips 4 at a time. This is not fun.

Time to bite the bullet and make that complex.

Complex building 101.

There are 4 sizes of stations. Unlettered, which produce at a standard rate, M which produce at twice the standard rate, L which product at 5 times the standard rate and XL which produce at 10 times the standard rate.

Most armaments, shields and hard goods factories are standard ones. All food and mines, including spaceweed and Spacefuel, come in M and L sizes. Solar Power Plants come in M up to XL sizes and Crystal Fabs only come in M size.

The most important thing is to make sure you are buying stations that are compatible, size wise. For example, Cattle Ranches make meat for Cahoona Bakeries. So if the Cahoona Bakery is an L, and the Cattle Ranch is an M, the Cahoona Bakery is going to be running short of resources all the time.

Its even more important with SPP's.

Now, from X2, came the term "closed loop". This is where each factory makes for the next one around the loop, so that the final product is made solely from what is made by your own factories, and thus costs you nothing to make, except for the investment in the factories themselves and the ships to get the goods moved where needed.

In X3, the ships were replaced by piping as stations became joined into complexes, with a single complex hub for docking. TC continues with this theme.

A "closed loop complex" is a complex where everything is produced in the complex.

An SPP closed loop complex contains an SPP, secondary food, primary food, silicon and crystal fabs. The silicon feeds the fabs, the fabs produce crystals, the SPP uses the crystals to produce ecells, which get used to power all the stations, the secondary food is used by the primary food and the primary food is used by the fabs. To get it going, you need a primary infusion of a lot of ecells (in which case ecell production will occur last), or a good quantity of crystals (in which case ecells get produced first).

Food varies according to the race you buy the stations from. If you mix races stations, you may have to double up on food, as each race only eats its own food.

To make a closed loop complex for microchips, and I don't do any other kind myself as I can't be bothered mucking around with ships darting around fetching stuff and crashing into things every time they cross a sector I'm in, one needs a good sized SPP loop, and extra silicon. I'm thinking 5 microchip factories, and the excess in meatsteaks from the SPP should be enough to cater for them too.

In deciding where to build your complex, you need to take a few things into account. Does the sector have the high yield roids to support a big complex ? Does the race owning the sector think anything you want to make is illegal ? Is there a primary market close at hand for the product you will make, and any overproduction of the secondary resources ?

The primary need at this point is microchips, but once we have 500, you can't just turn the stations off, they will keep making them. Therefore we do need a local market. The Argon, as I already know, need Microchips for all their computer components factories, and the local market didn't have any microchips, so core Argon space is a good place.

Antigone Memorial has both ore and silicon high yield roids, within complexing distance so they don't need to be moved.

Decision made. Jump to Antigone Memorial, west gate.

Jump the TL to Legends Home, being the best place for Argon stations. Now, most TL's will carry 2 or 3 stations and a couple of complex kits at most. So in making a large complex, you will need to continuously jump it back and forth between the growing complex and which ever Shipyard your buying from. The Apricot TL uses compression technology much more efficiently and can store a lot more stations, so I won't need to do this.

118,351,005

Spend money time ! I buy a Silicon Mine L, 3 Cahoon Bakeries L, 3 Cattle Ranches L, 1 SPP XL, 5 Crystal Fab M, 5 Chip Plants, 1 Ore L, 1 1mj Shield factory, and 19 Complex construction kits.

I also bought 2 Wheat farms L and 2 Distillery L's and complex kits.

WARNING : Argon Whiskey is now illegal in Argon Space. In X3R, it was legal to make it and sell it, just illegal to carry it, but in TC, it's now illegal to make it. So whatever you do, do NOT drop a distillery in Argon Space, or any other of the Races Space. If you do, capital ships will turn up to destroy the station. If your station is in a complex, you suddenly won't have a complex and anything stored on the hub, like ships, will be destroyed too. You then have the cost of replacing all of the complex kits and redoing all the joining.

24,278,873

Jump the TL to AM south gate and move it a little away from the gate.

SAVE. Can't stress this too much. Building a complex the first time has all sorts of things that can go wrong, and it's best to save often, so you can reload and do it again if you screw up. The more often you save, the less you have to redo, but if you use more than 10 saves, it might be best to copy them to a safe place, before you start overwriting them, just in case you decide to go back and start again from the beginning.

On the TL's command menu, special commands has the Drop Station command. Press that, and select the Silicon Mine.

Your nav map pops up, with a list of the roids. Choose one of the 2 Silicon roids with the 61 yield (or the highest yield Silicon roid you have available if your somewhere else). Watch the cut scene of the TL and the new factory.

Now do the same with the Ore Mine, on one of the 90 yield Ore roids.

As it happens, these 2 stations are about as far apart as we need to get with the complex, and too far away to actually join, as the join distance is 20km in any direction from the hub.

A hub is created with the first join, and can be positioned anywhere within that 20km radius of both stations, 3 dimensionally. This is the docking place for all ships, and the only reference point that shows up on the nav map.

Now we need to drop the stations. The biggest of the lot is the SPP XL, so select that on the TL.

The nav map pops up, and you will see a green flashing icon of the station appear on the map somewhere near your TL. DON'T press enter at this point, or you will drop the station where you don't want it.

Press the Insert key. This shifts the map into X-Y mode and gives you height of the sector. 8,2,4,6 on your numeric keypad give you positioning ability, so press the 8 or 2 to get the icon to line up with one of the existing mines. I like to build a complex all in a single plane, and I do it along the Y axis. The 2 roids are slightly off, but you can select a midpoint.

Press Insert again to return to X-Z mode. Now use the 8 key to push the icon up the nav map until its around the mines. Press the Home key once to zoom the map in, and then move the icon around into the biggest blank space among the asteroids. Where it will crash into something else, the icon will jump about. While you are doing this, a ghost image of the station is moving about in space, but its hard to see through the nav map. If you get your ship in the right place, you can see exactly where the station is, but not always.

At this level of zoom, which varies according to how big the sector is, and AM is pretty small, normal stations can have the icons just touching and not be too close together. Mines need a bit more space. If you get the stations too close together, their shields grind on each other and if you spend enough time in sector, eventually the stations rubbing will explode along with the hub. Space out too much, and its much harder to join them.

Find a place where the station seems happy, and press enter to drop it, and watch the cut scene.

Keep doing this with all the stations. I made a neat row of stations from the Silicon roid along to adjacent the Ore roid, then filled in around the Ore roid, then around the silicon roid, and then in between. Theres a few roids in there that make it tricky in the middle. But I mainly got everything lined up in 3 rows. A few things are a bit close, but seem ok.

Don't worry about big bangs, That's just minor roids being destroyed as the stations are built. As long as the station isn't rubbing a roid, your safe.

Now for joining. Theres an art to making complexes span big distances, and its all to do with the placement of hubs.

In the TL, select a Complex Construction Kit, and on the nav map, select the silicon mine. The nav map pops up again, and this time, select a station on the south side towards the center, to join it to, or the one furthest away it will reach.

The nav map pops up again, and this time it has a station hub icon. Hit Insert to go into Y mode, and move the hub icon up or down about 7 to 10km above or below the plane of the complex stations. The reason for this is so that your hub is well away from anything that may obstruct docking with it. In this case, it needs to be well away from the other roids as well as your stations, but not so far that nothing will join with it because its to far away. Press Insert again, and now position the hub icon about in line with the west gate, a little right of center of the block of stations, and press enter. Cut scene of hub.

Do the same with the Ore roid, and a station around the center, making a second hub, also in line with the west gate, but on the left side of center. The hubs need to be close enough to join, but far enough away so that all the stations can join with one of them.

Once its placed, save, then start joining all the stations to one of the 2 hubs, selecting the hub first, then a station. You will notice that not all the stations will be joinable to each hub, which is why we made 2 of them. As you do, look at the cut scenes of the hubs, and choose which one has the better access to it as this is the one we will keep.

When only the 2 hubs are left, select the hub you want to keep first and join the other one to it. After the cut scene you should have a single hub, stuck out from your complex, easy to dock at without hitting anything.

If by any chance this is not the case, you can move the hub by adding more stations, making a new hub for the new stations, then joining the hubs again choosing the new one first.

Its vitally important to get the hub free of obstructions. When you are in the sector, any ships trying to dock will hit anything that is around the dock and explode. The tubes themselves are a traffic menace and its best to only have a single tube rising straight up to the dock, than have the dock somewhere in the mess of tubes.

Also the docking ports are always on the south side of the hub, so having the hub in the north of the sector makes access for ships easier.

If your hub has asteroids around it at its height, has a station at the same height to the south of it, or is near a gate, then the chances are you just created a ship destroyer. It does not matter if you never go in that sector again, but you rarely get that luxury, and in this case, the complex will grow.

I cant stress enough that the hub must we well clear of any obstruction, and preferably with a clear unobstructed lane from each gate.

Congratulations, you have spaghetti and meatballs ! Your first complex.

First thing to do now is save again, then rename your complex. Now jump yourself out of the sector, which by now is probably lagging badly.

Press R and open up the complex in your properties list.

The list in U-information, will show you the products it makes, and the resources its producing to make them, with the time of each cycle for each factory.

The whole thing blinks yellow, because as yet, it cant start making anything.

If you have any silicon, crystals or meatsteaks (primary food), then jump them in and load onto the complex hub. Crystals will get things started, as will ecells if you have spare, and cahoonas allow the fabs to start as soon as they have ecells and silicon, which needs ecells.

Dock a freighter to the complex hub, make the hub its homebase. Transfer some credits to the hub, (say half a mill) and then send the freighter off to buy ware for best price, ecells. Before you do, set the number of jumps for the complex to zero (for now) (using the d command), since there are ecells in AM.

The freighter will keep buying ecells while you monitor, and should be stopped once the SPP is making enough to keep ahead of demand. (If the sector your in has crystals in it, or nearby, you can buy crystals instead, but this is the high cost option.)

I'm concentrating on a complex that achieves a few objectives, not just the microchips, so if all you want at this point is the chips, then ignore the ore and shields. They will only suck up ecells and take a bit longer for the complex to become functional. (As in, do not drop them, or even buy them, until you want them.)

On the complex hub, press D. Set the jumps to zero (if you haven't yet), races to trade to yes, Intermediate product trading to None. Monitor the credit usage, as you may need to add a lot more before it settles down. Intermediate products are crystals and food, that are used by other products. Ecells are also an intermediate product. If you allow them to be sold, you can run out and the whole complex grinds to a halt. If you allow them to be bought, your wasting credits on something your making anyway.

Also in this menu, set the price of microchips to maximum, since for now, we do not want to sell them. If you did other products like I did, set them to Average (shown) minus 1, so that traders will start to come and buy them. This does take a while, so don't fret if it doesn't happen immediately. As long as traders can make 1 profit, they will come and buy, assuming there is a local market for what your selling.

When the SPP is producing happily, stop the freighter, and tell it to sell for best price, Ore instead. The ore mine will overproduce, so it's a source of income. Set the hub to a jump range of 4. Any more and the freighter will go into pirate areas, which is dangerous. In any case, using a freighter like the Mistral is best, since it carries some teeth. The further the jumps you allow, the longer it takes to sell, and the more likely your ship will suffer some sort of demise.

The ships I left at chip plants have chips to buy, but the plants have now stopped producing again. Buy what's there and jump them to the Hub, and then move them onto the ship you want to deliver them on. Leave it there at the hub.

23,075,269 + 837,020. The latter is the hub, making credits from ore sales. (500k of that was left in there for expense money).

Now we need some sector defenses.

I sent the Vidar, Cutlass and Claymore to the EQ dock in Omicron for upgrades. Then sent the Claymore to Venus for missiles, and the Vidar down to the M2 to collect some compatible guns I'd slurped at some stage, then sent it and the Cutlass to AM to defend the complex hub. The Claymore will join them when it gets a load of missiles.

I also sold the Nova. The Nova covered the cost of the upgrades.¶There is a point where adding stations to a complex overloads its logistics. I added a Silicon mine to the 2nd 61 yield roid, and that did it. The ecell count started declining with every cycle.

So I had to add an SPP L and 3 more Fabs. So had the TL move to the Omicron shipyard, buy the stations and kits, and jump to AM.

Before jumping there myself, for safeties sake, I had the sector defenses and traders dock. Any sector with a lot of piping is a death trap for fighters and freighters when your insystem.

Once jumped in, I added the stations to the complex, then changed the prices on the products again. Every time you add a station to a complex, all the prices are reset, so don't forget or suddenly your sales stop, or you start selling what you wanted to keep.

1,386,162 + 1,602,934. As you can see, complex building is expensive when you do a big one all at once. 100 chips collected so far.

Jump back to Omicron and change into the Carrier. Activate the sector defense in AM again and get the freighters moving.

The Claymore has arrived at its destination while I was mucking around with stations, and the station is dry of missiles. Run it to the next place stocking its missiles, and that too is dry. I also notice that I don't have the rank to buy them anyway. Pretty useless ship, with a single 2 gun turrent and no missiles available. For the moment, I jump it to AM to join the other 2 as sector defense, although its about as useful as a freighter. Maybe it will get lucky.

Having drained the account, its time to fill it up again, so I jump to Home of Light and dock at the Terracorp Headquarters.

Terracorp HQ is a very useful place. It doesn't look it until you dock. What it does not show from the outside is what it buys, and that is all missiles and most guns. It does not buy drones, ammunition or lasertowers.

It does have limits on how much it will buy of each product at a time, but it's a bottomless pit. So if you have 100 of something they buy in 20s, you just sell them 20, 5 times.

By the time I've sold everything they will buy, I've got a respectable total in the account again.

19,338,342 + 2,789,755. About 18 million worth of picked up oddments on various battlefields and that still

leaves an assortment of stuff in the cargo hold.

Checked the complex, and now its very short on meatsteaks. So I jumped in another Cahoona Bakery and Cattle Ranch, and then changed the prices again. Its still only adequate, but no longer holding other things up.

While there, I transferred the complex credits to the ship account. It doesn't need any anymore, so the account can be emptied from time to time.

19,708,852 + 217,660.

Jump to M148. Its time to think about using those marines, especially as I have time waiting for chips to cook.

Boarding 102.

Both Military bases in M148 stock docking pods. The docking pod is a far better way of landing troops, because it has the speed of an M5. It gets them to target very quickly, which means the shields only need to be down as long as it takes them to get in the hull. Pods are single use only, so best to stock up with a few of them.

The bases carry 2 each. But they are made on demand at the base, so if you shuttle between the 2 bases, you can basically buy as many as you want. I get 8.

19,062,004 + 384,870.

I jump to Loomanstrats Legacy looking for a pirate to board. And yes, theres a Galleon near the pirate base.

I go after it, take out the escorts first then go for the shields of the Galleon. And suddenly its dust. Oops.

Lets run that again. Save, reload, take out the escorts. Turn the turrent's off except for the front turrent, lower its shields, fire the pod, andthe front turrent kills the Galleon. Reload, ditto, use the rear turrent to bring down the shields, fire the pod, dust. Huh ? The rear turrent did not have a bead on the target, and still, it killed the target after the pod was fired.

Reload, get out the M7, ditto the escort, take down the shields, fire the pod, and the turrent's kill the ship.

Conclusion : The only ships supposed to be able to fire a boarding pod is the M7M, M6 and selected TP's. In order to stop people from modding ships to use the Pod, the devs have built in that any active turrent on a non-standard boarding ship will fire on and destroy the target. Doesn't matter if the turrent cant actually fire in that direction, it fires anyway !

Which explains the M7M and the TP's, which have no forward firing guns.

Reload from the save after galleon dust and jump into Mi Tons Refuge, and find a Brigatine by the south gate.

I move well away from it, and beam out my M7 and my M7M. I shift to the M7 and go take out the escort, and lower its shields. Then race back and swap into the M7M, which has Ion disrupters in the rear turrent. Run back to the Brigatine, and race past so it cant get a bead on me, and allow the Ions to bring its shields back down so I can fire a pod at it. Except the shields don't come down, and I'm getting hammered. The Ions are either not firing or totally ineffective on shields on cap ships.

I go back to the M7, swap everything over, turn off the turrent's and go back. I fit an ion to the 4 group, and start firing it at the Brigatine when in range, and it's a bit like pissing on a house fire for all the effect it has. Drop that out, go back to 4 PBE's. Drop its shields and do a bit more hull damage, get close and fire off the pod. Then get out of range asap.

The Marines, all fully trained, break in, I hear the running commentary of the takeover and suddenly I own a Brigatine with absolutely nothing on it. I transfer over a few shields and a jumpdrive and ecells, and jump it

to AM for safe keeping. At some point, its worth fixing up.

I lost 2 marines taking it.

Overall, the M7M looks dead useless. If you don't have a missile load for it, its basically defenseless and as a ship for boarding operations, you don't want to be in it. Like the TP's, it's a remote vessel for boarding, useless for bringing down shields and keeping them down long enough for troops to get in. I wont be using mine for boarding, but may consider using it as a bomber. The rate I pick up missiles, I can keep it stocked up, but its real use is probably as a sector defense. Without missiles, its pretty useless.

All Apricot ships can fire Pods though, as long as you turn off the turrent's first.

Still in the M7, I did a run around the sectors in that region looking for Pirates. I found a few fighter groups and capped a Blastclaw, but not much else. Loaded the cap on the Carrier and moved north.

In Napilios Memorial, I found an Assassination mission for 6,921,665 with 11 minutes to do it, in Dannas Chance. The target was in a big group of Pirates, so identified him, targeted and blew him away before he knew he was targeted. He was flying an M6 in a group of 4 of them, with fighter escorts. The group wasn't much of a challenge.

25,983,669 + 2,511,092. 200 chips done.

Feeling bored, I jumped into Xenon 101.

Nice old furball, took the shields down and did some damage to a J, and then left it alone for later. When everything else close was dust, I took its shields down again, and sent over a pod. They got inside, up 2 decks and got wasted by the defenses. Obviously needed more than 5 marines, and I didn't scan it first to see if it had internal defenses or marines. Makes note to do that next time.

So I'm down to 12 marines now, with only 1 capture. Just for good measure and a bit of payback, I took out the shipyard, then cleared the sector.

At the end, I was even more bored, and still more than half the chips I need are still to be made. *sigh*

Jump to M148 and buy another 8 marines, 2 boarding pods and the 2 advanced sats that are sitting there doing nothing. Start the new marines training.

Its 1-12:36, 25,468,340 + 3,164,463 credits and 230 chips made.

Petty Retailer 50%, Warlord 36% and 1439 kills.

I jumped the carrier to AM and topped up its ecells from the complex using a mule. Just a suspicion the Hub will need some, so laying in the stores since the complex now has spares.

I also then jumped the Mule to M148 to top up my M7 with ecells and take back some beef I'd picked up. On its way back, I got it to stop in the middle of AM and drop one of the sats I just got, giving me complete coverage of that sector now.

Xenon patrol in the Hub sector, so I jumped in and dealt with them. The M2 undoubtably would have taken them, but such is OOS fighting, it was losing shields that IS fighting it would not have.

OOS by the way is Out Of Sector, ie, your not there.

IS is in sector, or you are there.

The way the game is designed, these are very important to combat. When you are in the sector, the combat is much more realistic.

When you are OOS, the combat is a set of mathematical equations. Basically speaking, the enemies are weighed up and then applied against each other. Biggest shield last longest, but biggest guns hit harder. So it

comes down to what's loaded on your ship and what its facing. For example, a single M2 with PPC's all round will kill a ship each time it fires in OOS combat, but if its facing 6 ships, then each 'round' sees them hit the M2 with their heaviest guns, and while they wont kill it, cumulatively, they will damage it, as each 'round' they lose another ship. The M2 only fires at a single ship, where in IS it might be firing at several at once.

Loading your ships has to be done on the basis of if they will mainly fight oos, or is. If oos, you always put on the heaviest gun it can mount. IS, you put on the gun that will kill the ships it will mostly face.

In OOS, PPC's beat HEPTS. So in a 1 to 1 clash with equal shields, the ship with PPC's will win over the ship with HEPTS. (All other things being equal.)

But in IS, PPC's have a really hard time hitting an M5, and so enough M5's with light guns can still take down any PPC loaded ship, as long as they can cumulatively hit it faster than the shields recharge.

So even if your M2 is facing M5's, it can take damage, and enough of them can kill it. This is more likely in OOS, since they all get to hit at once, where in IS, the shields get a chance to regenerate as ships move about.

OOS combat is all mathematical, and has little to do with reality.

Hence me jumping in and taking them out myself.

The other issue with IS is of course collision avoidance, or lack thereof. Anything that moves in the sector your in, is vulnerable to the auto-pillock, especially the bigger ships. So out I jump as soon as the xenon are toast, so my M2 wont collide with anything.

Also, there are issues with avoidance IS by your own ships trying to fire on something else. The larger your target, the more likely the auto-pillock on your ships will try to avoid the target before it is in range of the ships guns and so it will never actually fire on the target. Alternately, the AP may get it get it wrong and your ship will simply collide with the target. The joys of wingmen !

Which brings up another issue. DON'T DON'T DON'T dock or undock a capital ship with The Hub, while you are IS. The auto-pillock cannot handle it. The hub looks great but as a dock, its not well designed, and its non-standard, so the normal dock/undock ship action is actually terminal for big ships. They will collide and explode, particularly undocking. So be elsewhere when you do this. For that matter, docking any capital ship M7 and above should be done while oos, if your not on it or you are and do not have a docking computer on board.

At this point, I'm totally bored with combat. It usually happens to me at some point, and the plot missions so far dictated a lot of fighting. But now it has no real purpose, its boring. Many people just keep fighting because that's the game to them and the ultimate goal is being Xtreme Combat ranked, but that's not me.

I actually like to sit and watch my complex tick over !

While I do, I do little things. Like load the Apricot Sirokos with slurped missiles and attach it to the defense wing with 100% fire orders. It's a good way of wasting missiles, but it might actually keep the other ships alive if it kills enemies before they get in range. And I can always go slurp some more to top it up at any time.

250 chips, half way there. Silicon is building up, so I set the Caiman we capped to selling silicon for best price. Looking at the landed ships list, it appears Boron weapons dealers are buying all the 1mj shields as fast as they can be produced.

At this point, there are 2 options that a lot of people will think of.

Letting the program run for a long period without you, and doing this with Seta on.

I actually think running the program without you being there is like sleeping. While you sleep, the world keeps doing things, so the X3 universe should also. So in 24 hours of game time, 8-12 hours of it, should be without you interacting with the game.

The devs don't agree. They believe you should be hands on all the time, and that real pilots never sleep.

So, they built in a penalty. When the program detects that there has been no player interaction for a specified period, it starts decreasing your combat and trading ranks. Trading rank decrease may not be noticeable, because if you have stations or ST/UT traders operating, then your commerce will increase your trade rank faster than the inactivity will decrease it. But your combat rank will drop, and continue to drop as long as the program is left without interaction.

Now personally, I don't pay any attention to combat rank (other than documenting it here). Combat rank defines the enemies you will face in missions, number, type of ships etc, and it defines how much you get paid. The higher your rank, the more you get against you, and the bigger and better their ships are. But you get paid more for taking them out.

So if your combat rank drops enough, your payments go down, and the ships you face will grow weaker than you were getting.

Which of course, belies the stupidity of combat rank. Your rank should be based solely on your ability, ship and kills, and not be reduced by anything. Its silly to suggest that doing no killing for a whole game day, reduces your ability to kill, but in the eyes of the 'missions', it does exactly that.

And yes, even with constant interaction, if you go long enough without a kill, your combat rank will drop.

The next issue then is Seta. Seta slows down the players ship in a way that allows the rest of the universe to appear to speed up. So normal time passes for the player, but everything in the universe around speeds up and goes faster at the speed you set up in the game options, default being 6 times faster.

The effect of seta is to allow game time to pass faster, so if your waiting for chips to be made, putting seta on will get it done faster, and so less waiting. This is a constant argument on the forums, where many people believe this to be cheating. My view is that it's a legitimate part of the game, especially when you are playing a Trading Mogul game where combat is to be avoided, and there is nothing much to do while your complexes make enough credits for the next expansion phase.

However, you have to read the fine print. The devs really don't like you doing this, and so in addition to the non-interaction penalty, they also built in some nasty surprises.

Somewhere in the program code, is a little test for how long Seta has been running. Since Seta use by definition is non-interactive, because as soon as you interact, Seta is turned off, then while seta is on, your ranks are being reduced. BUT, at some point, your assets start being attacked as well.

Most people who report using long periods of seta, also report losing their Universe and Sector traders as well. Its not uncommon for people to have a 50%, or more, attrition rate on UT traders. Particularly any lone ship, seems to be targeted for destruction. But also, its possible to come back to the game and find your complex hub is destroyed and even a number of the stations are gone.

Even without seta, the longer you go without interacting, the more likely you will hear "One of your ships is under attack, xxxxxx), and if your not there to jump in and save it, theres a good chance it will be destroyed.

If your UT is not destroyed, you may come back and find it was cowering in some station most of the time you were away and so earning nothing. Or worse, it was cowering in a station that the God-engine subsequently destroyed and was destroyed along with it.

The longer you run Seta for, the more vulnerable your assets seem to become.

So if you choose to run seta for long periods, or simply leave the program running at normal speed for long periods, save first before you leave, and be prepared to have lost something when you get back. Also be prepared to find the loss is too high to pay, and a reload is necessary, losing the entire time you were gone.

While making chips, I've actually been sitting in front of the computer letting it run itself, reading a book,

with the sector music playing in the background and an ear out for warning announcements. I leave the complex info up, and periodically move chips to the Gunbus. Sometimes have seta on, sometimes not.

So fast forward to 1-19:00 and 500 chips are now complete and on the Gunbus ready to deliver. 24,828,692 + 10,867,157. The drop in ship credits is misleading, as that was the effect of transferring ecells from the complex to the Carrier earlier. The Mule had to buy them from the complex same as any other ship, and this lowered the player account and raised the complex account. There is no money lost, just moved.

Change the price of chips to avg - 1, so npc ships can now buy them.

Jump the Gunbus to the Hub in the Unknown Sector, dock it, then jump in myself and also dock. Then transfer the chips to the hub, 250 at a time.

Hub 3.

Maha Mi has stuff to say after that and then asks you to repair 3 capacitors with your suit repair laser. So undock, target the first and fly to it, eject, get into range of the capacitor and fire your laser until its hull is repaired. Get back in your ship, go to the next, repeat, then repeat. Just be careful of Xenon, since they still have access to this sector.

Fly back into com range of the Hub and talk to Maha Mi again.

You now get 2 tasks to do, but 3 appear on the mission list.

The first task is to realign the working gate pair. This will effectively stop the xenon from getting in, because your moving these gates somewhere else. However, as you get told, this is permanent, so choose wisely where to move them to. With the Hub targeted, there will be a Gate realignment option available. Select the gate you want to 'redirect'. It takes about 2 minutes to complete, and during that time, I had Xenon jumping in to deal with, and in fact capped an N and repaired its hull.

I selected the south gate of Antigone Memorial, so joining the Hub sector with where my complex is. Its also a fairly busy jump gate with a lot of Argon and Boron ships going through. So the other side of it is The Hole north gate.

The next task is a bit of a shock. Deliver 150,000 Teladianium.

But on the mission list, theres a worse one : Deliver 450,000 Ore.

The whole point of this is obviously to ensure you are building a pretty big complex. And that the full hub isn't available to you until well into the game. Nothing for it, but to get on with it.

First I transferred all credits to the ship account.

Now, there are 3 ways of doing this. You can send ships out to buy Telad and Ore, you can make it yourself, or you can get some on the Hub, then offer an above average price for it and let the npc ships bring it to you.

All of them cost credits.

I jumped the TL to Siezewell and docked it at the shipyard. Then bought 5 Teladianium foundry's and complex kits. Then jumped it to Legend's Home, and loaded on 4 Ore mine L's and 2 Silicon mine L's and kits. Then jumped it to AM and docked all the small ships there for safety. Then followed myself. 23,550,007.

I added all but the Silicon mines to the complex, and then rechanged the prices, putting the Telad on max. Then jumped out again, and reset the defenses.

I didn't add the silicon mines because I first want to monitor the ecell production, as I suspect its again not enough. And yes, sure enough its now slowly decreasing again, although being in the 70k range, it will take a while to run out.

I set a Mule to running Telad from the complex to the TL, being as the Mule can actually dock, and the TL had more than enough room for all the Telad I need, which means I can dock it at the Hub and transfer it all in one go. Not really necessary, but hey, I like delivering in one go. Also set another mule to do the same with Ore. Once the Telad is delivered, I'll switch the Mules to running Ore direct to the Hub. In the meantime, the complex is using the whole ore stock of the sector to produce it for me, while we first wait for and deliver the Telad.

Just got to keep my eye on the ecells. At some point, and especially before I can complete the complex by adding the 2 silicon mines, I'll probably have to add another SPP L loop. So need to ensure I have the credits for that when I need them.

The other thing to do is start thinking about Mobile Mining. That's such a huge lot of ore, that just waiting for it to be produced is going to take a really long time. Unless one was to complex most of Ore Belt that is and I don't even want to go in there for lag reasons. Mobile Mining will take a bit of pondering. In X2 it was hugely useful. In X3, it was totally useless. The next step while waiting for Telad to be produced is to see what they have done with it in TC.

Mobile Mining Options.

Manual mobile mining requires you to be in a TS capable of mounting a Mining gun. There's only 3 or so that can do this. You also need an Ore Collector fitted.

The procedure goes like this. Find a sector filled with the smaller chunky asteroids, that do not show up on the nav map. Target one. Fire the mining gun at it (at very close range) until it breaks up. Target each piece, and see if it is collectable. If not, fire at it to break it up further. Target the next piece. And so on until all the roids around you are collectable. Then collect them as you would a container or Astronaut by running them down.

Easy in theory. In practice, you end up destroying more than you will collect, and if you hit anything still big enough, it could destroy you.

So, you can use an M5 and small guns to break up the roids, then jump out and give a TS with an Ore Collector, collect orders on the mess left behind. Then get it out of the way, while you jump back in and break more. Don't get a TS to collect dirt while you are IS, as it will collide with the first uncollectable roid and explode. Murphy's Law.

All in all though, it's long hard work for very little, since the act of breaking up the roids inevitably destroys too many of them.

The next option is "Mine Minerals" on the Special Menu, assuming you have special software 1 installed on a ship with a mining gun and ore collector. You tell it a sector to mine, what to mine, and a station to deliver it to (your complex?).

I set the Camel that was on patrol, to Mine Minerals instead, specifying Ore. At least, it will clean up AM a bit, and make it less of a traffic hazard. Cloud Base South West, Kingdom End and Ore Belt are all good sectors to mine this way, CBSW especially as it's a nightmare to navigate in anything big.

The other alternative is a script called Prospector. It needs a TL, TS or M6, Fight 1 & 2, Ore Collector, Mineral Scanner, Mobile Drilling System in a turrent, Nav 1, Special 1 and optionally a Jumpdrive and Transporter. It has a lot of options, and you pay a pilot to mine for you, and what he can do grows as he gains experience.

I'm still watching my complex, and ecells are going down again. So I need to put another SPP L, with its supply stations into the complex.

That reduces me to 1,529,217 + 3,581,902.

Having done that, it's not enough. The balance of the complex is off, too many stations needing ecells and the supply cannot quite keep up. There is now a slow decline, and eventually, it will grind to a halt. Probably

It's a little hard to judge, but I suspect there is not quite enough meatsteaks being produced to keep the crystal fabs at full production, and so not enough crystals to keep the SPP's at full production. At a guess, I'd say it needs another cattle, cahoonas, 1 or 2 fabs, and probably another SPP L with a cattle/cahoona/3fabs. All that is over 25 mills worth, and not a happening thing at the moment.

At this point I took a chainsaw to the script running this plot.

I guess I can understand the reasoning of where this is going. Ultimately, the player ends up with an HQ capable of building ships, by the time you finish the next main plot. What this plot is doing is forcing you to put together the industry to supply your HQ with materials to build your own ships. And consequently making you become a trading enterprise in spite of the fact that the majority of players prefer to just fight and not trade. But if you want your Hub, you first have to think about trade and then build a huge trading empire, to get it.

I've done two alternative scripts. A Very Easy Plot that means you can gather the resources needed very quickly. And a Medium Plot for those who do want to make it harder, but not take a century to achieve. Your choice if you continue with the vanilla plot, or use a cut down version. If you go for the cutdowns, you are stuck delivering whatever task your up to, but the new version will be used for the next mission on.

So at this point, I scripted in 150,000 Telad into my Apricot TL (in 3 goes), docked it at the Hub and transferred it over.

You then get asked to deliver Ore. (450,000). (In brackets being what the vanilla plot asks for).

When you have delivered the Ore, Mahi Ma continues making repairs and you need to wait to be contacted again.

At this point I put a satellite in the Hub sector, so I had coverage of the whole sector all the time.

Next you need to deliver Nividium. (500).

Then Crystals. (750,000). (At a guess, if you mined most of Ore Belt for the ore earlier, and added in 100 fabs now, you might have the crystals ready for christmas in about 5 years. *sigh*)

When you do deliver the Crystals, Mahi Ma suddenly realizes he needs some help. So you need to jump to Priests Pity and talk to a Paranid called Otmanckstras. After he gives you the standard Paranid insult, he further insults you by demanding credits. (15 mill.)

When you pay him by comming him again, dock at the Trading Dock, and then take him to the Hub.

Once at the Hub, Mahi Ma then ask for a delivery of Silicon. (400,000).

Safety Tip : Never undock with your joystick throttle full on !

When you deliver the Silicon, you will be asked for another lot of Microchips. (250,000). (Given how long it took to make the last lot of 500, one could realistically expect to be senile before you finish delivering these.)

Once you deliver the chips, the work is finished and the other 2 gate pairs are ready to be assigned.

Mahi Ma wants a lift back to Kingdom's End, and when that's done, the Plot is complete.

The only outstanding thing for me at this point, is deciding which gates to assign the hub gates too. One should choose the 2 gates that deliver a good stream of traffic through them, that cover all the major races, and effectively join your production facilities to the entire universe. Happy choosing.

There is a 2 hour wait before setting the last gate pair.

One of things you can do with gathering all these resources, is to deliver 1 of each product to the Hub, set the price to average plus 1 (or anything up to max), and wait for the npc's to deliver it for you.

However, this isn't going to happen if what you need, isn't being produced, because the stations don't have some critical resource. Especially Microchips.

Universe Traders.

Now, something I haven't tried in TC but used in X3R a lot, is Universe Traders. The advantage of these is they are a 'fire and forget' tool, that after a while can cover the entire universe, and jump all over to make a profit selling everything.

These can help in two ways. First, they supply those missing resources to the stations that are not producing. Second, they will sell to your Hub and in effect, they will be out there buying what you need for you. The higher the price you set on the Hub, the faster they will gather it for you.

To Universe Trade, you need a TS with Trade 3 software, Fight 1 & 2, at least one of the largest shield the ship mounts (usually 25mj), and as large a cargo bay as you can afford.

A pilot is assigned, and he learns from experience. He needs to be set to Sector Trade until he gets to level 8, after which you set him to Universe Trade. After a few more levels, he will begin to use the jumpdrive, and by the time he is level 25, he will be jumping everywhere. He learns by cargo carried, so the bigger the cargo bay, the faster he learns. If a jumpdrive is not fitted, the pilot will buy one himself. Likewise cargo extensions and defense drones. And will keep himself topped up with ecells. Once set going as a UT, you need only worry about them when they get attacked. If you use Seta a lot, you can expect them to be attacked quite often. They will run out of trades in some sectors. The best sector to set them in is one with lots of ecells and many stations wanting them. However, once they all have their ecell quota, and everything else deliverable has been delivered, the Sector trader will stop. You will need to reassign it somewhere else until it can begin Universe trading.

There is a script for making more ships UT capable. With this script, most ships can be used that will dock with normal stations and complexes, allowing modded ships to be used where the mod gives them far more cargo space than normal. Ie, Apricot ships, and especially the Camel and Gunbus M6's which were designed as Heavy Freighters.

The more UT's you have running, the faster the universe starts producing, and the faster (in theory) they should bring in whatever you want. Make sure you remove any product you don't want the hub to buy, or set them to minimum so nothing will want to sell them to you. You do need to keep the Hub stocked up with credits to allow it to buy.

But this is still a long period course of action. Even a dozen UT's are going to take a long time to deliver what is asked for.

Still, at least its an option if you have the credits. And even a few of these, will bring in big bucks over time, and increase your trading rank.

If you homebase your UT's to the hub, they will use the credits in the hub to trade with. This makes that account a bit volatile, going up and down as they buy and sell, but the profit goes into the Hub, giving it the credits to buy the resource your trying to deliver. Enough UT's will finance the Hubs buying indefinitely.

My complex is not doing very well at this point, and I've let it run the ecells down too far.

I bought another Cattle L, Cahoon L and Fab, but it is still not stable for ecells.

I remembered I hadn't yet sold that Blastclaw I capped, so I sent it down to the nearest shipyard, and sold it for about 12 Mill. No idea why, but very welcome.

I've also noticed that the complex is almost up to its maximum in Ore. So I've stopped the ship selling ore, and transfered some excess ore back onto the complex. Very shortly after, the mines stop producing.

Now this is reducing the call on ecells and should give it a chance to stabilize. However, its still slowly going down. I transfer 15,000 ecells back to the complex that I had in storage for ship use, to give me more time to solve this.

Its still not making enough crystals to keep the SPP's fully producing.

I've still got those Xenon caps as well, so I repair the hulls and sell them. And theres some guns scattered around the M1, M2 and M7, so I collect those as well and send them to Terracorp.

Now I've got enough to buy 2 SPP M's, 3 Fabs, 1 Cattle L and 1 Cahoona L.

By the time these are added to the complex, its almost out of ecells again. But after jumping out again, I spend some quiet time just watching the complex functioning.

And it seems to now be holding its own. Crystals is still very low, but the SPP's are now producing to capacity without any hold ups. And slowly the ecell count begins to rise.

The complex now has 1xSPP XL, 2xSPP L, 2xSPP M, 7xCattle L, 7x Cahoona L, 5xOre L, 4xSilicon L and 14xFab. 42 stations and 41 complex kits. And that in no way is sufficient to supply the Hub Plot requirements, and in this configuration, will not add a single Crystal to the Hub.

But its now ticking over very very nicely.

So, why did I add 2 SPP M's the last time ?

All the SPP sizes produce at about the same rate, but each size produces a different amount of ecells in that cycle time. The larger the size, the more resources it needs on hand to start the cycle, and the more likely that it will be delayed from starting the next cycle by a momentary shortage of Crystals. So while the XL produces the most by far, it also needs the most Crystals on hand to begin a cycle, and is the most likely to be delayed from starting a new cycle. Any delays in a finely balanced complex, can be disastrous, because the moment you run out of ecells, everything stops.

This more or less applies to all stations. And it is why most stations are not available above an L size. The XL stations simply need too many resources on hand to get producing without delays.

This especially applies to Crystal Fabs. They come in an M size only for a very good reason, and that is that the M is the most efficient size for them. Any delays in producing crystals can mean your SPP's stop working for enough periods to cause you a serious problem. The more Silicon, Meatsteaks and ecells a Fab needs to get started, the more likely there will be a serious delay in producing Crystals, which delays your SPP's.

I tried XL Fabs in X3R once and found them extremely difficult to get processing the first cycle, and basically had to be seriously overproducing Silicon, Meatsteaks and Ecells to keep them running non-stop. After that exercise, I went back to using the M ones, even though the station count is a major pain in a large complex.

So, problem solved, at least for now. Also a large stock of Ore that can now be sold.

Fury Additional.

I have not been checking ranks for a while, but for some reason, I'm now Fury Captain 25%. So something I've been taking out recently has added to my Fury rank. I did figure out why my Fury rank wasnt as high as it might have been. I was targetting K's and J's first, and fighters after. Apparently if you leave the J's, they keep respawning fighters and so some of the missions can go on for a very long time and where they are in

sectors where bounty is paid, they can clock up a very large payout. The longer you fight and the more you take out the higher your rank goes. So doing it capital ships first actually lowered how much I would make, and how high my rank would get.

Hub Additional.

Anyway, back to the Hub. I connected the Hub gates to the north gate in Thurok's Beard. This is a nexus point between Argon, Split and Teladi territory, with Boron presence as well. So now my Hub has a good stream of traffic through it, and only the Paranid and Terrans are missing. Next one maybe should be a Teladi-Paranid nexus, as Teladi are under represented so far. It wasn't long before I had a Split M2 and support around one gate, and a Boron M2 and support around the other. Not at all sure why Boron battlegroups are staking out the end of Teladi space.

Goner.

Looking for something to do, I thought I'd check out the Goner Temple in Cloud Base South West. Only when I got there, there wasn't a Goner Temple there. Looking up the encyclopedia, the only listing for the Goner is Elysium of Light. Since I'm still tootling around in a Mule, I jump back to the Hub first to transfer to my M7. Then on to Elysium.

Jumping in there, I find no temple there either. The Goner appear to be under hard times at the moment, like everyone else.

Goner 1.

There's a Goner Ozias here with a mission symbol so I fly up to it. There's a Osamu Avens who wants to talk.

Mission : Deliver 2000 Ore. Take one of the ships selling ore for the complex, jump it back to the complex, load up with ore, jump it here, change ship, fly to about 3km of Ozias, and its autodelivered.

Deliver 200 Silicon. Back to M7, swap ships, jump the Ore carrier back to complex, transfer over 200 silicon (took a little while to make, as the complex is only just being supplied enough), jump back, change ships, nose up to Ozias, autodelivered.

Which was actually when I noticed they were paid missions, but not how much.

Goner 2.

Next talk to Jani Hall on one of the stations. He also wants 2000 Ore and then 1,200 Telad. Change back to M7, send the Ore carrier back to the complex, load up with both (if yours won't fit enough, make several trips, or use several ships), jump back, change ships, deliver to Ozias.

To be contacted.

Goner 3.

Dock at the Teladianium Foundry M in Bright Profit and talk to Jako Rider. He has 625 Telad Pannelling to be delivered to the Ozias. 265,394

Jump to Bright Profit and dock. Goods autotransferred, order to deliver, but no chat. Jump back to Elysium. RV with Ozias. Mission complete.

Note : At this point, it occurred to me that flying these cargo runs might have resulted in being attacked somewhere en route, but as I always say, jumping's quicker !

Goner 4.

Talk to Hall. Deliver 3 X Argon TS to SPP M alpha. The destination shows up in the guidance, not the orders.

20,000 plus the cost of the ships.

I've got a sat in Omicron, so call up the Shipyard, buy 3 Mercury Tankers S, don't bother outfitting them, and give them orders to dock at the SPP. To speed it up a bit, I supertuned them.

As each docks, you get a message with a "turn them over" bar, click to do so. When all 3 are docked and turned over, mission is complete.

Next, talk to Avens on the Ozias.

Goner 5.

You are asked to build a Telad. Foundry in Elysium. 2,639,414 payment with a 1 hour 50 minutes time limit.

Jump the TL to PTNI Headquarters. Buy foundry M (they did not specify which size to get) for 325,008, jump it Elysium, drop the station right on top of the navigation beacon and your done. Jump the TL home again. Easy money !

Goner 6.

Orders to fly to Wastelands and protect the Goner Truelight Seeker which is under attack.

Jumped into Wastelands west gate. No sign, but follow the arrows. Its about half way across the sector and is under attack. Its best not to dawdle about getting there. I have a fast ship, but I did something else before jumping and by the time I got into firing range, the Seeker had already lost shields. Took out the attackers as fast as possible. Don't look for caps, just shoot to kill.

Now, also in there was a squadron of Xenon. Ignore them if you get them, ignore everything except whats attacking the Seeker.

As soon as the last one is toast, you get ordered to Bright Profit to protect a Telad foundry. I jumped in there, flew to the foundry but there wasn't actually anything there to shoot at.

When close to the foundry, new orders come in to jump to Company Strength and protect a Goner Mercury Tanker. As I get there, a whole heap of Pirate Syndicate Discos appear. These are followed by Busters and Harriers, then by several Centaurs. All jumping in the West gate. Things got to the point I was just shooting them as they came through the gate. Getting Teladi bounties as well.

At some point I figured out I'd lost sight of the Mercury and it wasn't on my navmap. So I jumped through the west gate, and found more M6's on the other side. I kept killing them until I ran out, at which time the mission completed message came through. I'm still not sure what happened to the Mercury.

In the meantime, the Truelight Seeker has been captured by the Pirates, so you jump to Midnight Star east gate to start looking for it so you can capture it back.

Needless to say, you now need to be in a ship that can send boarding marines, and preferably one with boarding pods and fully trained marines.

Before doing anything else, I loaded up the Pod into the missile tube.

Nothing at Midnight Star east gate, and the arrows point through it, so turn and jump back. Nothing on the other side and the arrows point to the gate to Grand Exchange. Speed over there and jump through.

The Truelight Seeker shows up as blue, surrounded by a sea of red. I counted at least 8 Pirate M6's, but I must admit I lost count, and there could have been more.

Fortunately, the Seeker is indestructable, since at some point I collided with it and got stuck inside it. (M7 stuck inside an M6, now there's a mental picture !). Eventually I got out, and it sat there with no shields and 93% hull.

So I fired off the boarding pod. No problems for the marines, and soon the ship is captured.

At which point I get an immediate new mission, and am pretty narked that I don't get my marines back !

Hall who was on the Seeker the last time we saw it, isnt now. Jump to Merchant Haven to look for him on a Blastclaw owned by one Hurtis Tertasobas Yoganis IV. (Paranid of course.)

Theres a time limit to find the ship, but the arrows make this simple.

Once found, your told that Hall isnt on the ship, so ordered to follow the Blastclaw back to base, then get the Meeting Details (not told how).

This begins a slow trawl through 3 sectors, so get yourself positioned to follow about 12 km away and then go get some refreshments. At this point, I sent my M7M to M148 for new marines and started them training.

Now, I'd left a good margin, being about 18km behind, well within triplex range, and going just a tad slower, and suddenly I get a message that I've lost him (huh ?). I close up a bit to around 12 km, and he jumps into Maelstrom. I put on speed and jump after him, and once I'm through, I'm about 7km behind now.

At which point I get a message saying he's been spotted in Maelstrom, and then another one saying I'm too close he might spot me.

Which kindof suggests that 10km is too close and 18km is too far away, so I tried keeping about 12km from that point.

Dawdling along accross Maelstrom, the scanner starts picking up groups of red and blue pirates, but nothing particularly close. Just fly casual but don't look like your flying casual. As long as you don't get battle music, your fine.

Eventually, target jumps through the west gate. I did a save here just in case. At which point, some red pirates jump in and I'm forced to take them out, before jumping.

12.5 km behind still and heading for the west gate again. At this point, I picked up a red well SW, and decided to head north. So I turned to a NW direction, added some speed and moved to a position parallel to the target and about 12.5 km north of it.

And just as well I did. In quick succession, I got 5 different pirate groups on the scanner, all traveling the west-east corridor, or south of it. Although once past, several of these groups turned back, as if they were patrolling.

Nothing bothered with me until nearing the gate, a Caravel freighter and its escorts decided to take a shot at me, so I had a bit of a furball that delayed me to just under 18km away, but I got back to a closer range in time to hold the mission together.

Mr. The IVth Paranid, didnt seem to notice anything and continued on and jumped.

At this point I get a message to meet a Boron named Humi Wi in Ocean of Fantasy. It will have to wait.

Target jumps without incident, and I'm lining up on the gate when a new group of reds jump in. These are Xenon ! Take them out !

Jump into Gaian Star and right into a Xenon P. So I start taking it out.

This is interrupted by a cutscene of Hall in his space suit and orders to pick him up.

Finish the P. Hall isnt on scanner, but the arrows show where he is, and its well SW in the sector. By the time your half way there, a Pirate base pops up on the scanner, with a sea of red around it, and him. This sector has 2 pirate bases. One in the center, thats blue, and the one near Hall thats red.

Having speed, I blew through the pirates around the pirate base, and went straight for picking up the suit. If you do that, I recommend you jump as soon as you have him, as whats coming after you is nasty !

I stayed to fight of course. By the time there was only toast left, the station was down to less than normal hull. The temptation was great to take it out, but no, orders say take Hall back to Elysium. So I did. At about 5km from the Ozias, he transfers over and its mission complete.

Note : Your standing with the Pirates will affect your ability to do this mission. If you have been seeking them out and killing randomly, or taking a lot of kill Pirate missions, then your standing with them will be very low, and so you may find all pirate ships are red. In this case, the mission becomes very difficult to complete, since you will have to fight you way to the target, and will face M6's, M7's and M8's. Possibly even an M2 or M1. On the other hand, if you have been playing a pirate game or doing lots of missions for the Pirates, then your ranking with them will be better and so you may not get any reds at all.

Goner 7.

Orders to go back to the Pirate station and take it out. So jump to Gaian Star.

Immediately you jump in, theres a stop order and please talk to Hall who is now on a Goner Heavy M6 in sector. Well I say immediately but I had time to half kill a pirate I found at the gate. I figured the stop order didnt include that pirate so I killed him anyway.

Apparently there is a Terran agent on the Pirate base, and we need to extract him before taking out the base.

So to get the Pirates freindly enough to dock we need to take them something they want.

Deliver 35 Spaceweed to the Pirate base. Getting the weed isnt too difficult. The other pirate base will likely have some, and if not, the nearest Teladi sector with a Bliss Place will have.

Once you have the weed, theres the minor problem of the pirate base being red and not believing you if you com them and tell them you have an urgent delivery for them.

So fly to the other Pirate base, staying well clear of any red pirates, since if you shoot them that close to a pirate base, it may turn that base red as well, com and look for someone offering to hack stations in the vicinity. Pay whatever he asks, making sure you get the right station hacked, and you can now dock.

Deliver the 35 Spaceweed.

Then deliver 60 Squash Mines.

Once done, the agent comes aboard, you scedadle out of it, cutscene of the base blowing up, and then Jump back to the Ozias in Elysium. At about 4km, the agent beams over, and its mission complete, Plot complete, and a place in Goner history books.

HQ 1.

Remember we got a Boron invitation ?

Jump to Ocean of Fantasy. Talk to Humi Wi on a Boron Ray. BalaGi is now declared missing (remember he went with Julien Brennen and you found their ship wreckage in the Hub) and the Yaki have been taking advantage.

Ordered to Menelaus Paradise. You jump into a whole heap of Yaki, and need to take them out.

Back to the Boron Ray in Ocean of Fantasy, about 5km away to get the next orders.

Jump to Cloud Base South West and talk to a Tomes Branco.

Goner 8.

Just before jumping, I get a message from the Goners saying they are giving me the Truelight Seeker. Its sitting in a factory in Elysium, with nothing on it. I got a jump drive and ecells to it and jumped it to dock at the Hub.

HQ 2.

Jump into CBSW south gate. Tomes is on an Argon Cerberus.

Orders to scout Ocracoke's Storm and take out any enhanced ships you find.

I jump into the north gate. Theres a few Yaki in here, all blue, 1 with enhanced in its name, and another a prototype. Theres also a station in here I cant target.

When I get within a few kms of the station, looks like a Military Base, it turns red and orders come through to return to CBSW. No need to shoot anything.

Back to CBSW and talk to Tomes again. Prelude to an attack and theres a minefield around that Base, please go and take it out.

Jump to Ocracoke's Storm south gate, right by the base, and theres a whole heap of mines on the nav map now.

However, you cannot target them, and they wont show up using find nearest enemy.

All you can do is follow the guidance arrows until you run them down. That means you need a ship with sufficient shielding that mines wont be a problem. I did shoot a few by manually guessing where they were, but its complete hit or miss and mostly miss. Just run them down as fast as you can.

When most are gone, the fleet jumps in, and you get orders to take out the base. No problems for me, but if you not able to, then protect the capital ships that jump in so they can.

When the base is toast, you get told that Humi Wi wants to talk to you again in Kingdom End, so jump to the KE south gate.

HQ 3.

Some Boron scientists have been captured by the Yaki and need rescuing.

First we need to dock at the Military Outpost in Atreus' Clouds.

Bugger. Too slow out of the gate, and another traffic accident. Slurp.

Orders to fly to the Pirate Base in Olmancketlot's Treaty and prepare to protect the Boron scientists as they escape.

I jumped to the North gate, flew towards the Base, taking out any reds on the way and at about 4km from the Base, you get told some scientists did escape.

Then your ordered back to Kingdom End.

HQ. 4

The Yaki have located BalaGi's Command Ship. Its an Orca with registration TLNS-43.

Now, ironically, since in the order I did the plots, this mission is the last main plot mission, and its also got to be the worst put together mission of the lot. Remember trying to board the Xenon ship in Aldrin. Sigh now

and get it over with.

The voice over says we must not let the Yaki capture BalaGi's ship. I've no idea why, because you cant stop it.

The most important thing here is to ignore the voice instructions, ignore the mission briefing which says nothing anyway, and once we get going, only follow the guidance arrows.

However, the guidance is well and truly broken to start with.

First thing, find the Orca. If you don't have any guidance to leave Kingdom End, then the Orca is still there. Locating it is not difficult with a triplex scanner. You will find it does not have a pilot, but is slowly meandering around the sector. You cannot claim it, and you cannot board it, so not worth trying.

Note : If all the ships in the sector disappear, don't panic, its just that you went too high or too low. Gave me a real shock it did !

Hub 6.

While waiting for something to happen in the expectation that some Yaki was going to show up and steal the ship, I connected my 3rd gate pair in the Hub. I chose the south gate of Trinity Sanctum, which joins Paranid and Teladi space. And sure enough, my Hub is now full of all species except Terran.

HQ 4a.

Nothing continues to happen in Kingdom End. And it can continue that way indefinitely it seems.

The voice over mentioned Shore of Infinity and Light Water. The former is on the way to the latter by direct flight.

Jump into the west gate of Shore of Infinity.

This should generate a voice over that says that the Orca has been located in a different sector captured by the Yaki, and the mission briefing should now specify Kingdom End and the arrows point to it.

If you jump into Light Water first, the mission appears to break, so don't go there, unless by some chance your still being guided there.

Jump back to Kingdom End and re-find the Orca. It should now be in the Mission part of the nav list, and be red. Once you have found it, the mission should change to board the Orca.

Boarding pods do not work (you lose your marines and they don't even get started), remote control of a boarding ship does not work. You have to be on the ship that will do the boarding, and it has to be a ship capable of boarding. I tried an M7M and it would not work. In the end, I used a Scabbard TP from the Terran Plot.

The problem with Kingdom End is that its full of roids, stations and ships. It is almost impossible for the auto-pillock to get a line up on an Orca at the best of times, but in Kingdom End it seems to be impossible. I had 2 Boron capital ships pounding on the Orca (invincible), plus a whole heap of fighters, and the AP on the Scabbard gave me a great view of the guns firing on both capital ships as we scraped the paint off going past.

The first 10 marines launched as I was about to give up, and then got left behind, as their suits were too slow to catch the Orca.

I had to get another 10 marines brought to me. This time, the auto-pillock sat 4km behind the Orca and did nothing at all for 10 minutes except follow it.

In sheer desperation, I used Cycrow's autoboard script hotkey instead. This involves some balls, since you aim directly at the nose of the Orca, get as close as you are prepared to play chicken with it, and then hit the

launch marines hotkey and then speed away.

This worked, the marines hit the hull, and the Orca jumped out.

So.....The Borons lost a capital ship in the process, the sector is filled with angry Borons, and I have 20 marines spread accross the sector.

While I am picking up the first 10 marines, I get the message that the Orca has been spotted in The Hole. (This could I gather be almost any random sector).

Once I have manually picked up 10 marines, I transfer them to the M7 the second group came off, transfer to the M7 myself, jump to The Hole west gate, and then instruct the Scabbard to collect the rest of the Marines. Collect marines command is best used OOS. Being in the ship using the command can be hair raising, especially if you use seta, especially in Kingdom End. Its also quicker OOS, as the ship does not have to worry about colliding with anything.

When the marines have been collected, jump it after you.

By the time that's done, you should have found the Orca and removed its shields again.

The difference now is that The Hole does not have a defense force. So this time you have to take care of the shields yourself, and the Orca only has 2 targets to aim at. You and you.

Switch to the Scabbard again. Give the M7 attack shields Orca command, and it will now happily play misquito and keep the shields down. But beware, if your using a ship with weak shields, it may not last long.

I again used the AP for boarding, and again, it sat about 3km behind the Orca doing nothing but follow it, in a sector with nothing at all nearby. Something seriously wrong with the auto-boarding.

By this stage, I was in serious danger, as the Orca was firing on me, and the Scabbard shields were going down 3% for each gun hit and 60% for each missile hit. I was using the restore hull and shields cheat at this point while swearing at the auto-pillok to get on with it.

Again in total disgust, I turned the pillok off, and did a hotkey launch of the marines. They went straight to the Orca, and went straight in. After the usual sound effects, the ship is mine, except for the last 2 missiles still on their way to me. For a ship with only 6 missiles on board, the mission obviously makes them unlimited.

Once the ship is yours, you get the usual end of plot thankyou.

The plot reward is in the cargo hold of the Orca. I renamed the ship, installed a jump drive and ecells and then jumped it to the Hub. Then jumped the Scabbard in as well, had them RV and swapped the marines back to the Scabbard, then docked it at the Hub.

My suggestion then is to drop the Headquarters somewhere in the Hub sector, where it does not obstruct traffic, and is below the gates level so you can easily jump in and dock from any direction.

Once you have your HQ deployed, dock all your ships there and have a party.

The HQ has 2 main uses.

First as a Player Headquarters, where you can dock all your ships safely. It docks 8 capital ships, 16 freighters/M6 size, and unlimited fighters. It becomes an ideal place to send capped ships to wait for you to want to do anything with them. It repairs ships if you give it resources. I will reverse engineer any ship in the game and allow you to build it. And it has a spray shop if you want to give your ships all the same colour scheme. It makes an ideal base for ship fitout.

But it is also useful as a Superstore. It has a single large cargo bay, with no restrictions on how much of anything can be stored there. (The bay is small by my expectations, so there is a mod out to greatly increase the cargo space. However, the mod must be installed before you drop the station to get the increase in space.)

As such, this is a perfect place to store all the stuff you slurp up. At average price minus 1, all the basic stuff will sell itself. It's a good place to put any oversupply of secondary resources from your complexes, where you do not want to sell them from the complex itself. Some stuff won't sell from there, but that is good because it makes a great place to store all the stuff you don't want to sell, and do not want to have to carry around in a ship.

At some point in almost every game I play, I end up with 2 HQ's. One is my base where npc ships are not allowed to dock. The other is a Superstore for selling everything I don't want.

Aldrin Plot.

You get a message from Craig Armston of the Terran Resource Evaluation Commission asking you to dock at the Orbital Patrol Base in Asteroid Belt.

Mission 1.

Use the unfocussed jump drive to scout for valuable or abundant minerals. Pays 20k + resource worth. No time limit. You will need a Mineral Scanner before you start.

Scan 8 asteroids. Khaak nearby, including a lot of corvettes. Run around the asteroids as they are targetted by the mission arrows, and scan each one when you come in range. Target roid, click I, then when 'scan' lights up, click 'scan'. Done. Move on.

A slow ship needs to be able to fight M6's. A fast ship may not need to fight at all.

Once all are scanned, you are asked to mine and deliver 100 Nvidium.

When you have mined your Nvidium, engage jump drive and it will automatically take you back to the Asteroid Belt. Dock to complete the mission. The Nvidium is taken off the ship automatically.

Mission 2.

Fly to the Earth Torus to meet Gen. Don Hammond of the ATF. You will need a jumpdrive as the mission will take you to Aldrin.

Follow the yellow arrows.

When you get to the Torus, remember, DON'T use the autopilot !

Deliver a data storage device to Lt. Jake Griffith at Aldrin Energy production Base XL epsilon. 30K.

Undock and jump to Aldrin.

The destination is 283 km away (or thereabouts), highlighted by the yellow arrows, so click your mouse on it to target it, then fly to it.

Mission 3.

Take Griffith to the USC Orbital Supply Base in sector Aldrin 2 in orbit of the planet Armstrong. Pays 20k.

If your using a larger ship that could not dock with the station you just left, make sure you remember which ship you leave Griffith in !

Fly to the trans-orbital accelerator for Aldrin 2.

Dock the ship carrying Griffith at the Supply Base.

Mission 4.

Fly to the Gate, following the guidance arrows. It's a normal gate, but as yet not connected to anywhere.

Cutscene.

Patrol Aldrin 2. Pays 750,221 plus. Xenon targets.

When all Xenon are chip dust, you will be told to fly to Terran Unknown Sector 1, through the gate.

This is a Xenon sector with capital ships and jumping J's. What you get will depend on your ranks, but go in here in something that can take on a lot of enemies.

The actual mission is to scan 8 asteroids, following the arrows. But there is good credits in taking out the Xenon first. I was paid an extra 4.5 Million.

Once you have scanned all the asteroids, it's a good place to save.

Next, escort the highlighted ship, Terran Science Ship Katana, to an unknown object.

When the object has been picked up, there is a cutscene.

Now fly to Terran Unknown Sector 2.

After transition, there are 2 quick cutscenes, then your ordered to fly to the Terran Tyr, back through the gate. Before I could do so, a Khaak fleet jumped in. Your choice if you take them on, or get out. You don't get paid extra though.

At about 7km from the Tyr, you get orders to wait for new orders. Don't go anywhere, it wont be long to wait.

Mission 5.

Recon of Perpetual Sin, for evidence of super weapon use or a destroyed Khaak stronghold.

Jump to Perpetual Sin south gate. Mission is to find evidence of the Khaak. There is ship debris in the distance. Looks like an old Titan. And another. Your looking not for ship debris, but an unknown object. When you get within a few km of one of them, you get told to scan it. Go up to about 500 meters, and you will hear "scanning.....scan complete". You then get a new message.

Mission 6.

Deliver a Nemesis to the Teladi Trading Station in Spaceweed Grove. Buy one from a Paranid Shipyard and get it to the Trading Station. You get the value of it back when its delivered. If your not flying it yourself, dock ahead of it first, so you are on the station when it docks.

When the Nemesis, you get a message and are asked to turn over the Nemesis. Click on "Your Nemesis" to deliver it.

You then get 2 messages, one from the Paranid, and the other from Griffin.

Tasks complete for now. Just wait for the next message.

Mission 7.

Time to shoot some Paranid ! The mission is to run interference while some Terran captives of the Paranid are rescued. 20k pay.

Fly to Unknown Sector by Unholy Descent. On entering the sector, everything Paranid is red. Take out all Paranid objects.

When the last is gone, you get asked to escort a Terran Yokohama which is going to board a prison transport. Follow it until its boarding is complete. They leave the Paranid crew floating in space, so its up to you what you want to do with them.

Mission 8.

Fly to Terran Unknown Sector 3. I didnt get any guidance, so I jumped to Terran Unknown Sector 1, and the guidance then showed up with a new East Gate. Fly through that.

Search the sector. You will find a Boron Angel TP, piloted by BalaGi somewhere there. Fly close and you get a message to escort the Angel to Aldrin 2. A Xenon J and K jumped in almost on top of us, in TUS1. Then a second group of J, P's and fighters. This will vary of course according to your combat rank. A speed of more than 94 is needed to keep up, and decent firepower to protect the Angel.

When the Angel jumps into Aldrin 2, the mission is complete. No further mission is offered immediately.

Mission 9.

Repel Xenon in TUS3. Jump into TUS3. Go to the aid of the mining base ship. Take out the Xenon patrol.

Tow the Mining Base ship to Aldrin 2. You will need a ship that can mount a Tractor beam in the rear turrent, and of course, a tractor beam. There was a Khaak Battle group by the west gate in TUS1, so you will need to deal with whatever enemy you find there before you get the tow anywhere near there.

Once you get it inside the gate in Aldrin 2, tow it towards the Base. After a couple of km, you will get a message from Griffin. The Mining ship is now yours.

Mission 10.

Dock at the Orbital Patrol Base in Asteroid Belt for new orders.

Transport a Glowing Crystal to the Gate Production Complex in Neptune. A fast ships helps here.

Fly to within 5km of the Gate complex, and you will get a new message.

Now jump to Kingdom End to talk to BalaGi on the Royal Boron Trading Station. When in range, com. Next, dock at the Trading Station to pick up BalaGi.

Transport BalaGi to your Hub in the Unknown Sector.

Connect the hub to Terran Unknown Sector 1 and Terran Unknown Sector 2. Before you do, I recommend you ensure you do not strand your own ships using the hub in other sectors, thus endangering them when they try to fly home the long way.

Fly into TUS2. Find an inactive Gate. Its about 60km away. Should be visible to your naked eye, if you look around a bit. Fly up close to the gate. You get a new message and then a cutscene.

The gate is connected to Neptune automatically and the Plot is complete.
Enjoy.

Additions for Version 5 :

Version 5 of the Handbook has been done for TC v2.7.

Version 2.6 added in the New Home Plot. Version 2.7 followed very soon after with some long awaited bug fixes and tweaks previously offered as mods.

There has also been some advances in Mission Director modding worth including. [Apricotslice, June 2010](#).

New Home Plot Walkthrough, by Spychotic

<http://forum.egosoft.com/viewtopic.php?t=276284>

This walkthrough is a series of hints for each part of the plot. It won't actually give you the whole story.

Several mods are known to cause some problems with this plotline. All mods not updated for 2.6 are suspect and even if they have there's still no guarantee that they're compatible. Unless the author says so, and if he's wrong, that his problem. If you have a plotline problem with a modded game; we can't help you. Go to S&M and ask which mods might be the culprit, and then ask in that mod's forum thread for possible solutions.

Chapter 1; Freedom's Reach

The plot begins when you are between 2 and 6 sectors away from Danna's Chance, after you've completed the Terran and Goner plots.

You can tell them that you're busy; the mission will disappear for 30 minutes and will reappear the next time you get within the right range of Danna's Chance. However, it seems that if you do this, then every time the plot start message is triggered the game will duplicate all of the plot critical ships that it adds at the start. It is recommended by myself that you accept the first time and complete the first mission; it is not hard or particularly time consuming if you have more than a million Credits and will leave you at a point where you can forget about it indefinitely without being bothered by a message every 30 minutes.

You get a message from a guy named Jeff Marxon, who is in Danna's Chance chasing down a Terraformer CPU ship. It's heading for Freedom's Reach with the apparent intention of blowing the Teladi Trading Station there to smithereens; you will need to get your mitts on a TM to go save the hapless souls onboard. This TM also needs a docked fighter as a mission requirement (though it doesn't have to be used). When you arrive in Danna's Chance, the CPU ship jumps out. Time to get in your TM if you're not already in it.

The CPU ship is now blocking the gate on the other side. If you try to jump through, you WILL die. You can't even use escorts, as they'll be automatically blown to bits by the CPU ship's influence. You have to use the UFJD to get past...

The UFJD usage is a bit weird. You're used to it taking you to a randomly generated sector before dumping you back where you started (or occasionally, in the middle of a random known sector). In this plot, it can do something else; dump you in a predetermined place. It takes between three and six jumps to get to the right place at this part of the plotline.

The 'right place' for me was 108km ventrally from the trading station. The exact location might be different for you, but it seems that it is always 108 km.

The station is under attack by a few fighters but unless you're flying an Aran then you'll get there in plenty of time to save it. I did it in a Chokaro, and didn't even need to launch the M3+s I had docked. It seems that it is possible (if you leave the TM out of range) to take a docked fighter and blow the attacking fighters up that way, but I haven't tried it. I also think that the Trading Station might be invulnerable (being plot-critical), but can't confirm this.

Once you've destroyed three of the attacking fighters, and after a time limit, you'll get a message to dock with the station. If you're flying a fighter around, then DON'T just call in the TM. The CPU ship is transmitting some sort of virus on the comm bands that causes ship systems to fail; any ship not player-piloted will blow up if it gets too close to the CPU ship. You have to fly back out of range and transfer to the TM by docking. When you are ready to dock with the station, make sure that you have enough cargo space for the 100-odd passengers, as it seems that glitches can occur if you don't. You need almost 600 cargo units worth; you'll get the civvies transferred (and you'll be given a free CLS if you didn't already have one) and then you just need to jump back to Elena's Fortune using standard jump and dock at the Military Outpost. Section complete. Now dump that TM and get in something quick.

Chapter 2; Going Fishing

You can break from the plot here if you like, and come back to it later.

Now, that gobbledegook message that you got has piqued your curiosity. Apparently. Frankly, I'd rather turn and run from massed malfunctioning Terraformers, but apparently the plot assumes more bravado than brains. Ho hum. Apparently, this CPU ship's designation is #cafe.

We're looking for a Boron scientist, Bola Hi, who is in Queen's Retribution. He's supposed to be on the shipyard, but when you get there, he's out on a research mission in the Aldrin system. So begins the long hunt.

When you get to Aldrin, you need to make your way right round the rock to the correct Ship Production Base (whichever one has the book symbol). The Trans-Orbital Accelerators make things quicker. A Kestrel makes things even quicker still, but it helps if the thing as a jumpdrive and a couple of E-cells as you'll be going all around this blasted asteroid.

When you get to the Ship Production Base, the chief engineer has never even HEARD of the Boron. He directs you back to the Unknown Base right next to the TOA by which you entered the sector...

When you get here, dock, and you'll be able to talk to the USC professor Ketraar, who puts you in contact with the Boron scientist. After a short wait, you get another message telling you that they've decoded enough of the message to send you on your way again...

Chapter 3; Several Light-years from the Arse End of Nowhere

Oh, wonderful. MORE UFJD jumps. At the rate I'm going, my Hyperion won't have any systems left by the time I find this thing we're looking for... Particularly since it takes several Jumps to find the right sector. Just keep going until you get there, you will get there eventually and you'll know it when you do.

You can break from the plot before starting this, as the next bit isn't initiated until you start using the UFJD. Just remember that if you do want to use the UFJD for something, you're going to initiate the plotline again...

'This thing we're looking for' being the #cafe's sister ship, the #efaa. #cafe is apparently struggling with the virus that turns Terraformers into Xenon. Hence the distress call. #efaa made contact with the Boron a long time ago and they've been hiding it ever since, despite the fact that its partner #deff blew Black Hole Sun to bits. #efaa might be able to help #cafe, and you've got to find it and ask it politely to do so. Hoping that it doesn't marmalise you in the process.

Keep UFJDing until you get a message telling you your jumpdrive just failed (deja-vu here... 😊 ... last guy who this happened to ended up... WAIT A MINUTE!!!!??? 🤔). You're now in the right sector. Rather permanently, it seems. You cruise to some ship debris and from there, #efaa appears. Go up to her, and she decides that you're hostile. After some convincing (the bottom of the two responses is the one you want), #efaa accepts that you mean no harm and demands control of your ship computer...

Ordinarily, I'm not that stupid. But, it doesn't seem that we've got much of a choice, do we? There's an 8 minute wait whilst #efaa accesses your ship computer and reconfigures your jumpdrive.

Chapter 4; Codebreaking

Yep. I mean that.

#efaa takes us back to Freedom's Reach, and tells us to fly up to #cafe. We have to break #cafe's firewall, and to do that requires codebreaking!

We also get an anonymous message from what appears to be a Malcolm Winters wannabe...

Get within comms range of #cafe, and come to a full stop. Make sure you're at a full stop too, as if you drift

out of comms range you'll hate yourself.

First, you've got to break a 4-digit code. It isn't too hard, as it tells you how many of the 4 digits are right, wrong, and in the wrong place. Problem is, it changes if you take too many tries or abort the attempt. You've got quite a few though, I've taken 11 in one attempt without being booted out.

Next there's a Sudoku puzzle to solve... or get a sudoku solver to do for you! Inputting the data takes bloody ages, take your time and make sure that you get it right! If you don't have a window, make sure that you're in comms range and then comm the #cafe. If that doesn't work, fly away from it and approach again.

Stage 3 involves putting a password into the mainframe. The password is #cafe's code then #efaa's code appended;

USCWintersalpha_omegaUSCMarteen_earth_plus.omega

#efaa gives you her code, you get #cafe's from the garbled messages that you'd reviewed when she was malfunctioning in chapter 1.

With this, #cafe stops its murderous rampage and it's time for a new mission. Get ready...

Chapter 5; From Galactic Hero to Galactic Cabbie

#cafe drops an astronaut in space. Move in and pick him up. Apparently, he's the one responsible for this mess. You have to take him first to Danna's Chance, then to Elena's Fortune and dock at the Military Outpost.

There, you pick up the Teladi station owner and have to taxi him back to Freedom's Reach, where he discusses your payment... Don't read the next spoiler if you don't want to know what it is.

Your very own sector. All yours!... but you're going to pay through the nose for it. You first have to find a Paranid who will complete the paperwork for a modest fee of about 390 million Credits, paid in two parts (56M to the Teladi and 333M to the Paranid paper-pusher). You can leave this bit if you're low on cash, but I can't guarantee that the station that the paranid is on won't get blasted by a rampaging Pirate hoarde whilst you're waiting. Probably not as it's plot-critical and they're usually invulnerable, but I still can't guarantee it.

Once you've paid up, your sector is spawned; it's north of the Unknown Sector that is east of Zyarth's Dominion. You get to choose its name from a list, and that determines some of the sector aesthetics. It has 'roids and it's off the beaten path; good for building a factory complex.

And that's the plot complete!

Treasure Hunt Walkthrough, by Mizzle

<http://forum.egosoft.com/viewtopic.php?t=250031>

The Treasure Hunt is a fan made plot added into the game officially in patch 2.1. I dont consider it a core plot, but for people who like something different, where its not about ship handling and combat, this is worth doing. If you find it difficult to solve puzzles on the other hand, the Treasure Hunt will not be for you.

I've deliberately not included the walkthrough here, but providing the link so you can check it out if you need it. If I put it here though, all the tasks would be visible and it would spoil it for a lot of people accidently.

Before you do go and read it, I have 2 comments to make about the walkthrough.

1. Reading the walkthrough convinced me that it was impossible for me to do without the walkthrough. I cant solve that kind of puzzel.
2. Reading the walkthrough completely removed any desire to do it. Once I read it, doing it completely by walkthrough had no appeal at all.

The good thing is that the entire walkthrough is written in a series of spoilers, so if you only want a hint on a specific task, you only see that task when you look inside the specific spoiler. How much of it you read is therefore up to you.

False Patches, by EmpororJon

<http://forum.egosoft.com/viewtopic.php?t=279717>

At the time of preparing v5 of the X3 Handbook, this guide was still in progress. I've taken the liberty of adding to it.

False Patches

What are they?

A false patch is a way of adding a Mod to a game, as opposed to using the 'Mods' folder.

What are the benefits?

You can have as many mods as you want false-patched in to the game.

What are the disadvantages?

When you get a new patch it will have a set number. This will overwrite a false-patch of that number if you have one. More on this later.

How does the game use its files ?

There is a specific order in which the game determines which actual file it will use.

1. It starts at patch 01 and applies all patches sequentially over the top of each other. That means that any file duplicated in a higher numbered patch, is overwritten. Tships for example is in patches 04, 06, 08 and 11. The file used is the one in 11.
2. Any selected Mod package, overwrites all of the fake patches. If this is a ship mod, then the tships in the mod will overwrite the one in patch 11.
3. Any individual file within the directory structure of the game itself will override the Mod and all Patches. So if you place the tships file in the Terran Conflict\types directory, then this is the file the game will use, overriding the one in the Mod and the one in patch 11.
4. If a ship mod is then added as a false patch, say 12, its tships file will override the files in 11, 08, 06 and 04. But the selected ship mod, will override 12. And the tships in the types directory will still override the mod.
5. To clarify the order of selection : The game will use a file in the directory structure if one exists. If one doesn't exist, it will use one in the selected mod if it exists. If a mod does not exist, it will use the one it finds in the highest numbered patch.
6. Not all files are included in any patch, mod or directory. So the files the game actually uses can be scattered through all patches, mod and directories. 01 to 04 are always in use, as these were the original shipped game, and some of these files have never been modified.

How do I do it?

False patching is not that hard.

1. Download the mod.
2. Check the Cat/Dat numbers in your Terran Conflict directory. [Here](#) you can see they are both 11, as my game is patched to 2.7.
3. Rename the Cat/Dat files of the mod so they are one more than that number... in my case, 12.
4. Now, play the game. The game thinks that it has had another patch installed with the changes given in the mod.
5. If, in my case, I wanted to add another false-patch in, I'd call it 13, then the next one 14, 15, and so on.
6. Numbers must be contiguous. 10, 11, 12, 13, 14 will work. 10, 12, 13, 14, 15 - will ignore everything after 10.
7. Game patches are specifically numbered. 09 was patch 2.5. 10 was patch 2.6. 11 was patch 2.7. The next official patch will be released as 12. When this happens, BEFORE you install the patch, you must shuffle all patches numbered 12 and above up a number first, or else patch 12 will be overwritten by the egosoft patch. This has to be done everytime you install a new Egosoft patch.

Remember

- The game knows it's not an official patch, and therefore your game will be *MODIFIED*.
- When you download a new patch it will automatically be called the next number after the previous official patch, so the next patch after 2.7 will be Cat/Dat 12. This would overwrite your false patch number 12, without asking you. For that reason, it is a good idea to keep in mind how many patches you have installed and what number the next official patch will be, so you can just rename them all one higher number and then download the official patch.
- Not all mods are compatible. For example, mods which change ships. If 2 of your mods at any point change the same object, then you'll have problems. **ALL ship mods are incompatible with all other ship mods, unless specifically stated. The same applies to all mods containing factories, docks, guns, wares.**
- You will need to remove the fake patch(s) to return to vanilla.
- Fake patches overwrite the previous fake patches in terms of the files changed. The top number will always be prominent, unless you select a mod from the 'mods' folder, in which case that is the prominent one.
- If two fake patches change the same file (eg. TShips) they'll have to be merged so both work together. The process of merging can be difficult and varies from file to file.
- It is important to note that mods only changing graphic files and no 'T' files will not result in a *modified* tag whether installed on their own or as a fake patch, as long as the game is not already modified. Examples of this include low-poly asteroid and complex tube mods.

The Plugin Manager:

- The Plugin Manager automatically renames fake patches to the correct numbers that they should be.
- Any ships installed via the PM, ie XSP files, will merge all the required files together, TShips, TCockpits, Components, Dummies, etc. This will be added to any installed fake patches you might have and then used as the primary files for the game.

All Plots Complete, by dillpickle

<http://forum.egosoft.com/viewtopic.php?t=279274>

This is a Mission Director file that sets all the Game Plots to complete, and adds all the rewards, sectors, stations and ships into the game as if the plots had been played. This is useful for a player who is starting a new game, and wishes to base it after all the plots are complete, not wishing to do them all again.

Plots Reset, by Ketraar

<http://forum.egosoft.com/viewtopic.php?t=244307>

This is a Mission Director file that allows the player to select a Game Plot to be reset so it can be begun again. This allows the plot to be started again should for some reason the plot be broken part way through. This includes, Terran, Khaak, Goner, Aldrin and Treasure Hunt Plots, but not the Hub or PHQ plots. The Terran Plot has 5 reset points, the others reset to the start.

Enable Plots in Custom Start, by Ketraar

<http://forum.egosoft.com/viewtopic.php?t=253219>

This is a Mission Director file that enables plots in the Custom Start option. Normally, Custom Start does not allow any plots.

Thread : Words of Wisdom

<http://forum.egosoft.com/viewtopic.php?t=260909>

This thread was started by GOSNELL and contains a lot of good 'wisdom' from a lot of people. Well worth a read.



The X3 Handbook Project.

By Timothy Ellis, aka Apricotslice.

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Apricot Mapping Service HQ : <http://ApricotMappingService.com>

The official Forum Thread for the X3 Handbook is <http://forum.egosoft.com/viewtopic.php?t=130176>.

This location contains Download Site Links and version history information.

Visit this forum thread to see if an updated version has been released or for Handbook discussion.

Apricot Mapping Service.

Internal Memo.

From : Charles Longshaw, Chief Accountant

To : John Slice CEO

Subject : Finances

John, recent enemy activity has severely weakened our financial position. I recommend we ask for a small donation for downloading this Handbook. Charles.

**-----
Approved by CEO.
-----**

Apricotslice :

I started playing X2 a great deal after I ceased working and as time went by and my health deteriorated, writing and game helping, and later modding and scripting, became a way of diverting myself from the fact that I was no longer working and did not have any income to support what I was doing on the net. My Apricot HQ site was (and still basically is), unfunded.

One day, I opened my big mouth in one of the forums and suggested this Handbook be made and found myself doing it.

This is now the Fifth version.

The X3 Handbook is consistently downloaded 800 to 1,000 times a month, which justifies the existance of my X3 site, but doesnt pay for it. Ironically, if I got \$1 a download, it would about double my income.

Towards the end of the first year of my site, when it came time to pay for site renewal, I appealed for donations and I sincerely thank and bless those who's generosity since then has enabled me to renew each year. It hasnt done much more than that, but I am thankful to at least be able to keep my website going.

In doing the third version of the Handbook, I decided to move the appeal to here at the end of the handbook, and extend it generally. This may upset a few people, so be it, but please keep reading.

If this X3 Handbook has helped you in your enjoyment of the game and you would like to make a donation to express your satisfaction with its existence, you are most welcomed to do so. Any amount is welcome. Whatever you want to express what you feel is greatly appreciated. Paypal to donations@apricotmappingservice.com.

In addition, on behalf of all the Guide writers, Scripters and Modders, I'd like to suggest that if you liked any guide, script or mod (in the Handbook or not), or one of these enhanced your game play in any way, then take the time to express your appreciation. As a guide writer, modder and now scripter, it gives me great satisfaction to know that my work is being used and appreciated, and that it made the game much more satisfying for someone than it otherwise would have been. And I think I can say that is true for everyone who writes, mods and scripts for any of the X Universe games. Your appreciation can be made in the thread that announces and discusses the guide, script or mod, by Private Message or email direct to the author.

Many of the people doing the really great work have their own X3 websites that need funding. Some of them like me seek donations, others do not. But I think I can say that most of us would greatly appreciate any kind donation that is offered. So please check the websites of any of our work that you have read or use, and if a donation button or clickon is available, please consider using it to send a donation that reflects your appreciation of our work. Our websites are often in our signatures on the forum posts we make, so look for them there and in our profiles.

It is widely believed that everything to do with X games should be free. And so it is. It is also widely believed that no-one should solicit donations in an obvious manner, while doing so on one's own website is ok. Obviously, I disagree. One of the game tools mentioned in this Handbook has never been updated to X3Rv2 or TC, simply because the last version of it was made a paid download, and people refused to pay for it. Given the sheer amount of time to write such an excellent tool, I believe there should be some expectation for a minor payment for its use. My own single attempt, quite a few years ago now, to ask for a fee for downloading a mod was a PR disaster.

Yet, I feel that the community sells itself short at times, and some really great stuff is never made available or never reaches its potential because there is no financial incentive to put other life things aside in order to put the game first. Personally, I'd have liked to have seen XTM released on disk and sold. It was worth it! And I do believe that Egosoft is missing out by not taking advantage of some of the better works and arranging their sale so they can collect a royalty from them. And I do believe that this Handbook is worth getting printed and sold in the stores with the game, giving me, the major guide authors and Egosoft a royalty from the sales.

Sadly, the majority of players seem to expect everything for free, and while they may say thanks quietly at their computer, tangible recognition is not something that comes out very often.

Just for context purposes, I estimate that all the guides I have written for the X games took me in excess of several thousand hours to write. Another several thousand for mods and scripts. And at least another thousand hours for the 5 versions of the Handbook. And I have had this time available purely because I cannot work. Had I been holding down a normal job, it would have been impossible to devote the time as I have. But not having an income makes me wish at times that doing all this, did bring in an income somehow. *sigh*

That being said, I do not want to deny the people who are like me and have very limited funds, from accessing this resource. That would not be fair at all. And as long as people continue to download it, I do get satisfaction in the fact that it serves a very useful role in the X community, and helping people is after all, one of the things I'm very good at and I do it willingly and with only an occasional (like now) regret at its lack of income potential.

My hope is that in highlighting this here, it will encourage those with generosity of spirit (and spare funds) to think a little beyond silent thanks, to actively support those making the X Universe such a wonderful place.

Thankyou for reading this.

Apriotslice/Timothy
January and August 2009, June 2010.

