

# PRIVATEER 2<sup>®</sup>

THE DARKENING<sup>™</sup>

Hades

Crius

Hermes

YOUR GUIDE  
TO THE UNIVERSE



# PRIVATEER 2

T H E D A R K E N I N G

YOUR GUIDE TO THE UNIVERSE

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# GETTING STARTED

## Quick Start

If you have not yet installed *Privateer 2: The Darkening*, see your *Install Guide* for instructions.

1. Turn on your computer (if it's not on) and switch to your *Darkening* directory (type `CD \DARK`  `Enter`). Type `DARK`  `Enter`.
2. To bypass the introduction sequences and the movies, press  `Esc`. (You'll miss part of the plot if you do this.)
3. After the intro movie, you see a flick of your character walking into a bar called the Sinner's Inn. Next you will see a shot inside the Sinner's Inn. Move your mouse around on the screen until you find the hotspot that triggers the words: `TALK TO JOE THE BARTENDER` (the words will appear at the bottom of the screen). Left-click on that spot.

**Note:** When you're at an on-planet location screen (such as a bar or customs area) you can click the right mouse button to cycle through hotspots. (Not available in booth or PAD screens.)

4. During your conversation with Joe, you have to make a choice. Push your mouse to the top or bottom of the screen to highlight one of the choices and left-click. (You can also use  `↑`,  `↓` and  `Enter`.)
5. At the end of the conversation, you see the shot of the Sinner's Inn again. Move your mouse around to find the `EXIT SINNER'S INN` hotspot and left-click.
6. Your PAD pops up, in *transit* mode. This is the PAD mode that lets you pick places to travel to when you're on a planet. The PAD pops up automatically in this mode whenever you exit an on-planet location. Click on the `CUSTOMS AREA` button to choose that as your destination and click `EXIT`.
7. Your character hops on a transit taxi to the customs area.

There is a customs area screen on all planets and space stations, although each looks quite different. Each has `ENTER BOOTH` and `EXIT [the name of planet or station]` hotspots. The larger, more inhabited planets in the system also have an `EXIT TO TRANSIT` hotspot. Move your mouse around to find the hotspots, or right-click repeatedly anywhere on the screen to cycle through the hotspots.

**ENTER BOOTH** Most business — getting missions, buying a ship, hiring a wingman, trade — is conducted through the CCN booth system. (On some stations, there may be separate booths for ships/equipment, commodities and missions, but it's all the same system. See **CCN User's Guide**, pp. 1-18.)

**EXIT [NAME OF PLANET OR STATION]** Leave the planet or station. (You'll need a ship, of course.)

**EXIT TO TRANSIT** Head out to another location on the planet. You control where you go using the PAD (See **PAD Owner's Manual: Transit Mode**, p. 19.)

8. You're on your own now. You'll probably want to buy a ship and some weapons and make some money. Left-click on the `ENTER BOOTH` hotspot.

9. Once in the booth system, left-click on:

**SHIPS** To buy a ship and weapons. (You have to have a ship to exit the planet. Make sure you buy weapons, too. They don't come with the ship.)

**BULLETIN BOARD** To hire a cargo ship or wingman, or sign up for a mission.

**COMMODITIES** To buy goods to trade.

**PUBLIC RECORDS** To find out more about the people, companies, vehicles and planets in the Tri-System.

**NEWS BULLETINS** For possible hot trade tips.

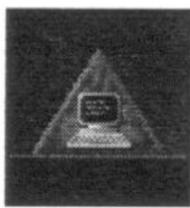
For information on any of these interfaces, see **CCN User's Guide**, pp. 1-18.

## Loading and Saving Games

In a customs area or other on-planet location, press **P** to bring up the PAD.

To save a game:

- Click on the **SAVE GAME** button.
- Left-click on a slot.
- Type in the name of your save game (**Bksp** over an old name if you need to) and press **Enter**.
- Click on **EXIT**.



**IMPORTANT NOTE:** You must press **Enter** after you type in the name of your save game — otherwise the game won't be saved.

When you load the game any time after you've saved a game, you will skip immediately to a screen that lets you load a saved game or begin a new one.

- To load a saved game, highlight the name of the game and click on **LOAD**.
- To begin a new game with a new character, click **NEW**.
- To quit to DOS, click **EXIT**.

You can also load a saved game with the PAD:

- Click the **LOAD GAME** button.
- Click on one of your save games.
- Click the **LOAD GAME** button at the bottom of the screen.
- Click on **EXIT**.

**IMPORTANT NOTE:** You must click the second **LOAD GAME** button — otherwise the game won't load.

## Exiting

To exit the game, press **Alt X**. At the prompt, type **Y**.

**Note:** The exit command is unavailable in booth and PAD screens.

# HERMES

My dear Ser Arris:

Thank you for responding to my PAD message. I heard you had been released from On-Site Emergency Medical shortly after you regained consciousness. I wasn't certain how thoroughly you had been debriefed on the circumstances of your arrival here, and I thought I would try to anticipate a few of your questions.

Concerning the ship you were in when you landed here on Hermes, I am sorry to inform you that a check on its make and registration has turned up a CIS report. Apparently it is a private vessel that was boarded and stolen a few weeks ago near Nav 153. It has been confiscated by the relevant authorities.

A check of the ship's computer indicated that a nav course from Crius local space to Hermes was entered into the computer before the ship took off at Crius. As you know, you have testified that you have no memory of plotting this nav course. You have maintained that you were wounded in a firefight at Crius Hospital and thrown into a ship, whereupon you swiftly lost consciousness. You have stated that you remember nothing more except waking up in the emergency center at OPC HQ on Hermes.

As you were dressed in a physical rehabilitation uniform when you arrived, we took the liberty of contacting Crius Hospital. They confirmed that your name was indeed Lev Arris, and that you had been declared missing after an explosion and firefight inside the rehabilitation area of the hospital, such as you described.

Crius Hospital also confirmed that you were recuperating from cryogenic sleep at the time that the ship you landed in was stolen from Nav 153. Thus, given your testimony and corroboration by the hospital, you have been cleared of all charges in that matter.

You will find your credits restored to you (less landing fees, EMS charges, impoundment fees, the cost of your new clothes and PAD, etc.). You will also find that your access to the CCN booth system has been reinstated.

Given your amnesia, I have put together a few pamphlets which I hope may help you in the coming weeks:

**Getting Started (front of this book).** A quick tour of the basics.

**CCN User's Guide (pp. 1-18).** The Commerce and Communications Network is the backbone of Tri-System life. With it you can purchase ships and equipment, find missions, look up records, etc.

**PAD Owner's Manual (pp. 19-22).** The PAD is your own personal life-organizer -- you need it to use the transit systems, check your pilot rating, etc.

**Crius Hospital Medical Report (p. 23).** For your records.

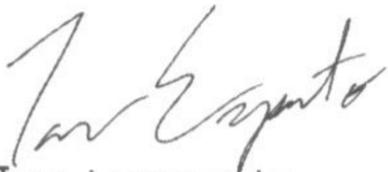
**Combat Advice (pp. 24-26).** Excerpts from Slade "Tex" Carver's *CIS Interplanetary Combat Manual*. Some solid advice from a Tri-System legend.

**Tri-System Ship Guide (pp. 27-40).** Photo-reference guide to ships in the Tri-System.

**Places of Interest (p. 40-42).** This little brochure may give you an idea of what Tri-System space has to offer you.

Welcome to Hermes, Ser Arris. I hope you enjoy your stay.

Sincerely,



Ian Esperanto

Office of Incident Investigation

Hermes Off-Planet Control

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# CCN USER'S GUIDE

## "Helping you not to lose it"

Today's Commerce and Communications Network (CCN) has evolved in much the same way as other intersystem data nets. Intersystem travel made native planetary currencies irrelevant, and language and culture barriers made tourism and trade difficult. The CCN data-system grew to fill this gap, combining purchase and information outlets in one easy-to-use format. However, customer service monitors have revealed that even Tachyo-tripiolotic physicists tend to stare at our terminals in bemused puzzlement during the simplest of transactions. In an attempt to alleviate this problem and try to "help you not to lose it," we've created this guide to finding the best Wheels and Deals, using CCN (or the "booth system" as it is sometimes called).

**Editor's Note:** In this guide, "click" means "left-click," unless otherwise specified.

## Log-On

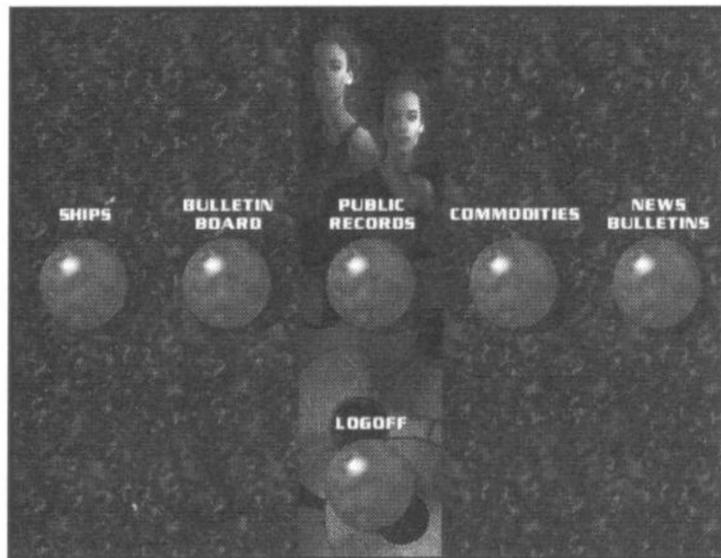
CCN booths have been installed in the customs areas of all planets and major space stations in the Tri-System area. Click on one of these booths to activate the net.

There is a brief introductory sequence while CCN downloads information on your credit, ship, cargo and recent movements from your Personal Access Directory (PAD).

## Main Menu

From the main menu you may log off, or click one of the five buttons to enter one of the CCN databases:

- SHIP
- BULLETIN BOARD
- PUBLIC RECORDS
- COMMODITIES
- NEWS BULLETINS.



## Ships

Whether you're looking to buy or sell, whether you need a ship, equipment or repairs, the CCN ships database has the most up-to-date pricing and best selection — guaranteed. From the *Ships* menu, there are three options — PURCHASE/SELL SHIP, REPAIR SHIP and PURCHASE/SELL EQUIPMENT.

## Purchase/Sell Ship

Logged into all the leading local dealers, the CCN ship-trading database is the place for the discerning traveller to pick up a new vessel.

Key financial data is listed in the box on the upper left to help you make your purchase:

**Current Ship.** Lists the class of ship you currently own. (If you don't have a ship, you'll see NONE.)

**Current Ship Value.** Credit you would get if you sold your ship (includes the value of all the weapons and other equipment left on it).

**Credits.** How much you have in the bank.

**Total Credits.** *Credits plus current ship value.*

We honor trade-ins with all sales, so you've got your total credit value to work with.

To sell your old ship and buy a new one:

- Scroll down the *list of available ships* on the lower left. (Click on the arrows to the left of the list. A highlight bar will move down the list.)
- The BUY button becomes bright when a ship in your personal price range is highlighted.
- Click BUY to trade in your old ship (plus any equipment add-ons left on it) for the new one. The difference in price will be deducted from your account.

## Ship Stats

On the right side of the screen is a full view of the highlighted ship. Below this are technical specifications.

**Max Speed.** The longer this bar, the faster the ship is at full speed (without afterburners).

**Agility.** This is a relative indication of how well the ship handles — how sharply and quickly it turns and how quickly it accelerates. The longer the bar, the more maneuverable the ship.

**Shields and Armour.** These bars indicate relative shield and armour strength — the longer the bar, the greater the strength.

**Gun Mounts, Missile Mounts and Module Mounts.** The number of green dashes on these bars tells you how many gun, missile and module hardpoints the ship has.

To exit the screen, click the *exit button* (a dashed arrow) in the top right corner.

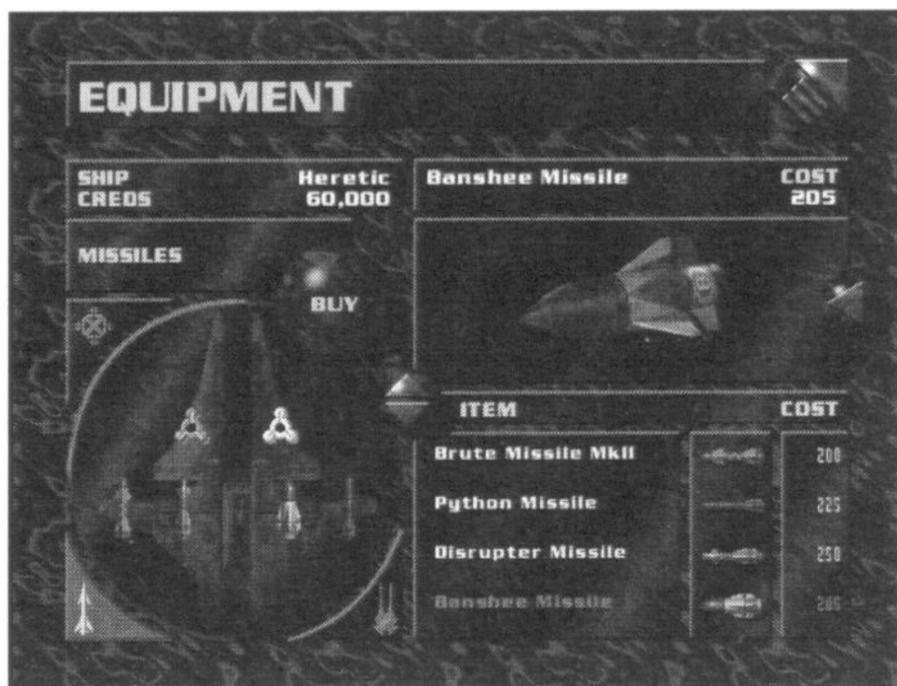
Check out the **Tri-System Ship Guide**, p. 27-39, for more extensive statistics on ships available through the CCN booth system.



## Purchase/Sell Equipment

With the CCN equipment database, you can purchase guns, missiles, mines and decoys. You can also update your ship systems by purchasing of modules.

The box at the top left of the screen lists your *ship* (current class of ship) and *creds* (number of credits you have available without selling anything). Below this box is a picture of the underside of your ship, detailing its hardpoints. There are three types of hardpoints — *gun*, *missile* and *module* — and only one type of hardpoint is displayed at a time. To see and load a different set a hardpoints, click on one of the three icons to the left and right of the ship picture.



Laser guns and ion cannons can be mounted on gun hardpoints. Missiles and torpedoes can be mounted on missile hardpoints. Module hardpoints accept decoy launchers, mine launchers, system upgrades and special offensive and defensive equipment.

When you select a module, missile or gun icon, the computer also displays a list of all the equipment that can be mounted on it to the right of the screen. To scroll through this list, click on the arrow buttons in the center of the screen. A highlight bar moves up and down the list. An animated image of the currently highlighted object appears in the window at the top right of the screen. Clicking on the arrow to the right of this image toggles between the image and a text description of the object. Above the image are the name and cost of the object.

To buy a piece of equipment:

1. Click on the module, missile or gun hardpoint icon to display the appropriate type of hardpoint.
2. Click on an empty hardpoint.
3. Highlight an item on the list.
4. If you have enough credit, click **BUY** to place the item on that hardpoint. Your account is debited automatically. (If you don't have enough credit, the **BUY** button is grayed out and won't work.)

To sell a piece of equipment:

1. Click on the hardpoint where the item is mounted.
2. The **BUY** button changes to **SELL**.
3. Click **SELL** to get rid of the item and credit your account.

Below is a list of all the equipment available through CCN. Note that some equipment is not available on every planet and station.

## Missiles

**Damage points.** Amount of damage delivered to target.

**Lock time.** Time (in seconds) required for the missile to gain a solid lock on its target.

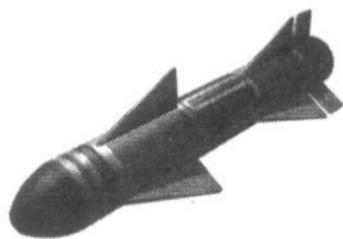


### **Snipe**

A dumbfire missile. Flies straight ahead and does not maneuver to target.

*Damage points*            450

*Lock time*                    3

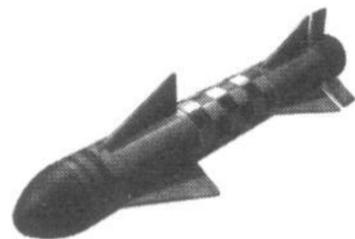


### **Brute Mk I**

More Maneuverable than the Snipe. As its name suggests, this missile means business.

*Damage points*            650

*Lock time*                    3



### **Brute Mk II**

It takes longer for this beast to lock on, but it's even more powerful than the Mk I model and gets to target faster.

*Damage points*            800

*Lock time*                    3

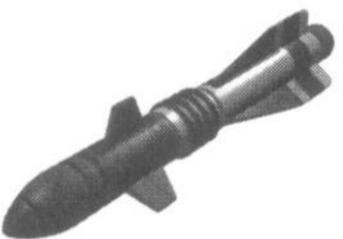


### **Python**

A high-powered missile with a very long range. Extremely quick and very manoeuvrable. You can't escape this one with ease.

*Damage points*            1000

*Lock time*                    3

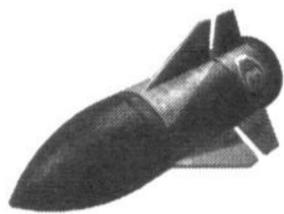


### **Disrupter**

This cunning missile shuts down its target's power and flight control systems on impact, leaving the target completely defenseless for several seconds.

*Damage points*            N/A

*Lock time*                    3



### **Banshee**

Also known as the "shield destroyer." One these will usually take out a fighter or small ship's shields.

*Damage points*            N/A

*Lock time*                    3

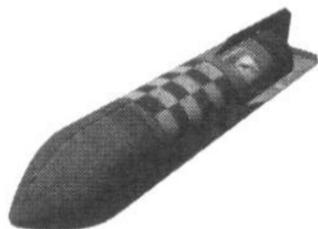


### **Proximity**

Detonates when something comes within range, killing indiscriminately. Be extremely cautious using this near wingmen and cargo ships.

*Damage points*            2000

*Lock time*                    3



**Stingray Torpedo.** Designed to cause extensive damage to whatever it hits. The punch it packs is well worth the wait.

*Damage points*            8000

*Lock time*                    3



**Hellraiser Torpedo.** Packed with explosives, it has a relatively low speed but enormous explosive capability. Not even capital ships are safe.

*Damage points*            16,000

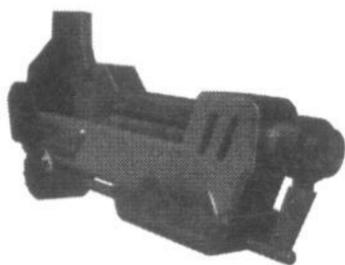
*Lock time*                    3

## Guns

**Damage.** Amount of damage delivered to target.

**Rate of Fire.** Number of shots per second the gun is capable of firing.

**Energy Rating.** A measure of each gun's energy efficiency on a scale of 1 to 10, with 10 being very efficient and 1 being very inefficient. The lower this number, the more likely the gun is to overheat.



### **Stream Laser Mk I**

Although this is a fairly weak laser, it regenerates quickly, and is useful against all but the largest ships.

*Damage* 22

*Rate of Fire* 4

*Energy Rating* 7



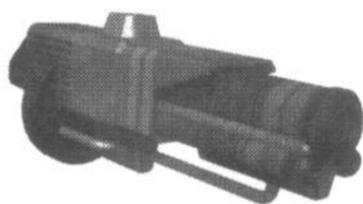
### **Volt Laser**

Consisting of bolts of accelerated electron chains, this weapon is more powerful than the Stream laser. Efficient and effective in close combat.

*Damage* 30

*Rate of Fire* 5

*Energy Rating* 5



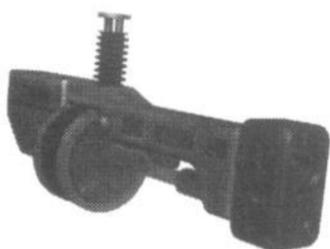
### **Flux Beam Mk I**

This weapon owes its power to its high-capacity trifluxoid generators.

*Damage* 25

*Rate of Fire* 6

*Energy Rating* 5



### **Flux Beam Mk II**

An upgraded model, boasting a faster fire rate and greater damage potential.

*Damage* 30

*Rate of Fire* 5

*Energy Rating* 4



### **Stream Laser Mk II**

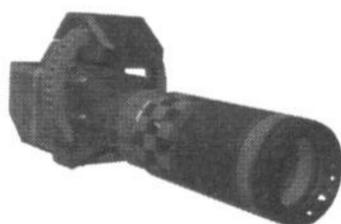
A vast improvement over the original, this is not a weapon to be taken lightly.

*Damage* 35

*Rate of Fire* 6

*Energy Rating* 3

### Mass Ion Cannon



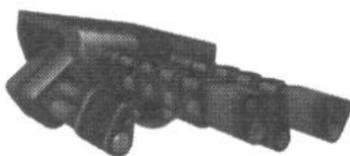
This gun is not a laser weapon and therefore doesn't overheat. It rapidly fires dense ionic charges and, because of its high fire rate, can cause great damage even though the amount of damage per shot is relatively low.

*Damage* 25

*Rate of Fire* 12

*Energy Rating* N/A

### Kraven Laser MK IV



This weapon features a new kind of ignition chamber that provides a dramatic increase in damage. It overheats unbelievably fast however, and is only available through contacts outside the CCN.

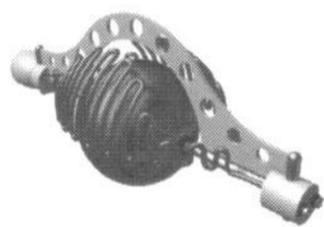
*Damage* 40

*Rate of Fire* 7

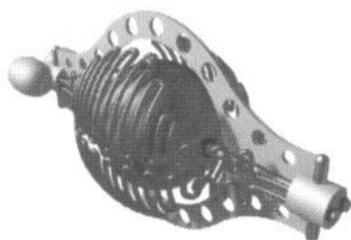
*Energy Rating* 1

## Modules

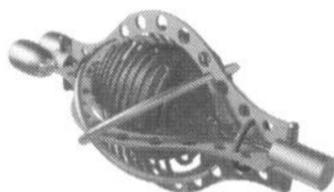
**Note:** Buying more than one coolant unit, auto repair unit, afterburner enhancer or shield enhancer does **not** increase the performance of these systems. In other words, buying two Mk I coolant units will not raise your ship's coolant speed above 10%.



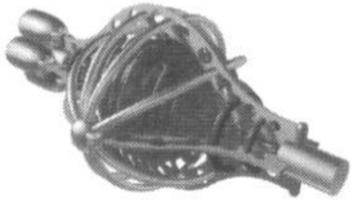
**Coolant Unit Mk I.** A coolant unit helps your lasers to dissipate heat, keeping them from overheating when used heavily. A Mk I upgrade increases your ship's base cooling speed by 35%.



**Coolant Unit MK II.** Increases your ship's base cooling speed by 50%.



**Coolant Unit MK III.** Increases your ship's base cooling speed by 110%.



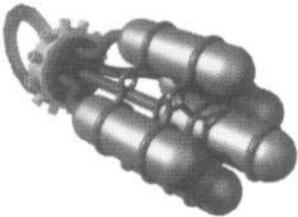
**Coolant Unit MK IV.** Increases your ship's base cooling speed by 150%.



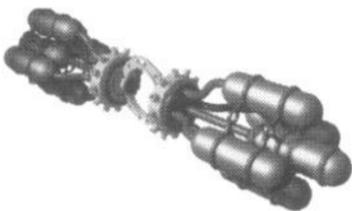
**Auto Repair Unit Mk I.** Repairs damage in-flight. A bit slow, but it keeps you from having to stop and saves on repair bills.



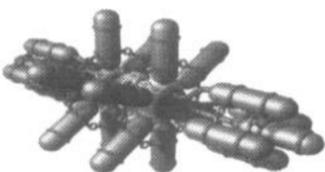
**Auto Repair Unit Mk II.** Hot off the conveyor belt, this unit has all of the features of its predecessor, but works at a much faster rate.



**Afterburner Enhancer Mk I.** Increases afterburner acceleration by 10%.



**Afterburner Enhancer Mk II.** Increases afterburner acceleration by 20%.



**Afterburner Enhancer Mk III.** Increases afterburner acceleration by 30%.

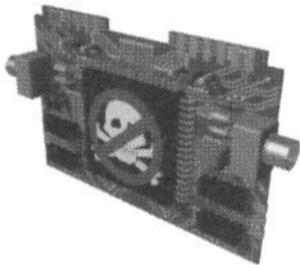


**BSE Virus Transmitter Mk I.** The Binary Sickness Emission (BSE) system encodes and transmits a computer virus within your ship's ID signal. If the virus is not caught by a filter, it can shut down a target's computer systems for several seconds, rendering it defenseless. Each module can be "fired" four times.



**BSE Virus Transmitter Mk II.** Same as Mk I model, but with a more updated virus database less likely to be caught in a filter screen.

For instructions on using BSE transmitters, please see your *Pilot's Manual*, p. 26.



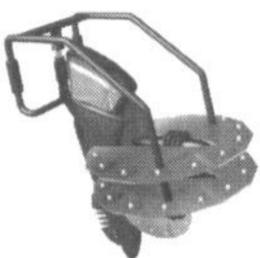
**Signal Filter.** Blocks almost all known viruses in viral mines and missiles, as well as BSE transmissions.



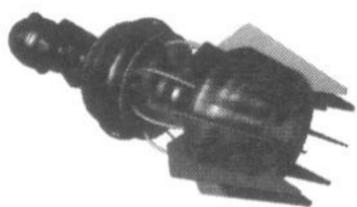
**Shield Enhancer Mk I.** Shields usually take a good pounding, and this device decreases their regeneration time to 65%, saving your ship unnecessary damage.



**Shield Enhancer Mk II.** The Mk II decreases shield regeneration time to 55%.

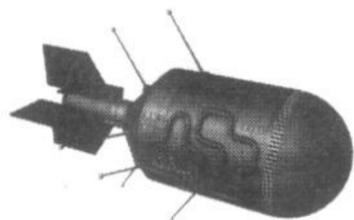


**Shield Enhancer Mk III.** decreases shield regeneration rate by 50%.



**Warp Shields.** Provides complete invulnerability for a few seconds. Can be used multiple times, but must recharge upon landing.

For instructions on using warp shields, please see your *Pilot's Manual*, p. 27.



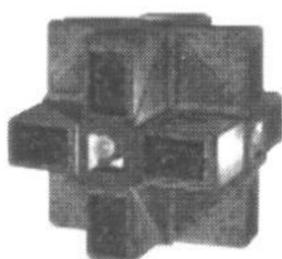
**Nuke 'em.** Emits a blast wave from the vicinity of your ship powerful enough to annihilate all but the largest ships within close proximity. Damage is worst near the epicenter, dissipating outward. Includes a small Synchronic Temporal Warp generator which protects your ship from the blast.

For details and instructions on use, please see your *Pilot's Manual*, p. 25.



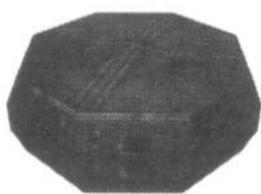
**Hi-Ex Mines.** Launcher contains 10 high-explosive mines that detonate on contact, damaging whatever hits them. Mines cause damage to you as well as your opponents.

**Damage Points:** 500



**Proximity Mines.** Launcher contains 10 mines that detonate on contact with a single object; their large blast radius damages other nearby objects as well. Mines damage you as well as your opponents.

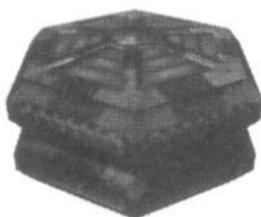
**Damage Points:** 400



**Viral Mines.** Launcher contains 10 mines which activate when a ship comes within range. The mines send out constant virus-infested transmissions, which can shut a ship's computer systems down completely for 5 to 10 seconds.



**Decoys Mk I.** Launcher contains 15 decoys. Each has a 75% chance of luring an incoming missile away from your ship.



**Decoys Mk II.** Same as MK I, but with an 85% chance of fooling an incoming missile.

## Repair Ship

Allow CCN to broker the repair of your ship and equipment — we guarantee quality work performed by reputable mechanics. Using sophisticated diagnostic software, CCN assesses the level of damage to various aspects of your vessel.

**Credits.** The credits you have available to spend on things like repairs.

**Repair Cost.** The total cost of all repairs you've authorized using the system status slider bars (see below).

Click on the button to the right of these two figures to accept the repairs. The cost of the repairs will be automatically deducted from your credit account.

**Complete Repair.** Clicking the button next to this option brings all damaged systems up to 100% repair. If you do not have enough credits for a complete repair, the computer will use the credits you do have to repair all systems as much as you can afford. (All systems will be repaired to an equal level of function.)



## System Status Slider Bars

At the bottom of the screen is a list of ship systems. To the right of each system name is a slider bar. There is a button on the right end of each bar. Clicking on a button displays an image of the corresponding system in the upper right of the screen.

Each slider bar serves a dual purpose — it tells you how much a system has been damaged, and you use it to set how much of that system will be repaired.

- The amount of green in the bar tells you how badly the system has been damaged — if the entire bar is green the system is functioning at 100%; if a quarter is green, the system is at 25%.
- Click-and-drag the button on the right end of a bar to set how fully that system will be repaired. The cost for the repairs to that system appears in the column to the right.

Once you've set repair levels with the slider bars, you must click the button to the right of **CREDITS** and **REPAIR COSTS** to actually make the repairs. If you exit the screen without clicking this button, no repairs will be made.

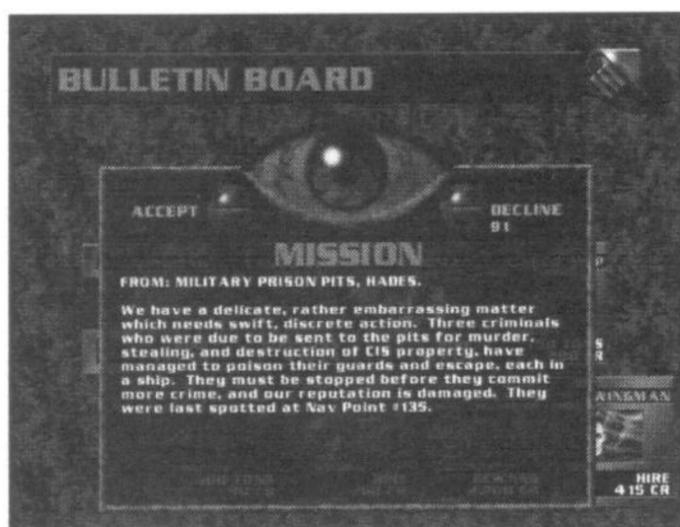
Click on the exit button (a dashed arrow) in the top right corner of the screen to exit the screen.

# Bulletin Board

Local hotshots often post wingman-for-hire ads in the CCN bulletin board database, as do freelancing cargo pilots. This is also the first place you should look for missions of all types — patrol, bounty hunting, anything.

Bulletin board posts appear as minimized windows across the *Bulletin Board* screen. To see more details about a post, click on it to enlarge the post window. Click the exit button (a dashed arrow) at the top of the *Bulletin Board* screen to return to the main menu.

## Missions



This is an ideal place to find profitable missions. As newbie pilots tend to get over-zealous and bite off more than they can chew, the system will not allow you to accept a new mission if you have three missions open already. (“Open” means you have accepted the mission — either from the bulletin board, in a conversation or through e-mail — but you haven’t gone to the nav point where the mission takes place or received the message that the mission has been given to someone else.)

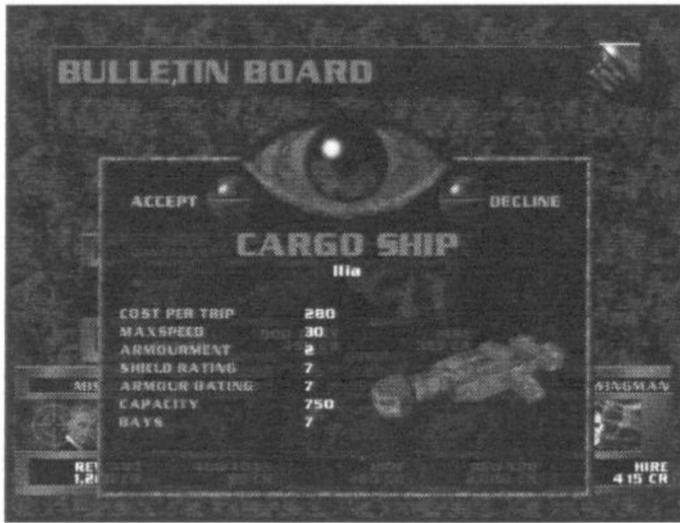
**Note:** *CCN cannot always guarantee the integrity of the people who post missions through the Bulletin Board system. CCN cannot be held liable for credits not paid, etc. Accept at your own risk.*

The *reward* offered is listed on the minimized mission post. This reward will be paid you when you have achieved your mission objectives. To find out what these objectives are, enlarge the window (click anywhere on the post). Each enlarged mission window gives the name of the person or organization posting the mission, and a brief description of the objectives, location and risks. A brief synopsis of the mission objectives will be posted to your diary when you accept the mission.

**Note:** *You chances of being attacked by marauding pirates increase as your mission routes get longer. Check out the chart on your Reference Card to gauge how many jumps there are between locations. You have a chance of getting attacked at each jump.*

Click **ACCEPT** to accept the mission or **DECLINE** to close the window and look at another posting.

## Cargo Ships



If you want to trade commodities between the different planets and stations, you will need a cargo ship to convey them. Cargo pilots charge per trip — when you accept a cargo-ship-for-hire ad from the *Bulletin Board* screen, it will be waiting to take off with you the next time you leave the planet/station. The cargo ship hire fee will be debited from your account when you take off.

**Note:** If you hire a cargo ship and then go to the commodities screen to load up, make sure you save enough credit to pay for the hire fee. You will not be allowed to launch until payment is settled or you dismiss the cargo ship and sell off all commodities. (See *Cargo Inventory*, p. 21.)

A maximized cargo ship window displays the class of ship (Ogan, Ilia, Gea Transit or Monolith) under *Cargo Ship* and a picture of the ship. The following stats are listed for each ship:

**Cost per trip.** The amount that will be deducted from your credit account when you take off.

**Max speed.** The highest speed the ship is capable of traveling. (Note that cargo ships are much slower than fighters. Target your cargo ship occasionally on long trips and make sure you're not leaving it behind.)

**Armament.** Number of guns the ship has (if any).

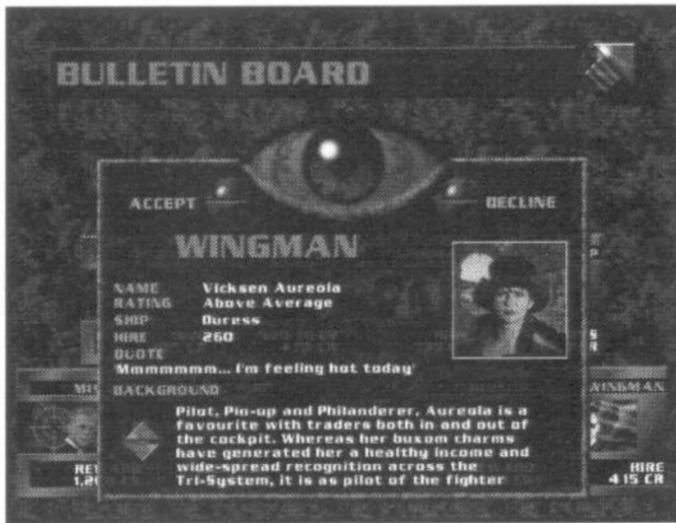
**Shield rating and Armour rating.** Strength on a scale of 1 to 10. Four or below is relatively weak, 7 is about average.

**Capacity.** Total tons of cargo the ship will carry.

**Bays.** Number of cargo bays on the ship. (Only one type of cargo can be loaded in each bay. The more bays you have, the more different types of cargo you can carry.)

To hire the cargo ship, click on the **ACCEPT** button. Click **DECLINE** to close the window and look at another posting.

## Wingmen



It is relatively easy to post a wingman-for-hire ad. Keep this in mind when hiring wingmen and read the profiles carefully. To get the most for your credit, hire someone suitable for the difficulty and complexity of your mission.

Wingmen are hired on a mission-by-mission basis. The fee is deducted from your account the minute you click **ACCEPT**. Your wingman will take off with you the next time you take off. If you decide you want a different wingman

before you take off, you can go back to the *Bulletin Board* screen and choose another (but you will only be refunded 50% of the previous hire fee). Tri-System law prohibits the hiring of more than one wingman at a time.

An enlarged wingman window lists the following stats:

**Name.** Name of the wingman.

**Rating.** This is a general indication of how well a wingman flies and fires (Novice, Above Average, Reputable, etc.).

**Ship.** Wingman's ship of choice.

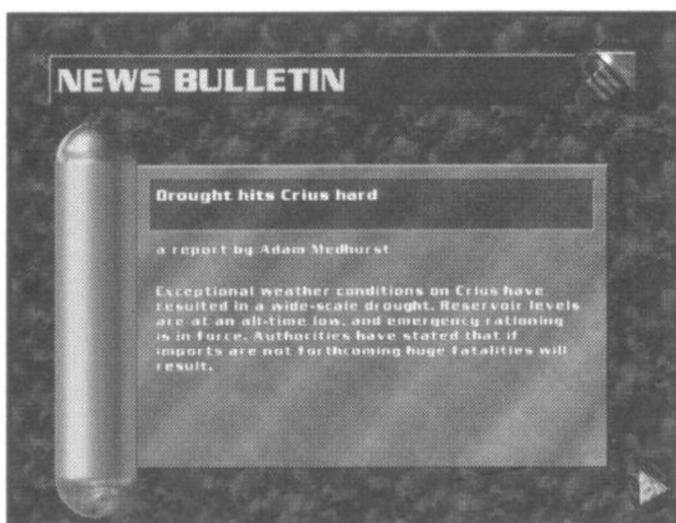
**Hire.** Amount deducted from your account when you choose **ACCEPT**.

**Quote.** Another general indication of how well a wingman is going to perform. Generally, the tougher they sound, the better they are.

**Background.** The straight scoop on what you can expect from this hire. Click on the arrow buttons to the left of the text to scroll through it.

Click **ACCEPT** to hire a wingman — the fee will be deducted from your credit account. Click **DECLINE** to close the window and look at another posting.

## News Bulletins



Gathered from all the major news agencies throughout the system, this collection of relevant (and sometimes slightly less than relevant) items often contains insights into lucrative trading opportunities. Check this out before you buy cargo for your next run.

Click the exit button (dashed arrow) in the upper right corner to return to the main menu.

# Public Records

The CCN Public Records provides detailed information on people, companies, vehicles and planets. Because this database is so inconceivably large, it has been designed to customize itself to fit each individual user's needs. Only the most general information is accessible at first. However, as you travel, meet people and use the booth, CCN uploads diary information from your PAD and adds relevant Public Records entries to your customized database. You will find that the list of entries grows as time goes on.

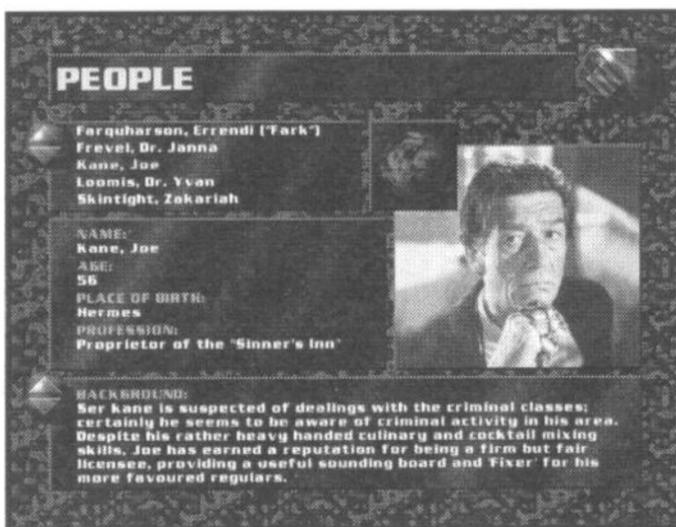
Also, it is important to remember that some entries in the Public Records database may trigger others — for example, looking up the name of someone you've just met in the People database may trigger his or her company's name in the Companies database. Sometimes, in order to use the transit feature of your PAD (see **Transit Mode**, p. 19) to go to a specific location, you may have to first look up the address in Public Records. To find an office building, for example, you may have to look up the company's name in the Company database. The company's address will be automatically downloaded to your PAD and you can reference it to transit to the office building.

After choosing **PUBLIC RECORDS** from the main menu, you can choose one of four sub-databases by clicking on the buttons beneath them, or you can click **DONE** to return to the main menu.

For each of the sub-databases below, a list of entries appears in the upper left. Click on the arrow buttons next to the list to scroll through it. Click on an entry name to highlight it. Left-click on the exit button (a dashed arrow) in the upper right corner of the screen to return to the Public Records main menu.

## People

This database includes entries for important people you met visiting different locations, or any names you have noted in your PAD diary.

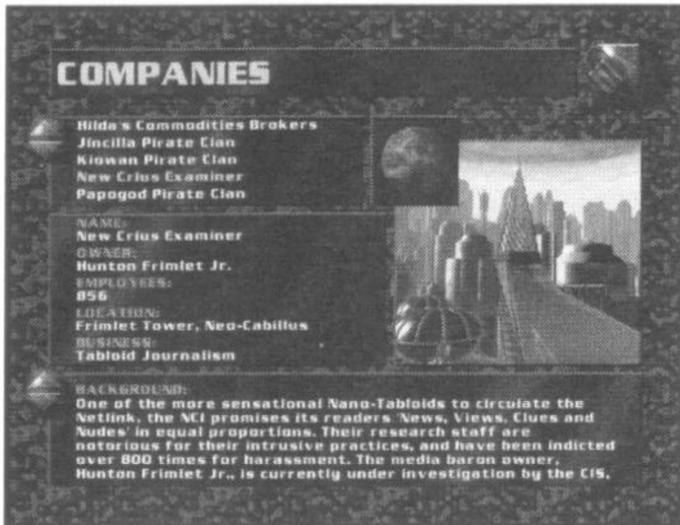


**Name, Age, Place of Birth** and **Profession** are listed for the highlighted entry. A digital image of the person is displayed to the right.

A brief **Background**, giving a general history of the person's life and any criminal charges or convictions on record, appears at the bottom of the screen. Click on the arrow buttons next to **Background** to scroll the text.

## Companies

This database includes entries for every kind of business or organization — bars, weapons dealers, network companies, pirate operations, etc.



**Name.** Name of the organization.

**Owner.** Legal owner of the establishment.

**Employees.** Number of employees currently employed by the organization, per the most recent tax assessment.

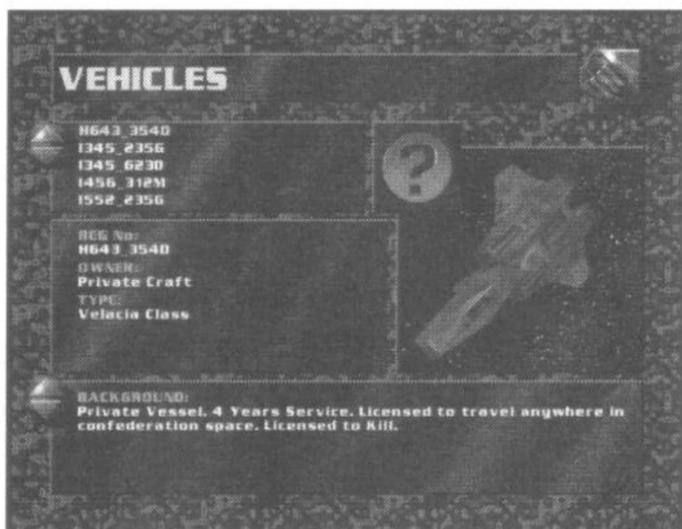
**Location.** Lists the building and/or city if the company is on a planet. Lists "Space Station" or "Pan-System Locations" if the company is based in space. "Nomadic" means the company has no known permanent location.

**Business.** Type of operation.

**Background.** Click on the arrow buttons next to the text to scroll through this brief synopsis of the history and character of the organization.

## Vehicles

This database contains entries for registered vehicles, including ships of all kinds and cryopods.



**REG No.** The registration number for the vehicle.

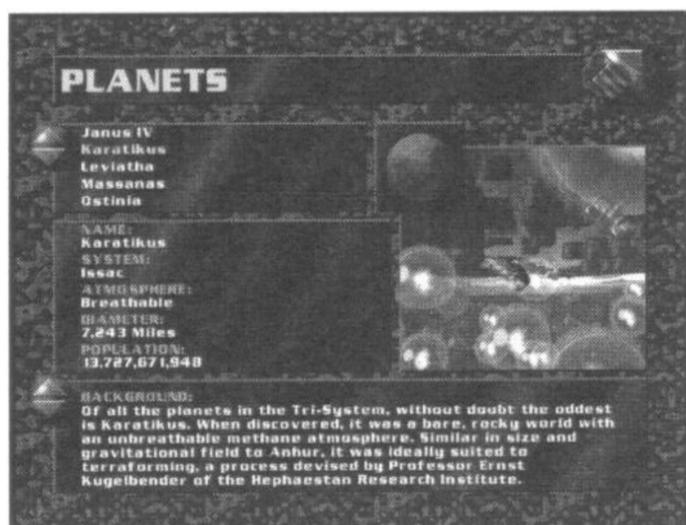
**Owner.** Lists the organization that owns the vessel (*Military* or the name of a company) or *Private Craft* if the vessel is owned by a single person. *Cryopod* appears here if the entry is for a cryopod.

**Type.** Lists the class of ship or type of cryopod.

**Background.** Gives a brief history of the vehicle and any licensing information, restrictions or violations on record. Click on the arrow buttons next to the text to scroll it.

# Planets

The database holds information on all major and minor planets in Tri-System space.



**Name.** Name of the planet.

**System.** Lists the system where the planet is located. Tri-System space consists of three tightly interlinked systems — Irrulan, Isaac and Hom.

**Atmosphere.** Description of the atmosphere.

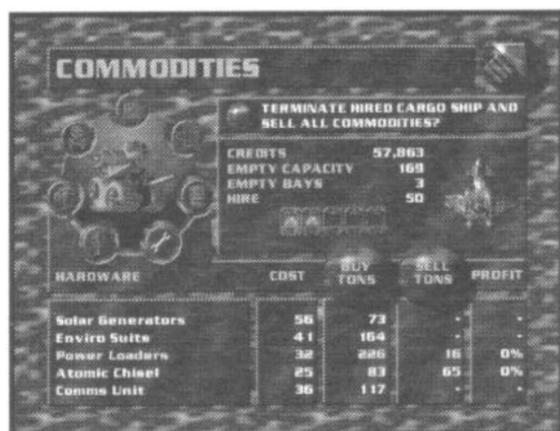
**Diameter.** Diameter of the planet in miles.

**Population.** Latest figures of registered citizens and non-citizens expecting to reside on-planet for at least one census cycle.

**Background.** A brief history of the planet. Click on the arrow buttons next to the text to scroll through it. A scene from the planet is displayed on the right.

# Commodities

Trade goods can be bought and sold through the CCN Commodities database. For the savvy privateer, there is a profit to be made by buying low and selling high.



Commodities are paid for at the time of purchase and automatically loaded onto the purchaser's cargo ship. You must hire a cargo ship to purchase commodities. If you do not have a cargo ship hired when you enter the Commodities database, you will see the prompt: *No cargo ship detected. Hire standard ship?* To accept, click the button to the left of the prompt. (Standard ship is a Gea transit — to choose your own ship, exit the

*Commodities* screen by clicking the dashed arrow button in the top left, and click BULLETIN BOARD to see the ship-for-hire ads.)

Once you have hired a cargo ship, a picture of this ship appears in the middle right of the screen, along with icons representing each of your cargo bays and the following:

**Credits.** Total credits that can be used for the hire of a cargo ship and the purchase of commodities.

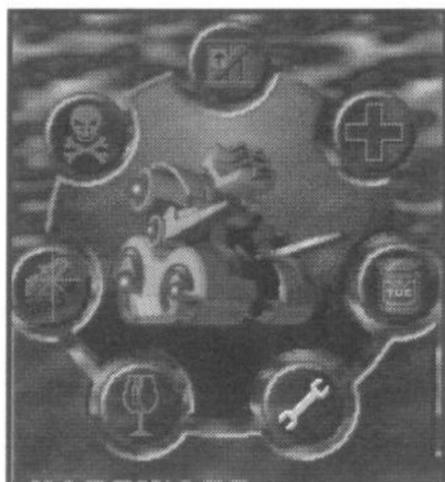
**Empty capacity.** Number of additional tons of cargo that can be loaded onto the ship.

**Empty bays.** Number of empty bays. Only one commodity type can be loaded into each bay, so this indicates how many more cargo types you can carry.

**Note:** *Cargo bays expand and contract to fit your cargo needs. If your ship has five cargo bays and holds a maximum of 500 tons, you can buy 500 tons of one type of cargo, or 100 tons each of five types of cargo, or 350 tons of one type of cargo and 150 of another, etc.*

**Hire.** Amount that will be deducted from your credit account to pay the cargo ship when you take off. You must be sure you have this amount left in your account, or you won't be able to take off.

## Commodity Information



The circular commodities window is surrounded by seven category buttons. When you click on a button, the commodities in that category, along with their current price and tonnage, display at the bottom of the screen.

The first column lists the names of the commodities in the selected category. Click on one of these commodities to highlight it. A picture of the commodity appears in the circular commodities window.

**Cost.** The second column lists the current price for each commodity. These prices will vary depending on where you are and what is happening locally.

**Buy Tons.** In the third column, beneath the BUY TONS button, the number of tons available for purchase is listed for each commodity.

**Sell Tons.** In the fourth column, beneath the SELL TONS button, the number of tons of each commodity (if any) that you have in your cargo bays is listed.

**Profit.** For each commodity in your hold, the last column lists the percent profit you would make if you sold at current prices. If this number is red, you would be selling at a loss.

## Purchasing

To buy a commodity:

1. Click the name of the commodity to highlight it.
  2. Click-and-hold BUY TONS until you have bought as much of this stock as you want, or until your ship is full, you've run out of credits, or there's no stock left.
- Buy one ton at a time by single-clicking BUY TONS.

## Selling

To sell a commodity:

1. Click on the appropriate cargo bay.
  2. Click-and-hold the SELL TONS button.
- Sell one ton at a time by single-clicking SELL TONS.

To sell all of your cargo at once, click the button next to the prompt: *Terminate hired cargo ship and sell all commodities?* You may do this at any time, and the cargo will be sold at local rates.

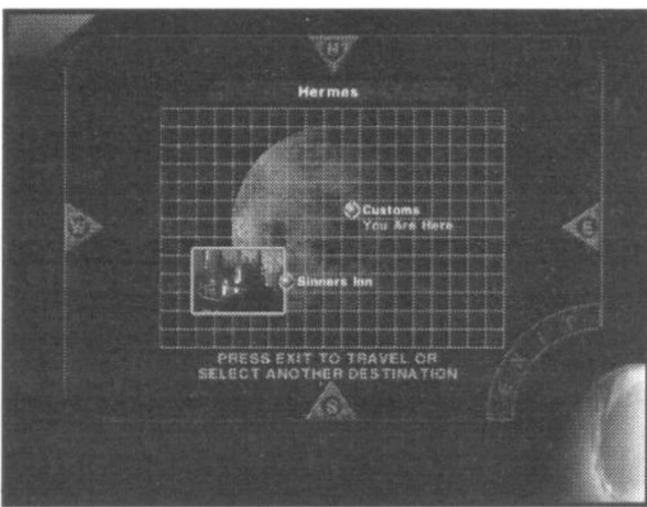
# PAD OWNER'S MANUAL

This small hand-held unit has proved to be a useful asset to most people's lives. Almost an "extra brain," the Personal Access Device, or PAD, continually updates, organizes and guides you through your day, storing information and transferring and receiving data to and from the CCN and ship's computers.

you cannot access your PAD during spaceflight. Instead, your ship's computer takes over most PAD functions, such as diary and e-mail.

The PAD has two modes: *transit* and *normal*. You cannot shift between these modes, transit mode is activated when you go into a transit area or exit a location, and normal mode comes up at any other time.

## Transit Mode

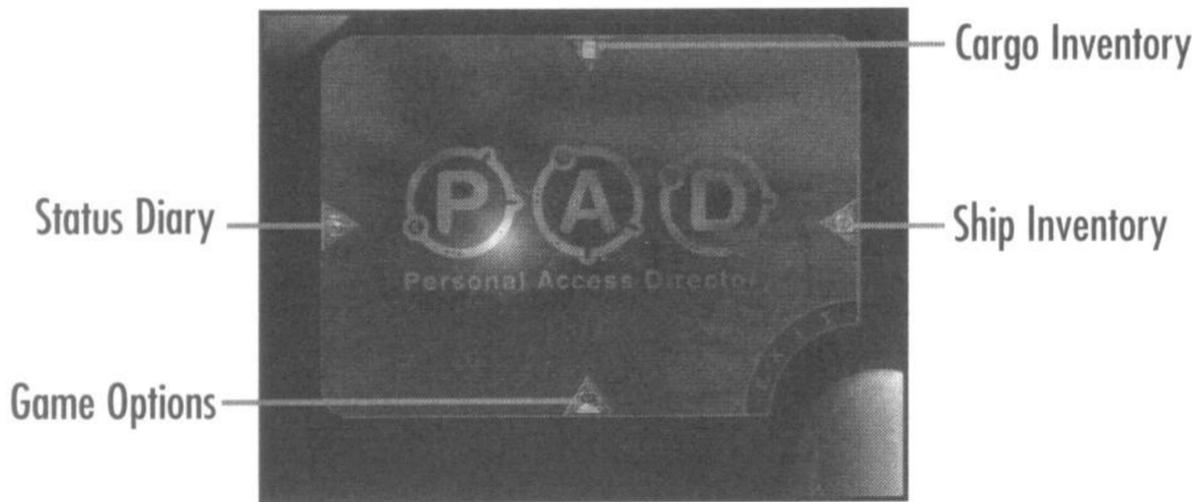


Your PAD interfaces with local on-planet transit services — taxi, rail, zeppelin — allowing you to direct them to where you want to go. The PAD comes up automatically in transit mode whenever you click the **EXIT TO TRANSIT** area on a customs area screen or exit the room you are in (by clicking the **EXIT SINNER'S INN** hotspot, for example).

Dots on the grid mark currently available destinations. In many cases, the PAD uploads the addresses of any individuals or organisations you may wish to visit from Public Records or your ship's diary. It will also cleverly remove these locations when the relevant business there is taken care of.

Click on one of the dots to choose that destination, then click **EXIT**.

# Normal Mode



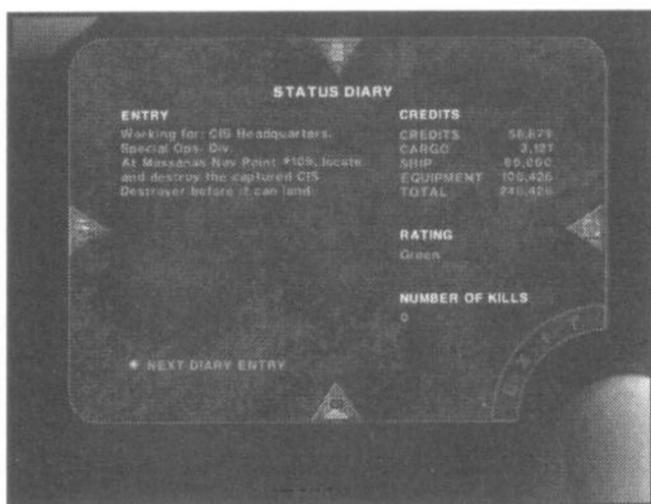
In normal mode, the PAD controls many game and personal functions. To call the PAD up in normal mode, press **[P]**.

*Note: If you're in a transit area, this won't work. You can be anywhere — in a bar, in a customs area, in the hospital — except a transit area.*

Click on one of the four triangular buttons to choose an option — status diary, cargo inventory, ship inventory or game options. Click **EXIT** to close the PAD.

The PAD is also a limited mobile communications device. It can receive e-mail and prompts from CCN or civil authorities (for instance, if you have insufficient funds to pay a cargo pilot you have hired). The PAD will come up automatically if it receives a message.

## Status Diary



**Entry.** This section reminds you of your present status and mission objectives to be met (if any). Entries will be displayed in order of priority, with the most important coming up first when the screen appears. Click **NEXT DIARY ENTRY** and **PREV DIARY ENTRY** to move between entries.

**Credits.** This section lists the credit values for the following:

- CREDITS** Your liquid assets. The number of credits you have in the bank.
- CARGO** The credit value of your cargo at current planet prices.
- SHIP** The market value of your ship.
- EQUIPMENT** Market value for all equipment loaded on your ship.
- TOTAL** Total number of credits including ship, equipment and cargo values.

**Rating.** Your current rating as a pilot, based on your kill total — **GREEN**, **ABOVE AVERAGE**, **REPUTABLE**, etc.

**Number of Kills.** Total for all groups (pirates, military, private) and all types of vessels.

## Cargo Inventory

CARGO INVENTORY			
COMMODITY	QUANTITY TONS	PRICE PAID CR	VALUE CR
Cybernetic Limbs	26	50	1,300
Crab	213	7	1,491
Gas Beer	2	9	18
Rhodium	2	9	18
Serve Taxis	2	17	34
<b>TOTAL</b>	<b>245</b>		<b>3,121</b>
CARGO SHIP		Gen Transit	
HIRE FEE PER TRIP (CR)		30	
DAYS REMAINING		0	
CAPACITY REMAINING (TONS)		5	
* TERMINATE SHIP HIRE AND SELL STOCK *			

This display shows you what commodities you currently own, along with the cargo ship you are hiring.

**Commodity.** This column lists all the commodities you currently own.

**Quantity (tons).** This column lists the tonnage for each commodity.

**Price Paid (cr).** This column lists how many credits (cr) you paid for each commodity.

**Value (cr).** This column lists the value for each commodity at current planet prices.

**Total.** The total value of all of your cargo.

Should you need to liquidate these assets quickly, click the button next to "Sell all cargo at local prices and terminate cargo ship hire" in the bottom left of the screen.

## Ship Inventory

SHIP INVENTORY	
<b>SHIP</b>	<b>SOFTWARE</b>
Navatio	
<b>MODULES</b>	<b>SYSTEM STATUS</b>
Coolest Unit MkII	ARMOUR 100%
Nuke'em	COMMS 100%
Proximity Mines	FLIGHT CONTROL 100%
Warp Shield	AFTERBURNERS 100%
Auto Repair Unit MkII	WEAPONS 100%
Decoy MkII	SHIELDS 100%
Decoy MkI	TARGETING 100%
<b>MISSILES</b>	<b>GUNS</b>
Brute Missile MkII	Raven MkIV Laser
Python Missile	Raven MkIV Laser
Disrupter Missile	Raven MkIV Laser
Ranabee Missile	Raven MkIV Laser

This display shows you what ship and equipment you currently own, along with levels of damage for ship systems.

**Ship.** Your current class of ship.

**Modules.** Modules you currently have loaded.

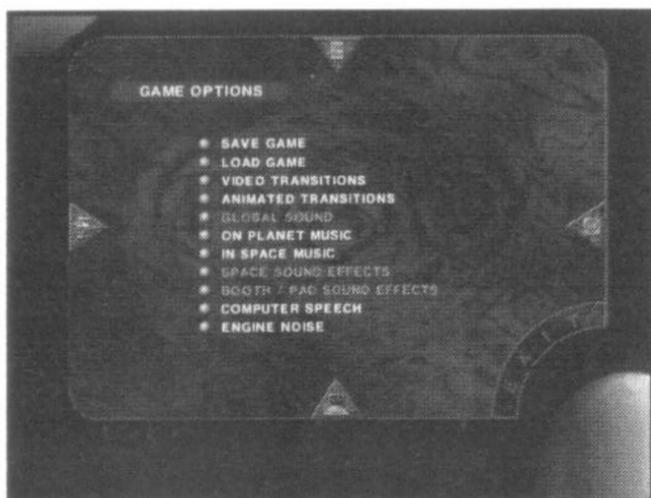
**Missiles.** Missiles you currently have loaded.

**Software.** Any special software you may have received. (Note these usually cannot be acquired through CCN.)

**System Status.** Lists the current functional level for each system (100% is fully functioning, 0% is completely dead).

**Guns.** Guns you currently have loaded.

## Game Options



**Save Game** Click this button, then click on one of the slots, and type in the name of your save game (**Bksp** over an old name if you need to). Press **Enter**. Then click on **EXIT**.

***IMPORTANT NOTE:** You must press **Enter** after you type in the name of your save game — otherwise, the game won't save.*

**Load Game** Click this button, then click on one of your save games and click the **LOAD GAME** button at the bottom of the screen. Then click on **EXIT**.

***IMPORTANT NOTE:** You must click the second **LOAD GAME** button, otherwise the game won't load.*

**Video Transitions** Toggle landing and transit animations on/off

**Animated Transitions** Toggle CCN and PAD loading animations on/off

**Global Sound** Toggle all sound on/off

**On Planet Music** Toggle planet background music on/off

**In Space Music** Toggle space background music on/off

**Booth/Pad Sound Effects** Toggle CCN and PAD sound on/off

**Computer Voice** Toggle ship computer voice on/off

**Engine Noise** Toggle engine noise on/off

# CRIUS HOSPITAL MEDICAL REPORT

NAME: Ser Lev Arris

AGE: 30

SEX: Male

SPECIES: Humanoid

DIAGNOSIS: Anterior Amnesia

CONSULTANTS: Dr. Janna Frevel, Dr. Yvan Loomis

## RECENT HISTORY:

Ser Arris's condition was probably caused by accelerated decrepitude due a long artificial sleep in frozen state. This was further complicated by trauma sustained from the wreck of the *Canera*.

The patient was pulled from the wreckage of the *Canera* following its impact just short of the landing bay at Mendra spaceport. Although the cryopod had shielded the patient from severe injury, damage to the pod started the thaw cycle, meaning the patient was already partially revived before clinical resuscitative procedures were begun.

From tests conducted during resuscitation, the subject was found to be suffering from Amyotrophic Ossicular Degeneration. This was cured with the self-viral treatment program specific to this disease.

It is presumed that Ser Arris was put into suspended animation some years ago when it was found that he had the AOD virus, which until recently was incurable.

The subject is in excellent shape and is making a speedy physical recovery. However, restoration of his long- and short-term memory cannot be predicted. Bathycephalic scans and a Hypercutaneous Cephalic Remedial Leucotomy were carried out, but no improvement noted.

Subject received standard counseling program. However, as an identity check turned up no records, he was advised to pay particular attention in the near future to e-mails and other messages from people he may not know. It is possible that a relative, friend or associate may be trying to contact him. As his birthplace/home could not be discovered, it was also suggested he take every opportunity to visit various locations on the planets he might visit.

# COMBAT ADVICE

## “Listen up rookie!!!”

— Excerpts from Slade “Tex” Carver’s *CIS Interplanetary Combat Manual*.

Introduction by Commander Brett Stryker, CIS Special Ops

Let me introduce you to possibly the toughest hombre in the universe. He’s won every honor possible, and is a walking, talking, 24-carat legend.

Look up “tough” in the dictionary and you’ll find a picture of this guy next to it. Ask anyone in the Tri-System about Tex and they’ll tell you about his now legendary One-Way Ticket Torpedo Run in the Scatterbelt Wars. They said no man could complete that mission, but then Tex is no ordinary man.

His honours include: Golden Cluster (only four men have won this honour, and three died in the process), the Silver Comet, Legion of Honour, the Platinum Star, Distinguished Medal of Honour (for conduct above and beyond the call of duty), the Black Eagle of Courage and Standard of the Brave.

This is a man who demands respect — pay attention.

### **Colonel Slade “Tex” Carver CIS Special Ops “Blackwatch” Regiment**

Listen up, rookie, and listen good. I know what you’re thinking — you’re going to go out there and kick ass, right? Well, think again, cherry. You go into combat unprepared, before you know it you’re history.

Those sons of bitches ain’t gonna cut you no slack so you better show some savvy. You want to play hardball, then you’d better be packin’ some heat. No point in bringing a switchblade to a firefight.

Getting your hands on some real hardware doesn’t come cheap. To start with, you need to avoid dangerous missions and make some quick money. Begin with some simple cargo runs, nice and short runs though ‘cause you can bet your butt there’s gonna be pirates sniffin’ around for that easy kill.

OK. Now you got yourself a rig that’s going to give you a fighting chance, here’s some pointers picked up during twenty years of military service.

1. Never go head to head and take unnecessary damage when you can afterburn past a target.  
Latch on to his tail and erase his butt.
2. Use wingmen. The quality of these mercs can vary, but if you’re going on a mission or a cargo run where you know it’s going to get heavy, a wingman can be useful in taking some of the heat.
3. Missiles. Make sure you use the right missile for the right job. Hellraisers for capital ships, Pythons for fast ships, you know the score. Look at the specs for details.
4. Defend your cargo ship. You go glory hunting and your cargo ship is gonna be chopped liver. Protect him, and he’ll protect you.
5. Communications. A mistake I’ve seen a lot of rookies make is to neglect the

comms. Make sure you don't. Why? I'll tell you — You're getting your butt chewed up by some pirate. Your cargo ship's got turrets, your wingman's got a loadout — get them to help you out.

6. Who says you have to use cargo ships just for cargo runs? Some of these suckers have got four monster turrets on board — now that's a lot of fire power. If you've got a tough mission ahead of you it would be a good idea to hire one of these babies to give you some back up.
7. Roll. Use your ship's lasers to their full potential. Hold down the top joystick button and push left/right to roll and align yourself with the target. If you're really keen you can do a 90° roll to fly down the gap between his lasers. Remember, you paid good money for this kit — use it.
8. Attacking ships with turrets can get pretty hairy. Brass balls will only get you so far. However, most ships have an Achilles' heel, where the turrets can't touch you. It might be under the belly, rear, whatever. Take refuge here and then blow that hair-ball to hell.

Well rookie, that's about it. Tricks of the trade like this have got me through the last twenty years of fighting for the Corps. Hopefully, they'll do the same for you.

Give 'em hell out there.

## **FINAL BRIEFING**

### **Protecting Your Cargo Ship**

A hardy bunch of individuals, the cargo pilots of the systems will doggedly follow you around space carrying your cargo for little more than a few creds and a slap-up feed at Fat Pats' transport diner in the Scatter Belt.

They will also tell you when they are being attacked. Cargo is a temptation for hostiles, so taking it on a mission to wipe out a bunch of pirates may not be advisable. And don't fire on your cargo ship, as it will only take so much before firing back, and many of the bigger rigs have some pretty awesome firepower at their disposal.

You can ask a ship to hold its position while you go on ahead, but this puts it at risk while unguarded. And bear in mind that these monsters take longer to jump than you, so give them a second to catch up on long routes.

If the military scan your cargo ship and detect black market goods such as pleasure borgs, there is a chance that they will fire on you.

### **Wingmen**

A wingman makes a useful ally when going into a tricky situation, providing that you have chosen one of the more reliable and adept ones out there. By using the communications channel you can instruct them to perform certain tasks during combat. Again don't fire at them, because after a while they will turn on you like a grumpy guard dog, armed to the teeth with lasers. (Okay, guard dogs rarely have lasers, but wingmen do.) Hire them from the bulletin board in the CCN Booth system.

### **Escort Missions**

You may find yourself carrying out escort missions. In these situations you must rendezvous with a ship at a given point in space, and then select the destination given in the mission description on your Nav map. It is advisable to store the ship as a target (see

the **Target VDW** section of your *Pilot's Manual*) as this will make it easier to find should you get separated. You must then communicate with the ship you are escorting, and tell them to get going to the destination. Wait until they have jumped, then jump after them. If for any reason you become separated, for instance by hostiles, it is recommended that you continue to follow the selected course and find the ship you are protecting, as it may be attacked further down that route. When you have both reached your destination, allow them to dock or land first, or you will not be rewarded.

### **Interplanetary Etiquette**

I should warn you that firing on non-hostile ships will not be taken lightly, especially if they are CIS/Military. The military will generally leave you alone, providing that you don't shoot at them.

### **Summary**

Stay alert, and have eyes in the back of your head (There are surgeons on Crius who will perform that operation very reasonably.) Obviously the best way to master all this theory is by getting behind the instruments and trying it out. Have a look in the CCN booths for ships and equipment, pick what's right for you, and go for it.

## **"TEX" CARVER'S HANDY GUIDE TO SHIP DAMAGE**

You know you're in *real* trouble when your lead indicator fades in and out, and you can't send out a comm signal to save your life.

When your ship gets shot up, different systems can go crazy on you. Keep your eye on six o'clock, and check out the info that appears in your Damage VDW — if a system's taken one too many laser bolts, don't look for it to last much longer.

Here's what happens to different systems when some bastard shoots you up real good. (Translations of Tex's interpretations of damage appear in parentheses):

<b>Flight Control</b>	<i>Wallerin' around like a pig in Hades mud.</i> (Ship's controls respond more slowly.)
<b>Afterburners</b>	<i>This rig's barely chuggin'.</i> (Afterburners have a lower max speed.)
<b>Comms</b>	<i>Ain't no one gonna hear you cryin'.</i> (Comm system sporadically cuts out during transmissions.)
<b>Targeting</b>	<i>Targeting system goes to crap.</i> (Lead indicator disappears.)
<b>Weapons</b>	<i>Better tone the guns down a notch.</i> (Guns cool more slowly.)
<b>Shields</b>	<i>Stay outta trouble — your shields are close to history.</i> (Shields take longer to regenerate.)
<b>Armor</b>	<i>If this bar disappears, you're as good as space liver.</i> (Bar graph indicates percentage of armor remaining. Damaged armor cannot be repaired by a repair droid.)

# TRI-SYSTEM SHIP GUIDE

The following pages list ships commonly found in the Tri-System area. Statistical information was only available for ships sold through the CCN booths at the time of printing. (Read: the military officials we tried to bribe didn't show up for work the next day — or any other day — and the researchers we sent to uncover pirate ship stats came back in little plastic baggies.)

**Model.** Ship model as classified by the CIS.

**Price.** Current purchase price through CCN booth system.

**Max Speed.** Highest speed ship is capable of attaining (in clicks per second) without engaging afterburners.

**Max Turn Rate.** Rate at which the ship can pivot on its pitch, roll and yaw axes, given in degrees per second.

**Afterburner Speed.** Maximum speed on afterburners, before you've bought any Afterburner Enhancer upgrades.

**Shield and Armor Strength.** Relative strengths of shields and armor.

**Agility.** A relative rating of a ship's handling ability between 1 and 10 (with 1 lowest and 10 highest). The rating is assessed by looking at the ship's max speeds, acceleration and turn rate.

**Module Mounts.** Number of module hardpoints.

**Missile Mounts.** Number of missile hardpoints.

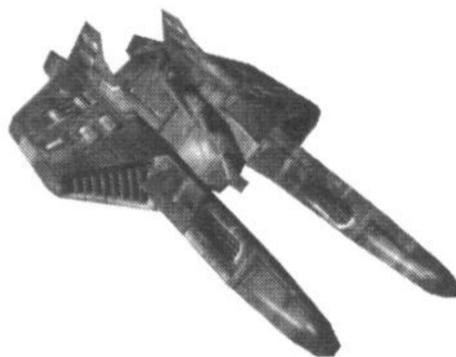
**Gun Mounts.** Number of gun hardpoints.

# Neutral Ships

## Light Fighters

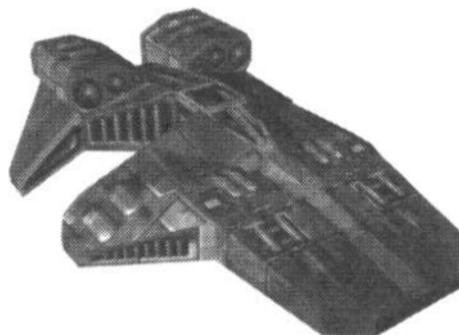
### Straith

<i>Model</i>	PL01
<i>Price</i>	10,000 credits
<i>Max Speed</i>	288 kps
<i>Afterburn Speed</i>	576
<i>Max Turn Rate</i>	45°/s
<i>Shield Strength</i>	Light
<i>Armor Strength</i>	Light
<i>Agility</i>	3
<i>Module Mounts</i>	2
<i>Missile Mounts</i>	2
<i>Gun Mounts</i>	2



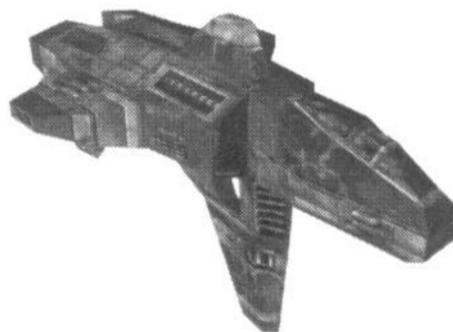
### Aurora

<i>Model</i>	PR01
<i>Price</i>	34,000 credits
<i>Max Speed</i>	320 kps
<i>Afterburn Speed</i>	640
<i>Max Turn Rate</i>	65°/s
<i>Shield Strength</i>	Medium
<i>Armor Strength</i>	Light
<i>Agility</i>	3
<i>Module Mounts</i>	4
<i>Missile Mounts</i>	4
<i>Gun Mounts</i>	2



### Velacia

<i>Model</i>	PL02
<i>Price</i>	20,000 credits
<i>Max Speed</i>	320 kps
<i>Afterburn Speed</i>	640
<i>Max Turn Rate</i>	50°/s
<i>Shield Strength</i>	Light
<i>Armor Strength</i>	Medium
<i>Agility</i>	3
<i>Module Mounts</i>	3
<i>Missile Mounts</i>	3
<i>Gun Mounts</i>	2



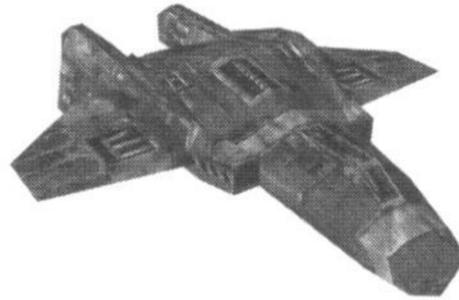
## Oures

<i>Model</i>	ML01
<i>Price</i>	60,000 credits
<i>Max Speed</i>	380 kps
<i>Afterburner Speed</i>	759
<i>Max Turn Rate</i>	80°/s
<i>Shield Strength</i>	Medium
<i>Armor Strength</i>	Light
<i>Agility</i>	5
<i>Module Mounts</i>	4
<i>Missile Mounts</i>	6
<i>Gun Mounts</i>	2



## Orakkar

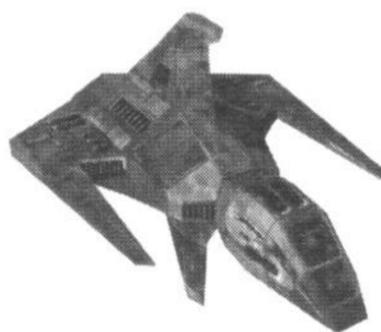
<i>Model</i>	KN01
<i>Price</i>	90,000 credits
<i>Max Speed</i>	400 kps
<i>Afterburner Speed</i>	800
<i>Max Turn Rate</i>	80°/s
<i>Shield Strength</i>	Heavy
<i>Armor Strength</i>	Light
<i>Agility</i>	4
<i>Module Mounts</i>	5
<i>Missile Mounts</i>	5
<i>Gun Mounts</i>	4



## Medium Fighters

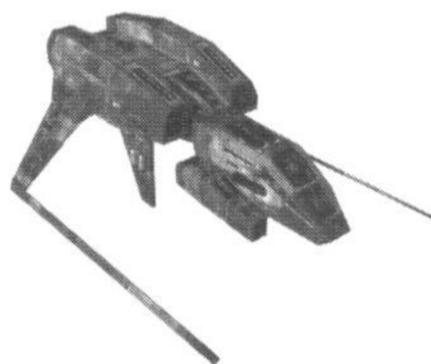
### Shaman

<i>Model</i>	PR02
<i>Price</i>	17,000 credits
<i>Max Speed</i>	320 kps
<i>Afterburner Speed</i>	640
<i>Max Turn Rate</i>	50°/s
<i>Shield Strength</i>	Medium
<i>Armor Strength</i>	Light
<i>Agility</i>	4
<i>Module Mounts</i>	4
<i>Missile Mounts</i>	4
<i>Gun Mounts</i>	2



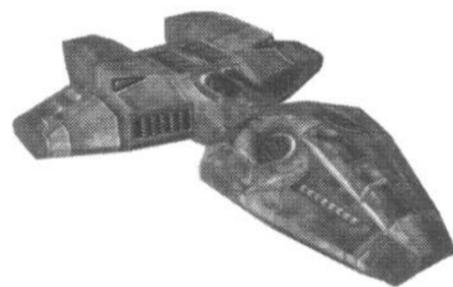
### Jendevi

<i>Model</i>	PR04
<i>Price</i>	45,000 credits
<i>Max Speed</i>	280 kps
<i>Afterburner Speed</i>	560
<i>Max Turn Rate</i>	75°/s
<i>Shield Strength</i>	Medium
<i>Armor Strength</i>	Medium
<i>Agility</i>	4
<i>Module Mounts</i>	4
<i>Missile Mounts</i>	4
<i>Gun Mounts</i>	3



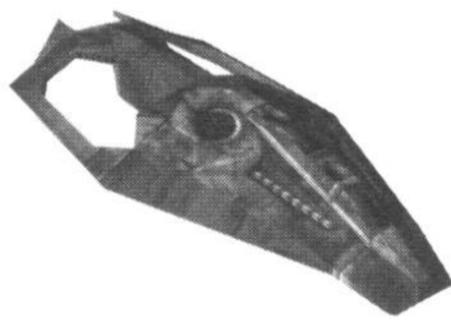
### Skecis

<i>Model</i>	PL03
<i>Price</i>	85,000
<i>Max Speed</i>	360 kps
<i>Afterburner Speed</i>	719
<i>Max Turn Rate</i>	70°/s
<i>Shield Strength</i>	Light
<i>Armor Strength</i>	Medium
<i>Agility</i>	5
<i>Module Mounts</i>	5
<i>Missile Mounts</i>	4
<i>Gun Mounts</i>	4



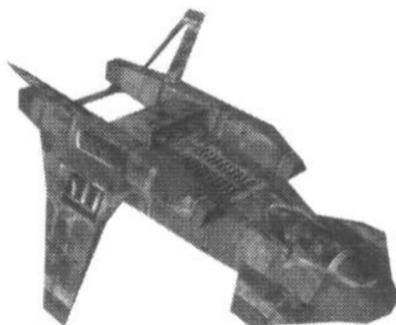
## Skecis MK II

<i>Model</i>	PL3A
<i>Price</i>	80,000
<i>Max Speed</i>	360 kps
<i>Afterburner Speed</i>	720
<i>Max Turn Rate</i>	65°/s
<i>Shield Strength</i>	Medium
<i>Armor Strength</i>	Medium
<i>Agility</i>	4
<i>Module Mounts</i>	4
<i>Missile Mounts</i>	5
<i>Gun Mounts</i>	3



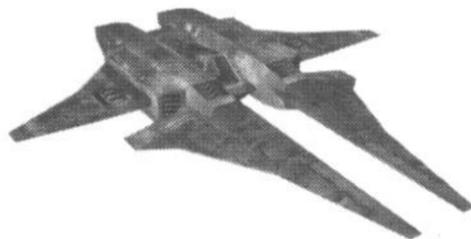
## Kalrechi

<i>Model</i>	PL04
<i>Price</i>	110,000 credits
<i>Max Speed</i>	360 kps
<i>Afterburner Speed</i>	720
<i>Max Turn Rate</i>	75°/s
<i>Shield Strength</i>	Medium
<i>Armor Strength</i>	Medium
<i>Agility</i>	4
<i>Module Mounts</i>	6
<i>Missile Mounts</i>	4
<i>Gun Mounts</i>	4



## Heretic

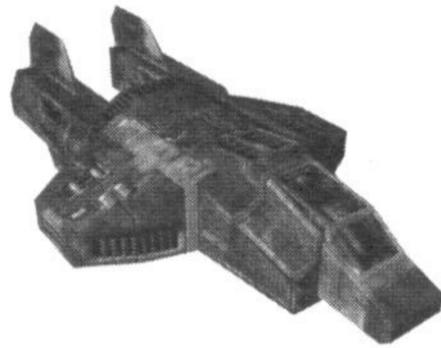
<i>Model</i>	ML02
<i>Price</i>	100,000 credits
<i>Max Speed</i>	428 kps
<i>Afterburner Speed</i>	855
<i>Max Turn Rate</i>	65°/s
<i>Shield Strength</i>	Medium
<i>Armor Strength</i>	Medium
<i>Agility</i>	4
<i>Module Mounts</i>	5
<i>Missile Mounts</i>	6
<i>Gun Mounts</i>	4



# Heavy Fighters

## Karnenan

<i>Model</i>	PR03
<i>Price</i>	70,000 credits
<i>Max Speed</i>	360 kps
<i>Afterburner Speed</i>	720
<i>Max Turn Rate</i>	65°/s
<i>Shield Strength</i>	Light
<i>Armor Strength</i>	Medium
<i>Agility</i>	4
<i>Module Mounts</i>	5
<i>Missile Mounts</i>	5
<i>Gun Mounts</i>	4



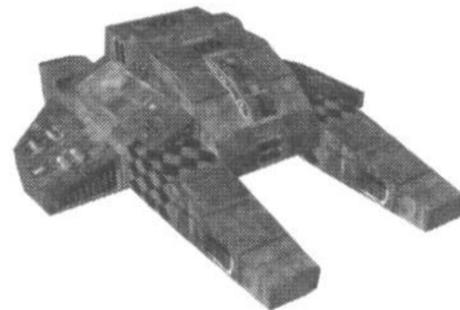
## Icarua

<i>Model</i>	PR05
<i>Price</i>	105,000 credits
<i>Max Speed</i>	412 kps
<i>Afterburner Speed</i>	825
<i>Max Turn Rate</i>	65°/s
<i>Shield Strength</i>	Medium
<i>Armor Strength</i>	Mediumt
<i>Agility</i>	4
<i>Module Mounts</i>	5
<i>Missile Mounts</i>	6
<i>Gun Mounts</i>	4



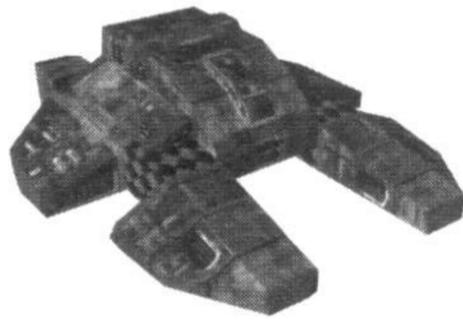
## Freij

<i>Model</i>	ML06
<i>Price</i>	180,000 credits
<i>Max Speed</i>	400 kps
<i>Afterburner Speed</i>	800
<i>Max Turn Rate</i>	75°/s
<i>Shield Strength</i>	Heavy
<i>Armor Strength</i>	Medium
<i>Agility</i>	5
<i>Module Mounts</i>	7
<i>Missile Mounts</i>	7
<i>Gun Mounts</i>	4



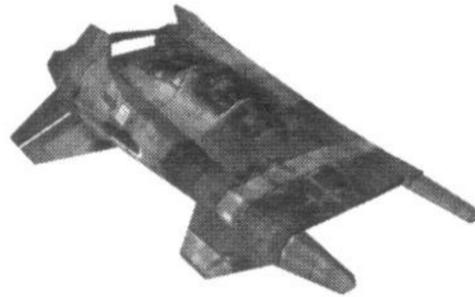
## Freij MK II

<i>Model</i>	ML6A
<i>Price</i>	200,000 credits
<i>Max Speed</i>	440 kps
<i>Afterburner Speed</i>	880
<i>Max Turn Rate</i>	95°/s
<i>Shield Strength</i>	Heavy
<i>Armor Strength</i>	Medium
<i>Agility</i>	5
<i>Module Mounts</i>	7
<i>Missile Mounts</i>	7
<i>Gun Mounts</i>	5



## Danrik

<i>Model</i>	KN02
<i>Price</i>	250,000 credits
<i>Max Speed</i>	440 kps
<i>Afterburner Speed</i>	880
<i>Max Turn Rate</i>	100°/s
<i>Shield Strength</i>	Heavy
<i>Armor Strength</i>	Medium
<i>Agility</i>	5
<i>Module Mounts</i>	7
<i>Missile Mounts</i>	7
<i>Gun Mounts</i>	5



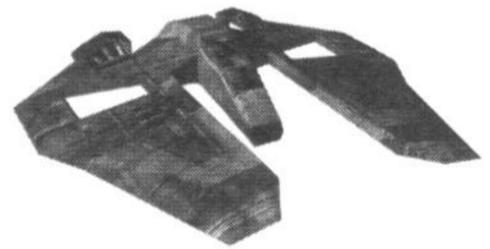
## Faldari

<i>Model</i>	ML03
<i>Price</i>	160,000 credits
<i>Max Speed</i>	360 kps
<i>Afterburner Speed</i>	720
<i>Max Turn Rate</i>	80°/s
<i>Shield Strength</i>	Medium
<i>Armor Strength</i>	Medium
<i>Agility</i>	5
<i>Module Mounts</i>	6
<i>Missile Mounts</i>	6
<i>Gun Mounts</i>	5



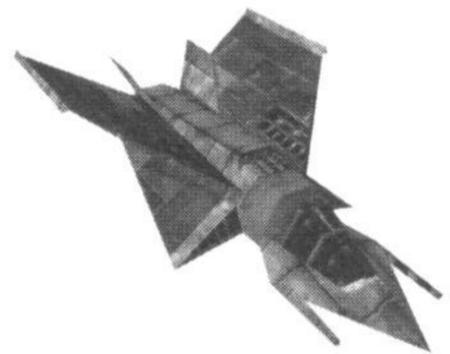
## Faldari Mk II

<i>Model</i>	ML3A
<i>Price</i>	125,000 credits
<i>Max Speed</i>	360 kps
<i>Afterburner Speed</i>	720
<i>Max Turn Rate</i>	90°/s
<i>Shield Strength</i>	Medium
<i>Armor Strength</i>	Light
<i>Agility</i>	5
<i>Module Mounts</i>	6
<i>Missile Mounts</i>	6
<i>Gun Mounts</i>	4



## "Unknown Ship"

No record of this class of ship is available through the CCN, and no statistics for it could be found. However, reports of a ship fitting this description have been increasing. If you sight a ship resembling the picture to the right, please contact the office of Jak Synaslew, CIS Director of Vehicle Identification and Classification.



## Cargo Ships

**Model.** Ship model as classified by the CIS.

**Cost.** Hire fee for a single trip, payable at take off.

**Max Speed.** Maximum attainable speed, in clicks per second.

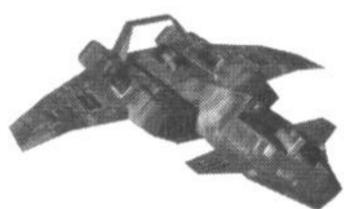
**Turrets.** Number of turret guns mounted on ship.

**Shield and Armor Strength.** Relative strengths of shields and armor.

**Capacity.** Maximum weight of cargo that can be loaded onto ship, given in tons.

**Bays.** Number of cargo bays. This is the number of different types of cargo that you can carry.

## Gea Transit



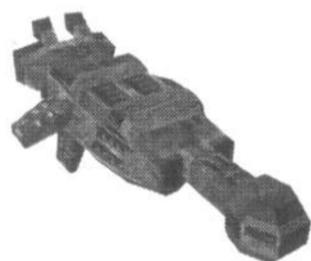
<i>Model</i>	CR01
<i>Cost</i>	50 credits
<i>Max Speed</i>	228 kps
<i>Turrets</i>	0
<i>Shield Strength</i>	Light
<i>Armor Strength</i>	Light
<i>Capacity</i>	250 tons
<i>Bays</i>	5

## Ogan



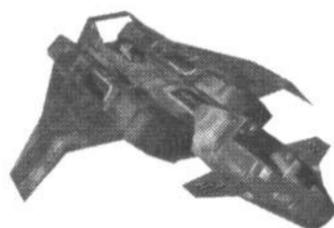
<i>Model</i>	CR02
<i>Cost</i>	240 credits
<i>Max Speed</i>	220 kps
<i>Turrets</i>	1
<i>Shield Strength</i>	Light
<i>Armor Strength</i>	Medium
<i>Capacity</i>	550 tons
<i>Bays</i>	6

## Ilia Mk II



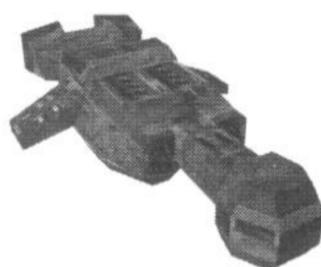
<i>Model</i>	CR3A
<i>Cost</i>	630 credits
<i>Max Speed</i>	200 kps
<i>Turrets</i>	2
<i>Shield Strength</i>	Medium
<i>Armor Strength</i>	Medium
<i>Capacity</i>	750 tons
<i>Bays</i>	7

## Gea Mk II



<i>Model</i>	CR1A
<i>Cost</i>	100 credits
<i>Max Speed</i>	228 kps
<i>Turrets</i>	0
<i>Shield Strength</i>	Light
<i>Armor Strength</i>	Light
<i>Capacity</i>	400 tons
<i>Bays</i>	6

## Ilia



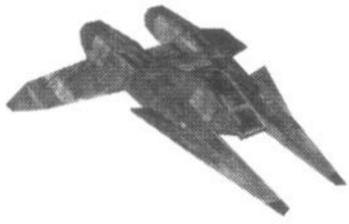
<i>Model</i>	CR03
<i>Cost</i>	390 credits
<i>Max Speed</i>	200 kps
<i>Turrets</i>	2
<i>Shield Strength</i>	Medium
<i>Armor Strength</i>	Medium
<i>Capacity</i>	750 tons
<i>Bays</i>	7

## Monolith



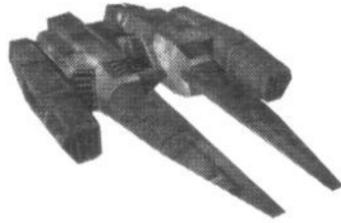
<i>Model</i>	CR04
<i>Cost</i>	920 credits
<i>Max Speed</i>	140 kps
<i>Turrets</i>	2
<i>Shield Strength</i>	Medium
<i>Armor Strength</i>	Heavy
<i>Capacity</i>	1500 tons
<i>Bays</i>	9

# Military Ships



Light  
Fighter

Model: ML1B



Medium  
Fighter

Model: ML2B



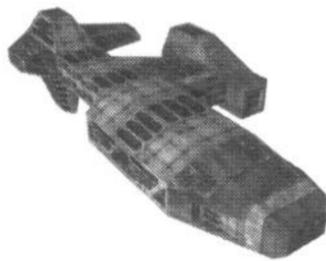
Heavy  
Fighter

Model: ML3B



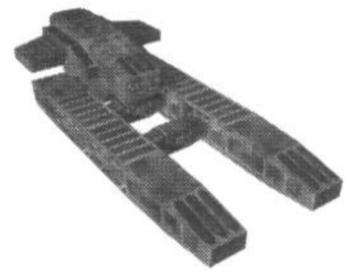
Extra-Heavy  
Fighter

Model: ML4X



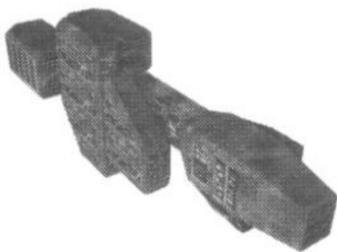
Destroyer

Model: ML4D



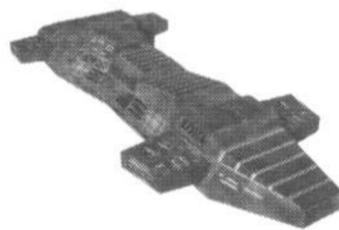
Carrier

Model: MCOS



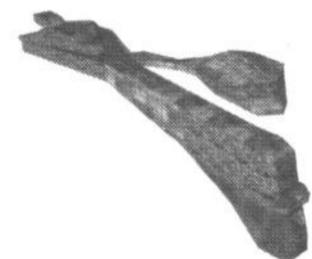
Dread-  
nought

Model: MDRE



Cargo  
Carrier

Model: CCTB

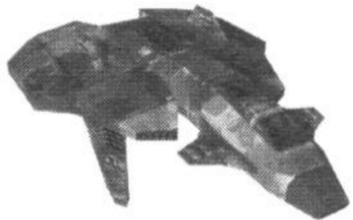


Capital  
Ship

Model: MCPH

# Known Pirate Ships

## Kindred Ships



### Vendetta

Model: KN1B

Class: Light Fighter



### Blade

Model: PL4B

Class: Heavy Fighter

## Jincilla Clan (orange markings)



### Skull

Model: SKUL

Class: Light Fighter



### Veldor

Model: ML05

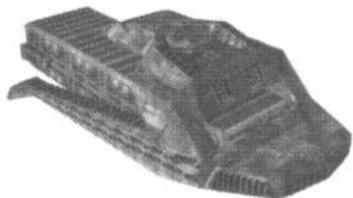
Class: Medium Fighter



### Tacon

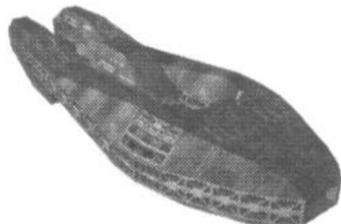
Model: Heavy Fighter

Model: PRHA



### Jincilla Shuttle

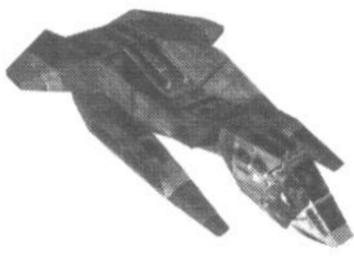
Model: SH1A



### Jincilla Cruiser

Model: PR6B

## Kiowan Clan (red markings)



### Vector

Model: PLM2

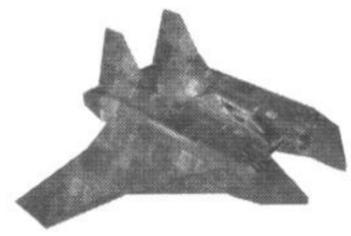
Class: Light Fighter



### Leighat

Model: MLA5

Class: Medium Fighter



### Krell

Model: PRHB

Class: Heavy Fighter



### Kiowan Shuttle

Model: SH1B

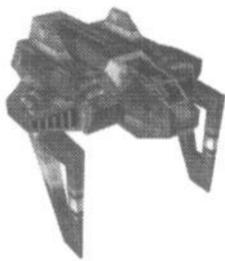


### Kiowan Cruiser

Model: CR2A

38

## Chirichan Clan (yellow markings)



### Demon

Model: PLM3

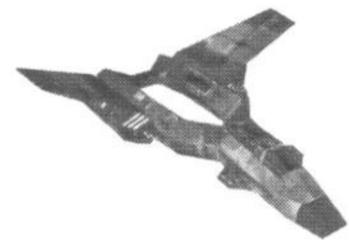
Class: Light Fighter



### Heron

Model: ML04

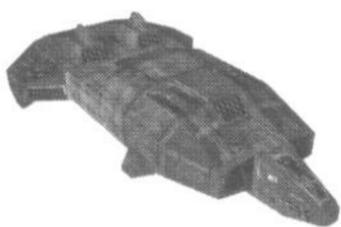
Class: Medium Fighter



### Testmos

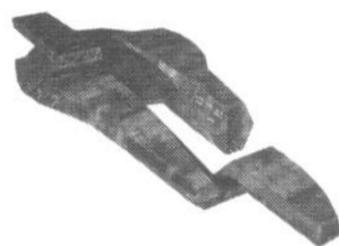
Model: PR2A

Class: Heavy Fighter



### Chirichan Shuttle

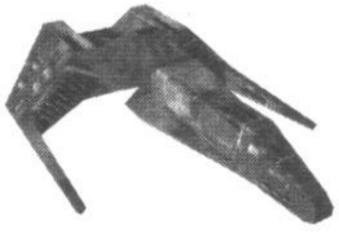
Model: SH2A



### Chirichan Cruiser

Model: CR2B

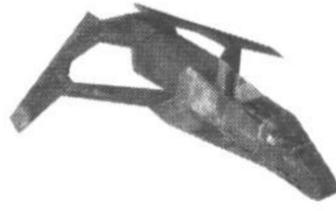
## Papagod Clan (brown markings)



Tembler

Model: PLM4

Class: Light Fighter



Ecantona

Model: PR2B

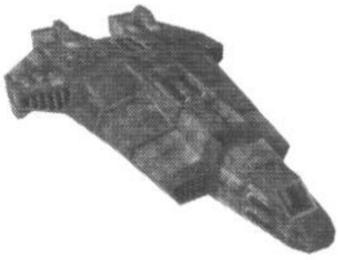
Class: Medium Fighter



Ashearerer

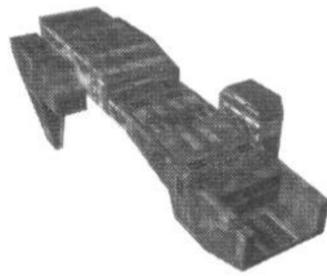
Model: ML4B

Class: Medium Fighter



Papagod Shuttle

Model: SH2B



Papagod Cruiser

Model: PR06

# PLACES OF INTEREST

## Planets

There are eight main planets in the Tri-System — Karatikus, Hephaestus, Bex, Janus IV, Crius, Hermes, Hades and Anhur. These are the largest planets, and are the planets where life in the systems originated, or the first colonized.

Several minor planets are also scattered across the systems — Corinthias, Serca, Petra, Destinias, Desolia, Ostinia, Massanas, Leviatha, Athos and Terrel. Most of these planets are relatively small, and either unfit or unpopular for mass colonization. Some have become important mining or research bases, however.

Detailed information on all planets is available in the PUBLIC RECORDS database of the CCN booth system.

## Space Stations

Tri-System space stations are registered according to the following convention:

Station Name

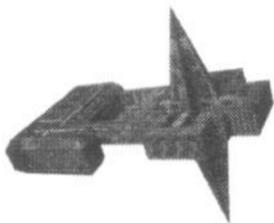
CS: Dexros

Type of Station

Abbreviations for the types of stations are RS (repair station), CS (commodities station), ES (equipment station) and SS (super station)



**Super Station.** Repair your ship, buy equipment or trade commodities at any self-contained super station.



**Repair Station.** Taken some flak? Make it better at one of the many repair stations found around the systems.



**Commodity Station.** Need to move some goods fast without going planet-side? These outposts are the place for you.



**Equipment Station.** Fresh out of implements of destruction? No problem — get some more at these “Mayhem Mega Markets.”

## Laboratories



Many of these can be found dotted around space — most provide private companies and institutions with vital zero-gravity research.



**Kappa Labs.** An outpost of the giant Hephaestan scientific research conglomerate, KBRG, Kappa Labs was established for the testing of life support and other spacecraft systems in a near-vacuum environment.

## Pirate Stations

Pilots, beware — these stations and the local space areas near them are swarming with hostile ships.



**Kiowan Station.** Headquarters of the hideous Cybernetic pirate clan.



**Chirichan Station.** Although the Chirichan are fairly lightweight career criminals, they favor computer hacking and fraud, and this base is armed with the latest state-of-the-art defensive machinery.

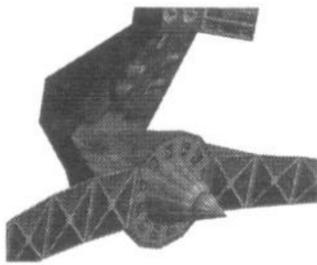
## Miscellaneous



**Jump Gate (System Jump).** Creating artificial wormholes in space, these gates provide swift carriage between the three systems for a small toll fee. See *Pilot's Manual*, p. 9.



**Navigation Buoy.** Marking all the main routes across the Tri-System, these fixed transmitters allow spacecraft to quickly navigate the space lanes. Although your ship's navigation system will be locked onto one of these when you jump into a pocket of local space, *never fly directly into one*. They are solid objects.



**Turret Tower.** These deep space laser emplacements are used by both neutral and hostile elements. Approach with extreme caution.



**Satellite.** Predominantly used for communication purposes, a pilot must constantly look out for these structures to avoid nasty and often fatal collisions.



**Escape Pod.** Only used in extreme emergencies, these unarmed capsules will keep a human alive for a few days until he or she can be picked up. Most have communications systems, but no form of propulsion.



**Spacesuit.** A rather antiquated device, spacesuits are still occasionally used to conduct repairs or enter a ship covertly. A bit cold and very risky.

EA 1013405

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