

Blank Page
Do Not Print

Locations, Locations, Locations,

Exploring a PRIVATEER 3 World

Humble beginnings

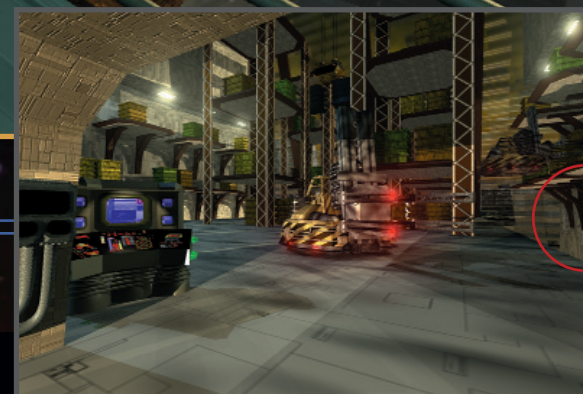
Owning nothing more than a heavily damaged space ship and the cargo in its hold, you find yourself on the twilight world of New Damascus. Without a second thought, you head for the one place that promises both creature comforts and quick cash.

Hangar -The hangar leads to where your ship is docked.. You can use the loadout computer for repairs and to purchase weapons.

Commodity Exchange -This is a doorway that leads to where you can buy and sell cargo.

Information Exchange -This is a place where you can meet characters who can help you explore the story line or offer missions for some quick cash.

Information Kiosk - Fashioned to look like a futuristic web, this device will allow you to look up a wealth of information on most every facet of the game.



commodity exchange

hangar

port

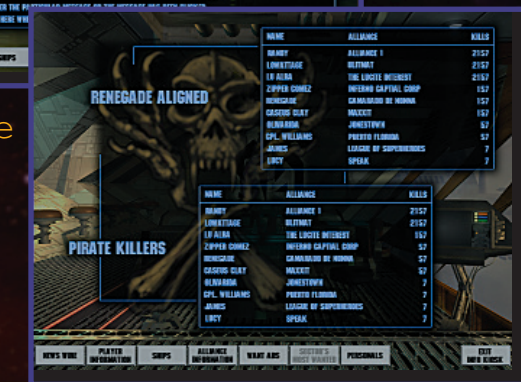
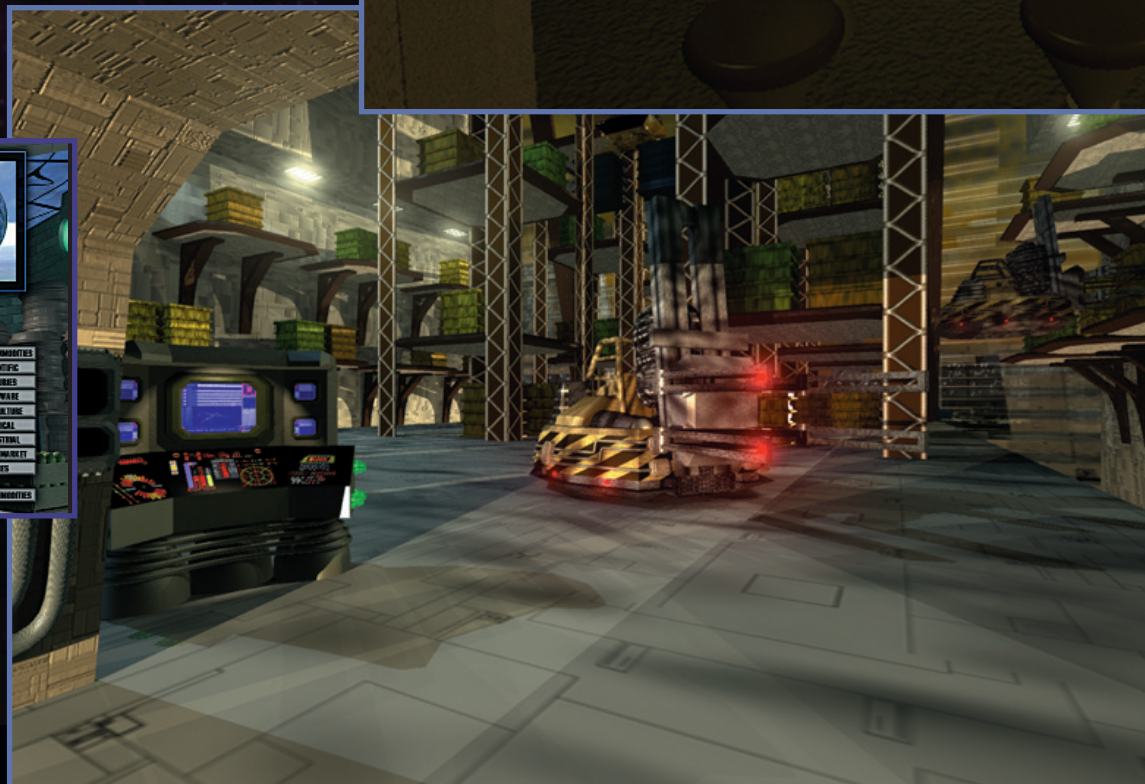
information exchange

Locations, Locations,

Commodity Exchange

Just across the street is the Commodity Exchange. This is where you can purchase or sell cargo for your ship. The trading of goods between worlds can lead to quick cash, that is, if the pirates don't try and muscle in on the profit margin.

There are 40 different commodities that can be bought and sold. Because all the planets have a different industry and specific needs, you will have to research each planet to figure out which commodities or Golden Triangles will be the most profitable for each trade route. then you can determine profit potential.



Information Exchange

In the local tavern, you will meet up with a shady businessman who is interested in hiring a skilled pilot to make some deliveries for him to the nearby Vigilance space station. With the offer of big payoffs for a little hazardous duty, you begin an adventure that plunges you headlong into a world of fast money and armed aggression.

On some worlds it may be a tavern, on some a temple, on another it may be a marketplace. But, it's still the place where you can go and get missions. Hauling commodities can be profitable, but getting a mission to capture a known pirate or to assassinate a corporate leader can be much

Locations, Locations, Locations,

ship view

buy/sell equipment

equipment icon

item description

buy/sell ship hulls

equipment storage

The screenshot shows the game's interface. At the top, a ship is shown in a hangar. Below it, a list of equipment for sale is displayed. To the right, a ship hull selection screen is shown. The interface includes various buttons and a status bar at the bottom.

GUNS	ITEM NAME	BUY PRICE	SELL PRICE	QTY OWNED	% DAMAGED
MISSILES	PULSE LASER	200 C	150 C	2	50
SCANNERS	MASS DRIVER	100 C	75 C	1	75
SHIELDS	MESON BLASTER	200 C	150 C	1	50
ARMOR	NEUTRON GUN	200 C	150 C	2	50
ENGINES	ION GUN	100 C	75 C	1	75
POWER PLANTS	PARTICLE CANNON	200 C	150 C	2	50
ECM/ECCM	PROTON BLASTER	200 C	150 C	0	50
SHIP HULLS	TACHYON CANNON	100 C	75 C	3	75
MISCELLANEOUS	PULSE CANNON	100 C	75 C	0	75
	PLASMA CANNON	200 C	150 C	1	50

NAME	CARGO SPACE	HULL PRICE	EQUIP. VALUE	TOT. SELL PRICE
DEMON	250 TONS	150 C	15000 C	15150 C
PREDATOR	175 TONS	100 C	-	-
NEMESIS	150 TONS	200 C	-	-
AURORA	250 TONS	200 C	-	-
WYVERN	175 TONS	100 C	-	-
GRYPHON	250 TONS	200 C	-	-

HANGAR:
This is the area where you can purchase a new ship or modify your current one. With all the options for you to choose from, there are over 200,000 different configuration!

All changes to the exterior of the ship, such as weapons, engines and armor will be visible to you IN THE GAME! No other polygonal game to date offers such features.

You can choose among six different models from a light fighter to a heavy multi-role. Each of the ships has its own attributes, including: size, tonnage, total cargo space, and maneuvering characteristics.

Using the computerized load-out system you can just point-and-click to upgrade your ship's equipment. All equipment has detailed images of each unit as well as information on the

hard point selection

The screenshot shows the game's interface. At the top, a ship is shown in a hangar. Below it, a list of equipment for sale is displayed. To the right, a ship hull selection screen is shown. The interface includes various buttons and a status bar at the bottom.

DRY DOCK PRICE:	ITEM NAME	QTY ON SHIP	GUNS
XXX C	PULSE LASER	2	MISSILES
	MASS DRIVER	1	SCANNERS
	MESON BLASTER	1	SHIELDS
	NEUTRON GUN	2	ARMOR
	ION GUN	1	ENGINES
	PARTICLE CANNON	2	POWER PLANTS
	PROTON BLASTER	0	ECM/ECCM
	TACHYON CANNON	3	MISCELLANEOUS
	PULSE CANNON	0	EQUIPMENT
	PLASMA CANNON	1	

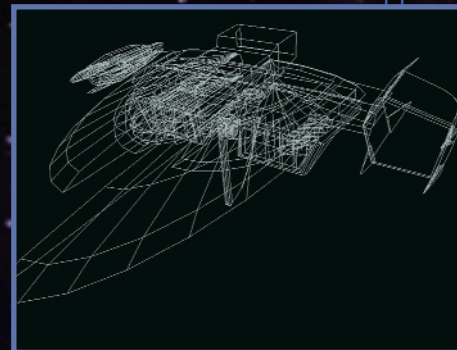
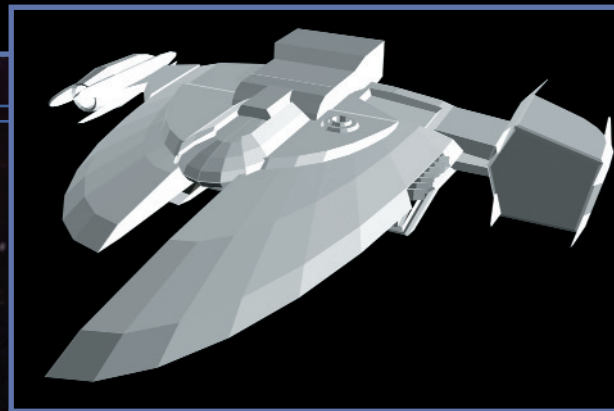
Vaktoth Light Fighter

Hull Type: I
Mass: 140 tons
Crew: 1
Max Speed: 600
Shields: HZ Class I
Armor: None
Powerplant: K5 Fusion
Weapons: 2 MK II Beam
Lasers, Meson Blaster
Scanner: Barris System I
Equipment: Afterburner
Cargo: None
Engine: Ion Only
Manufacturer: HSWS
Credits: 115,000

The Vaktoth is a very basic design in light-duty fighters. Produced by Skar Kilrathi Spaceworks, the Vaktoth has found a niche market even after the Galactic War due to unsurpassed quality. Proven to be a reliable and effective craft, the Vaktoth has been picked up by the border worlds as a good in-system fighter for many pirates and mercenaries alike.

Pros: Inexpensive, very fast acceleration, top speed is high, good scanner
Cons: Light armor, light shields. The power plant is the most basic and should be updated to the newer K20 Fusion plant. No jump drive.

Summary: If you're looking for an inexpensive light-duty fighter for recon or escort service, this is your ship. At a total cost of just 110,000CR, it is a very cheap fighter. An improved model, the



Ships

Nemesis Heavy Fighter

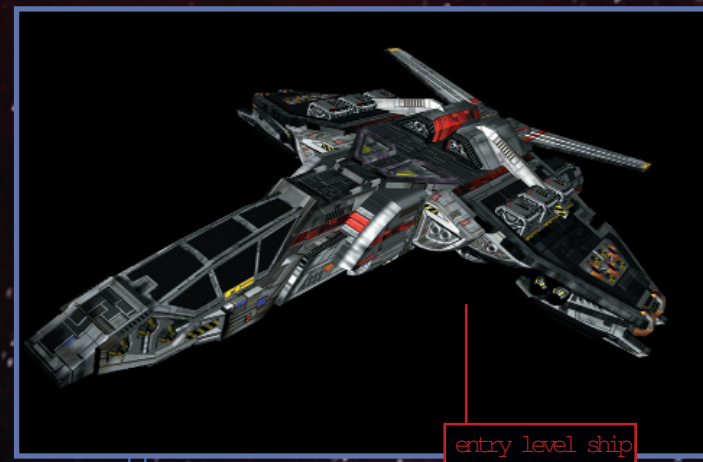
Hull Type: VI
Mass: 2000 tons
Crew: 3 [Pilot and Two Turret Crew]
Max Speed: 500
Shields: Quasar Class IV
Armor: Durasteel 16cm
Powerplant: Quad Di-Cor
Weapons:
2 Particle Cannon,
2 Tachyon Cannon,

30 Friend/Foe Missiles and One Torpedo Launcher with Two Torpedoes

Turrets: [3] Two Outfitted With Dual Tachyon Cannons
Scanner: Barris System III
Equipment: Afterburner, Jump Engine, Aurora 5K ECM
Cargo: 25 Tons
Engines: Ion, Jump
Dimensions: 94 long 41 wide
Manufacturer: GSD
Credits: 1,516,600

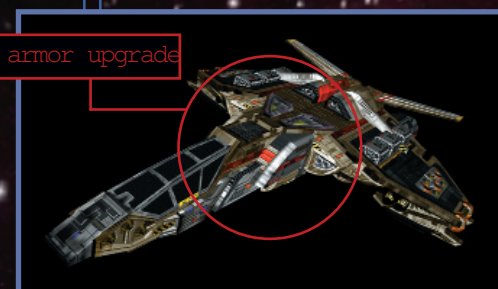
Though it was passed over by the Confederation due to economic reasons (ie: too expensive), it has proven extremely popular due to its overall excellent design. Not a military fighter, it has become popular among the pirates. It has a number of hard points to accommodate an array of both missiles and energy weapons. Because of its mass it does not have the superb turning rate of smaller vessels, but its heavy armor can outlast any of the lighter fighters.

Hint: Since the Nemesis is not as agile as its smaller counterparts, this ship is best when outfitted with a wide range of missiles. It is a workhorse and can take the abuse of lasers and ion cannon fire.

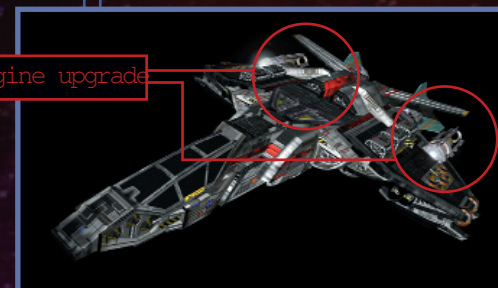


entry level ship

armor upgrade



engine upgrade



weapons upgrade

