



Player's Guide

V3.0

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You are the Captain of a large spacecraft known as a Ship. You traverse the galaxy, working for the different great Factions, fighting to survive, making money and becoming a hero or a villain in your own right.

How to Play

Primarily, you use the Stellar Touch Map to navigate space, and interact with other ships, traders, Princes, and the rest of the galaxy through simple touchable buttons.

Stellar Touch Map

The screenshot below shows the game's primary interface, the touch map.



Giving Ship Orders

Touch any sector to move the ship to navigate the ship to that destination. When you touch a target Sector, the Ship's Navigational computer will plot a course and begin to move along the path. The navigational path will be highlight in orange beacons. To cancel a navigational path, simply tap the Stellar Touch Map once.

Sectors marked with a green navigational beacon are safer than those marked with red. You cannot move through a Star, as the super-charged heat would destroy the hull of your ship. Your

Ship's Navigational computer will attempt to avoid Stars and dangerous Sectors in space, but is limited in its capabilities and still requires the skills of a sharp Captain.

If you encounter another ship in space while moving, the other Captain's Faction flag will be displayed in the Sector and you will immediately go into the Battle Stations Menu, preparing for an encounter that could range from peaceful to violent.

F: Stellar Object

The Quadrant is full of stellar objects—Stars, empty Sectors and Planets. Long touch any empty Sector, Star, or Planet to receive a brief summary about it or to set a Waypoint to the object.

A: Status Menu

Select this menu option to load the Ship Status screen. This allows you to view the Captain's condition, statistic, skills and access additional tabs of information regarding ships, trade routes, conflicts and the cargo hold.

B: Contracts

Select this menu option to load a list of the Captain's Contracts. Selecting "Plot Course" from the Contracts page will add a Waypoint to the Contract destination and return you to the Stellar Touch Map. A blue arrow will appear guiding you toward the new Waypoint.

C: Score

Select this menu option to load a summary of the Captain's score.

D: Help

Select the menu option to return to this guide.

Navigating with Waypaths and WayPoints

The Star Traders RPG Stellar Navigation Touch Map includes two types of Captain controlled navigation aids. The first type, a Waypath automatically guides the Ship for the Captain along a path that includes as many green navigational beacons as possible. The second type, a Waypoint exists to indicate the Captain's next destination. A Waypoint may be established from the Contracts, Rumors, Conflicts or Factions menu.

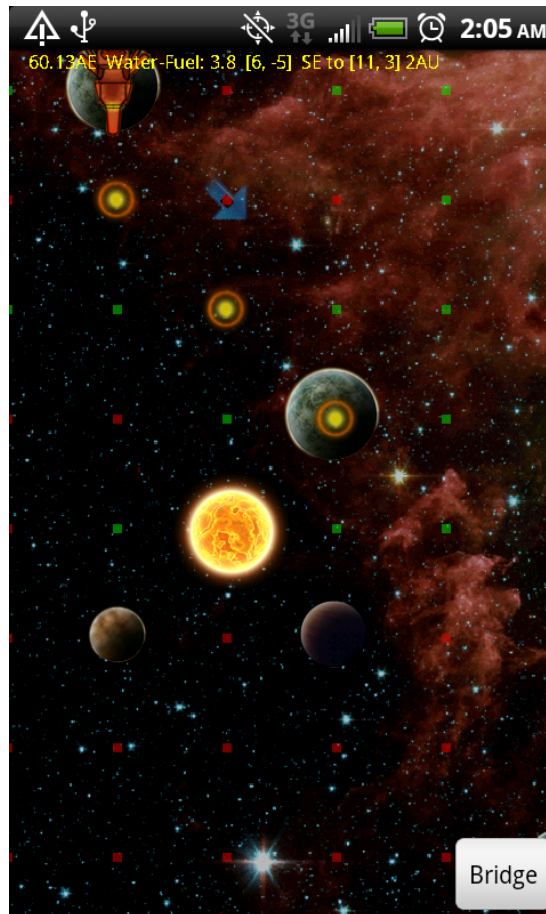


Figure 1: Star Traders Waypath & Waypoint

The Planets

Since the arrival of men and women in the Quadrant, settlement has occurred at a break-neck pace. There are people living on nearly every single habitable world in this arm of the galaxy.

The Quadrant's planets break down into three classifications that support human life -- Civilized Planets, Fringe Planets and Feral Planets. Dead Planets and Stars are unable to support life.



Civilized Planets

Civilized Planets have no wild spaces left to Explore and are covered with human life and settlement. The Captain can land on a Civilized Planet and expect to find a thriving place, rich with business and opportunity.

Civilized Planets have only an Urban Zone, which usually contains a Trade Exchange, Stardock, Palace, and Spice Hall.

Going into Orbit and Landing

To enter the orbit of a Civilized Planet, touch your ship. To land on a Civilized Planet's Urban Zone, touch the Urban Zone button on the Stellar Touch Map.

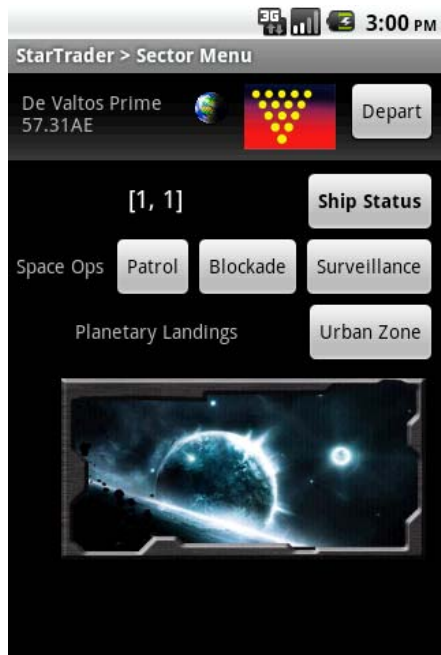


Figure 1. Orbit of a Civilized Planet

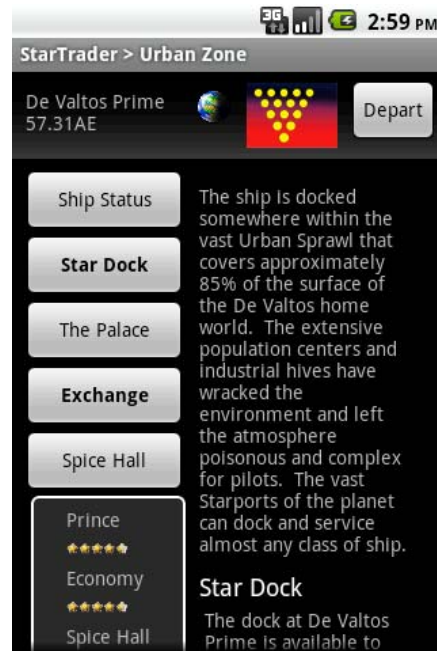


Figure 2. Urban Zone on a Civilized Planet

Fringe Planets

Fringe Planets have both an Urban Zone and a Wilderness Zone (see below). Only part of the surface of the planet is inhabited, leaving untamed corners still to Explore.

Planets outside of Quadrant Core, especially those flying the Independent Spacers flag are often more expensive due to their remote locations. However, their markets and spice halls are full of goods and the governments do not require Permits or Edicts.

Going into Orbit and Landing

To enter the orbit of a Fringe Planet, touch your ship. To land on a Fringe Planet's Urban Zone, touch the Urban Zone button on the Stellar Touch Map. To directly land on the wild surface of a Fringe Planet, touch the Land button on the Stellar Touch Map.

Feral Planets

Feral Planets only have a Wilderness Zone and is too dangerous or hostile to settle.

Going into Orbit and Landing

To enter the orbit of a Feral Planet, touch your ship. To directly land on the wild surface of a Feral Planet, touch the Land button on the Stellar Touch Map.

Dead Planets

Dead Planets have neither an Urban Zone nor Wilderness Zone because they are simply too deadly to Explore or settle. However, such planets are used as hiding places by pirates and other dangerous galactic hunters. Many wise Captains choose to avoid Dead Planets.

Stars

The heat and power of a Star is too great for the Hull of any starship withstand. You must navigate around Stars.

Urban Zones

From the sprawling cities of the Core worlds to the rough and tumble backwater cities of the Fringe planets, humans have spread far and wide across the arm of this galaxy. Urban Zones often include the following areas.

The Palace

The Palace allows a Captain to speak with a leader of the Urban Zone and discuss Faction politics and Contracts. The Palace works the same for Syndicate and Clan worlds.

Stardock

The Stardock allows a Captain to repair, upgrade and re-arm his Ship. Some upgrades at the Stardock are only available to Captains with Permits or those who are licensed as Bounty Hunters. Stardocks operated by Independent Spacers will sell their wares and upgrades to any Captain who has the Credits.



Trade Exchange

The Trade Exchange allows a Captain to purchase Water-Fuel for his ship, and buy or sell other merchandise. The prices at the Trade Exchange will be determined by the Captain's Reputation, Rank and Permits and other conditions affecting the planet's economy.

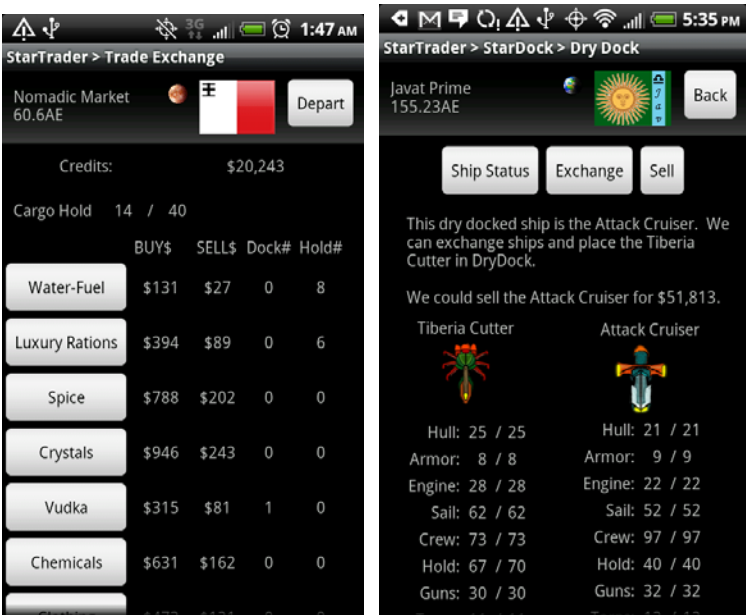


Figure 2: A Typical Star Traders Exchange



Spice Hall

The Spice Hall allows the Crew to relax and the Captain to speak with other Captains and hear Rumors or take Contracts. The Spice Hall also allows the Captain to pay for his Crew to enjoy themselves (and raise Morale) or Recruit new Crew members if the ship is under-staffed.

The Crew enjoys Vodka, Spice and relaxing at the Spice Hall. This can increase Crew Morale.



Wilderness Zones

Explore

When Exploring a Wilderness, the Captain and the Crew dare to leave the protection of the Ship. A planet's surface may be dotted with ancient ruins and other sites of interest. In an attempt to discover riches, fame, and fortune they wade into dangerous territory. Both the reward and risk for Exploring can be high.

The Captain may uncover Records, Artifacts, Weapons or Electronics, which can be sold for tremendous profits in the right Trade Exchange. Some planets are better than others for Exploration -- the best planets are Ancient Crash Sites.

Sometimes a Planet may have a new discovery of Dark Age Technology -- if you hear a Rumor about a Planet at the Spice Hall or Palace, it may make the chances of discovering items such as Artifacts much higher.

Gather

When Gathering from a Wilderness zone, the Captain and the Crew use the Ship's Engines to try to Harvest resources from the planet.

The Captain may uncover Water-Fuel, Crystals, Metals, Records, Plants, Spice and Chemicals. Some planets have better prospects for Gathering than others-- the best planets are Rich Harvest Sites. Gathering can be a risky proposition, but can be very rewarding.

Sometimes a Planet will have a Very Rich Harvest -- if you hear a Rumor about a Planet at the Spice Hall or Palace, it may make the chances of finding a huge load of goods higher.

Cache (AKA: Warehouse)

When leaving a Cache on a planet, the Captain and Crew hide Cargo on the planet's surface. Some Captains use this to stock-pile Cargo to trade at a later date, or to leave an emergency stash of Water-Fuel behind enemy lines.

Sometimes Treasure Hunters will attempt to steal the hidden Caches on a Planet. If the Captain hears a Rumor in the Spice Hall or Palace he might want to return to the Planet to recover his Cargo before it is stolen.

The Captain does NOT keep any records of where he hides things. The Captain is too clever for that, for any notes made about such secrets would ultimately fall into the wrong hands or be stolen by a greedy crew member. Therefore, it is up to you to REMEMBER which the location of your Caches; else they will be lost forever.

Deep Space Operations

Patrol

When the Captain gives the order to Patrol the Sector, the crew prepares to make a full sweep of the Area. In many cases, the Captain gives the Patrol order with the intention of finding other ships. Perhaps he is looking for a criminal or friend known to be operating in the Sector.

Pirates, Smugglers and Captains carry other illegal goods should be wary when Patrolling in Deep Space or near Civilized Planets as they are likely to encounter other Military Ships on Patrol. Such Military Ships will want to see the Trade Permits before releasing another ship they find on Patrol.

Patrols are likely to find merchants within the Trade Routes and close to planets with high Economies.

This Order is often given during a Trade War.



Figure 3: Deep Space Menu

Blockade

When the Captain gives the order to Blockade the Sector, the crew takes up battle stations and prepares to make a military strike against any ship found attempting to run the Blockade.

The Captain and crew will, when not in a Military capacity, accept payments, fees and bribes from local star shipping crews. This will cause a sharp drop in Reputation but can be profitable and makes an excellent emergency source of income.

The Captain knows that a Blockade of some Sectors is of no value and that a deep space blockade is a waste of fuel.

Military Ships on Patrol will be hostile towards any Captain seen Blockading a Sector. This Order is often given during a Solar War.



When giving a Blockade order, the Captain receives a bonus for each Weapon in the Cargo Hold.

Surveillance

When the Captain gives the order to perform Surveillance in the Sector, the crew prepares for silent running and sets course for a hidden location. From this vantage point, the Captain uses his considerable skills to uncover the true nature of Faction activity in the Area.

Surveillance creates Records rich with information which are directly deposited into your Cargo Hold, if there is available space. These first hand Records are of value to any Faction and the Captain can sell them for a profit.

If caught, the Captain will lose reputation. This Order is often given during a Spy Battle.



When performing Surveillance, the Captain receives a bonus for each Electronic in the Cargo Hold.

The Quadrant



Figure 4: Space Fuel Calculator

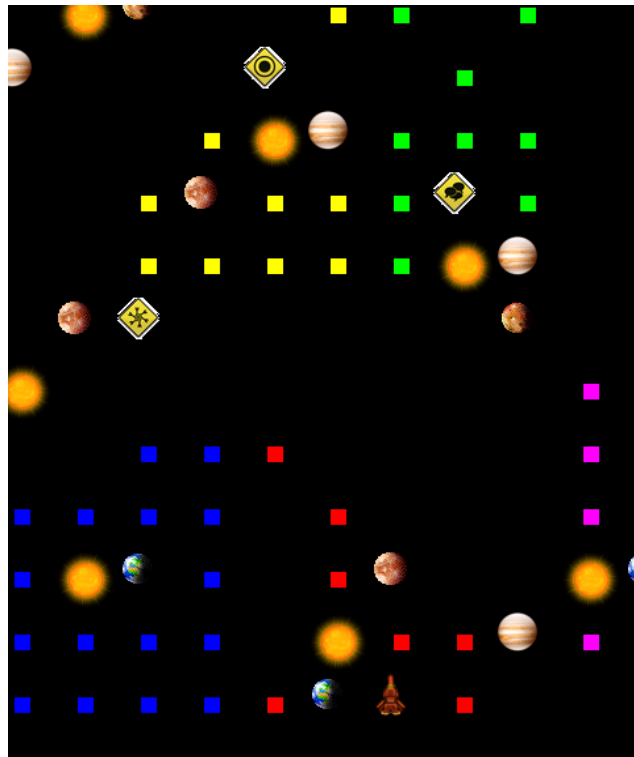


Figure 5: ST RPG Stellar Zoom Map

The Cost of Space Travel

Space travel is expensive and difficult. You can estimate the ship's current range (given supplies and current ship condition) under the Status menu.

The Zoom Map

The Zoom Map exists to assist the Captain in making long term navigational choices. It includes a display of Sector Ownership, Stellar Objects, Contracts, Rumors and Hazards.







When traveling in Deep Space having Artifacts in the Cargo Hold can increase the chance and severity of accidents. These discarded pieces of Narvidian technology are deadly, even when disabled.








The Ship

Ownership of a starship makes a man or a woman a very special person -- beyond a merchant or a bounty hunter -- they are a Captain. A captain must know his or her ship and its crew inside and out to be successful in the deep of space.

In order to check the statistics of your ship, see the Ship tab under the Ship Status screen.

Hull Types

	Barge An excellent medium range merchant ship the Barge is not particularly expensive to operate. It can be run by a small crew and has excellent Cargo capacity for the size of Hull.
	Corvette The Corvette is a fast ship with good fuel economy. Favored by Bounty Hunters and Smugglers across the Quadrant, the Corvette chassis is one of the most common.
	Cruiser The Cruiser is a powerful ship with incredible range, fuel economy and high cost. Cruisers are favored by the elite smugglers and bounty hunters in the quadrant.
	Battlecruiser The Battlecruiser is a quintessential planetary defense craft. Heavily armed and armored the Battlecruiser depends on the support of nearby friendly Stardock to compensate for poor fuel economy and large Hull and Crew.
	Merchant The long range merchant is a vast cargo carrying platform capable of hauling many interconnected and independent cargo containers. Designed for long range stellar commerce and trade lanes the bigger models of the Merchant ship are capable of cross-Quadrant travels without stopping for refueling.

	<p>Hauler</p> <p>An excellent short range merchant ship the Hauler is not particularly well suited for deep space operations. Often seen within the Shadow of Civilized and Fringe worlds, the Hauler is very cheap to operate but lacks the speed, Cargo and durability of a larger ship.</p>
	<p>Destroyer</p> <p>The Destroyer model is the smallest of the deep space warships deployed by the navies of the Syndicates and Clans. The Destroyer is capable of packing considerable firepower. However the scale and scope of the larger Capital ships far out-class the Destroyer. The Destroyer is often seen in escort duty or in personal flagship duty to ranking officers.</p>
	<p>Scout / Fighter</p> <p>The Scout-Fighter defines the smallest exo-system craft used by Syndicate and Clan Star Traders. Capable of exiting the atmosphere and gravity of a planet these crafts see service as personal shuttles, small merchants and escape pods.</p>
	<p>Carrier</p> <p>The Carrier is a massive capital ship. The size and scope of this ship require a very experienced captain.</p>
	<p>Battleship</p> <p>The Battleship is a massive capital ship. The size and scope of this ship require a very experienced captain.</p>
	<p>Longbow</p> <p>The Longbow is a large capital ship specifically designed to support heavy weapons.</p>
	<p>Broadsword</p> <p>The Broadsword is a medium sized capital ship specifically designed for heavy duty survivability and best-in-quadrant armor capabilities.</p>



Hull

- **The Captain will have an easier time with Ships where the Hull is less than the Pilot skill.**
- The Hull protects the Captain and Crew from the harsh vacuum of deep space. Should the Hull be breached or reach Rating 0 the Ship will be destroyed and the Captain and Crew killed.
- The Hull can only be repaired at a Starport.
- A high Hull value will make the Ship more difficult to damage.



Armor

- A heavily armored Hull is better able to withstand damage in combat.
- Armor is optimal for reducing damage at closer range, against Guns. The explosive power of a Torpedo punches through much of a ship's Armor.
- Armor for a Ship can be purchased at a Military Base within a Stardock.



Engines

- **Having More than 20 Engines on a Ship Decreases Fuel Usage.**
- **Having More than 30 Engines on a Ship additionally Decreases Fuel Usage.**
- The Engines propel the ship over short distances at low speeds and with maximum agility. The Engines also power the Guns, Torpedoes and Life Support Systems.
- In battle, high Engines are good for Boarding, Guns
- The Engines can only be repaired at a Starport. The Crew and Captain are capable of making makeshift repairs to the Engines.



Solar Sail

- **Having More than 20 Solar Sail on a Ship Decreases Fuel Usage.**
- **Having More than 30 Solar Sail on a Ship additionally Decreases Fuel Usage.**
- **Having Fully Repaired Solar Sail on a Ship additionally Decreases Fuel Usage.**
- The Sails propel the ship over long distances at high speeds with little agility. The Sail helps with accurate Torpedoes, main map Ship movement and evasion in combat.
- High Solar sails are good for speed, torpedoes and combat at long range.
- The Solar Sail can only be repaired at a Starport. The Crew and Captain are capable of making makeshift repairs to the Sail.



Crew

- The Crew is the men and women who operate, repair and control the Ship under the direction of the Captain.
- Each Ship has an optimal Crew number and the Captain will not recruit more Crew than his or her Ship needs. This optimal Crew count is listed as the maximum number in your Ship's Statistics under the Ship tab in the Ship Status screen.
- A healthy, happy Crew is critical for every operation of the Ship. If a Crew's Morale reaches 0 they will raise up in Mutiny against the Captain for control of the Ship.
- A Crew's Morale is increased by relaxation time off the Ship, Luxury Supplies and by successful Ship Operations, especially those that do not result in death among the Crew.
- A Crew's Morale is decreased by the Captain's failures and mistakes, lack of Water-Fuel, Capture, Prison and Death.



Cargo Hold

- The Cargo Hold transports the Crew and Ship's Water-Fuel as well as the Captain's Cargo and any special packages or passengers.
- Larger ships with larger Crews require more Water-Fuel and often have larger Cargo Holds. A ship with a small Cargo Hold will need to make frequent stops for supplies.



Guns

- The Barrage Gunners, or Guns, are the ship's primary short range offensive weapon as well as the ship's only defensive weapon.
- While inaccurate and ineffective at long ranges, Barrage Gunners are capable of highly targeted strafing runs at short range -- allowing the Captain to order a Barrage fired against the Crew Decks or Ship's Engines.



Torpedoes

- The Hypersonic Hunter Killer Space Torpedo is the ship's primary long range weapon and is devastatingly effective against unarmored ships.
- The Torpedo is very inaccurate and prone to failure at short range; however, at Long Range the Hunter Killer Ship-mind provides extreme accuracy. Torpedos have the additional benefit that clean misses rapidly return to the ship for re-arming. Therefore, if your Torpedo misses a target, it is not spent. If it hits, the Torpedo explodes and is lost and you should report to a Stardock with a Military Base to purchase more armaments.

Ship Upgrades

Ship upgrades come in two varieties. The first type is a fixed bonus, for example +10 Solar Sails. This bonus would be applied the same way no matter what type of Ship it is installed on. The second type is a variable bonus which is expressed as % of gain, for example +25% Solar Sails. The +25% upgrade would be considerably better than the +10 upgrade for any ship with more than 50 Solar Sails.

Extended Mainsail (+15%)

- Increases Solar Sail
- Decreases Water-Fuel Usage
- After Installation, Repairs Required to Buy Solar Sails

Prow Sail (+3)

- Increases Solar Sail
- Decreases Water-Fuel Usage
- After Installation, Repairs Required to Buy Solar Sails

Advanced Sail System (25%)

- Increases Solar Sail
- Decreases Water-Fuel Usage
- After Installation, Repairs Required to Buy Solar Sails

Nano-Solar Sail Coating (+6)

- Increases Solar Sail
- Decreases Water-Fuel Usage
- After Installation, Repairs Required to Buy Solar Sails
- Increases Cost of Repairs
- Reduces Availability of Repairs

Cargo Pod (+10)

- Adds to the Cargo Size of the Ship

Titan Components (+5 Engines)

- Increases Cost of Repairs
- Reduces Availability of Repairs
- Combat Engines

Prow Lance Battery (+3)

- Adds to the Maximum Torpedoes
- Increases accuracy when firing at fleeing targets

Torpedo Control Pods (+20%)

- Adds to the Maximum Torpedoes
- Increases accuracy when firing

Aft Lance Battery (+3)

- Adds to the Maximum Torpedoes
- Major increases to accuracy when firing after fleeing attempts

ARES Class Missile Control (16)

- Increases Signature

Cargo Pod (+8)

- Adds to the Cargo Size of the Ship
- Towed Stealth Array
- Adds to the Captain's Stealth Statistic
- Adds to the Captain's Pilot Statistic
- Increases % to avoid hostiles

Reinforced Prow (+1)

- Adds to the Maximum Armor
- Does not increase signature
- Increases Resistance Vs. Ram
- Increases Boarding Action
- Increases Ram Attack
- Captain Required to Purchase Armor Plates

Structural Refit (+3)

- Adds to the Maximum Armor
- Does not increase signature
- Captain Required to Purchase Armor Plates

Battle Prow (+5)

- Adds to the Maximum Armor
- Increases Signature
- Increases Resistance Vs. Ram
- Increases Ram Attack

- Increases Boarding Action
- Captain Required to Purchase Armor Plates

Dreadnought Architecture (+6)

- Adds to the Maximum Armor
- Increases Signature
- Increases Resistance Vs. Ram
- Increases Resistance Vs. Boarding Action
- Captain Required to Purchase Armor Plates

Cargo Pod (+7)

- Adds to the Cargo Size of the Ship
- Increases Signature

Ancient Reactors (+6 Engines)

- Increases Cost of Repairs
- Reduces Availability of Repairs
- Landing Engines

Additional Quarters (+20)

- Does not increase Signature

External Crew Pods (+15)

- Does not increase Signature

Military Crew Retrofit (+30%)

- Increases Signature

Battleship Architecture (+20 and +30%)

- Increases Signature
- Increases Resistance Vs. Board
- Increases Water-Fuel Consumption

Cargo Vault (+12)

- Adds to the Cargo Size of the Ship
- Increases Signature

Water-Fuel Tank (~25)

- Stores 25 Units of Water-Fuel

Plasma Door Cutters (Type II)

- Increases Boarding Action Attack for Short -> Zero Range Transitions
- Large Bonus for First Boarding Action of Combat

Close Range Sonic Disrupter (Type III)

- Increases Boarding Action Attack for Zero Range

Attack Shuttle Launching Bays (Type II)

- Increases Boarding Action Attack for Short -> Zero Range Transitions
- Large Bonus for Outnumbering Opponents

Leviathan System (Type III)

- Increases Boarding Action Attack for Zero Range
- Bonus for based on Captain's Warrior Skill

Cargo Pod (+7)

- Adds to the Cargo Size of the Ship

Heavy Bulkheads (+2 Armor / Type I)

- Adds to the Maximum Armor
- Increases Resistance vs. Boarding Attack

The Captain

- You are the Captain. The Captain has a number of attributes which describe his or her physical and mental abilities, as well as a set of skills that are relevant to all space-faring professions.
- The Captain travels the Quadrant, completing his or her goals, and gaining Experience which can be spent during Training to raise Attributes or Skills.
- Higher Attributes and Skills grants the Captain better chances in defeating enemies, controlling the ship, buying and selling merchandise and exploring remote planets.

Attributes

Each skill is linked to an Attribute which much always be higher than the Skill to which it is linked.

Strength

The STRENGTH statistic is critical for Survival on Planet Surface, Boarding other Ships and Dealing with Mutiny.

The Strength Skill has only one Skill tied to it, but it is also used as the Captain's resistance vs. Health loss.

Quickness

The QUICKNESS statistic is critical for Ship Defense and Ship Guns. Quickness plays some role in most combat operations.

Wisdom

The WISDOM statistic is critical making Patrols, Gathering Resources on Planets and Moving in Space.

Charisma

The CHARISMA statistic is critical for keeping prices low, your Crew happy, and talking your way into Urban Zones.

Warrior (Strength)

The WARRIOR skill is used by the Captain for Surviving Encounters, Defeating Aliens, Subduing Enemy Captains and winning Boarding and Mutiny. Warrior is IMPORTANT.

Stealth (Quickness)

The STEALTH skill is used by the Captain for Combat Movement, Space Movement, Avoiding Encounters, Avoiding Aliens, Boarding and Targeting/Avoiding Torpedoes Weapons.

Tactics (Wisdom)

The TACTICS skill is used by the Captain for Blockades, Surveillance, Wilderness Landings and Mutiny.

Explorer (Wisdom)

The EXPLORER skill is used by the Captain when he explores a planet for Artifacts.

Pilot (Quickness)

The PILOT skill is used by the Captain for landing in Wilderness, Urban Zones and when changing Range in Combat.

Negotiate (Charisma)

The NEGOTIATE skill is used by the Captain for entering Urban Zones, when Bribing Mutinous Crews and when being searched. NEGOTIATION is critical to determine the prices paid by the Captain.

Intimidate (Charisma)

The INTIMIDATE skill is used by the Captain for Spice Halls, when Conscripting Enemy Crews and when being Searched, Boarded and Looted. The Intimidate Skill is CRITICAL for keeping the Crew in line in Deep Space or in case of Mutiny!

The Ship's Officers

First Mate



- Provides advice about Crew, Morale and supplies
- Provides Morale Bonus
- Bonus with Vodka in Hold

Political Officer



- Provides warnings about Trade Embargos
- Improves Negotiate
- Bonus with Spice in Hold

Military Officer



- Provides Boarding Bonus
- Improves Intimidate
- Bonus with Weapons in Hold

Ship's Mechanic



- Provides Docking Bonus
- Repairs Ship During Flight
- Enhances Repair Camp
- Bonus with Crystal and Metals in Hold

The Scout (Elite Only)



- Provides Landing Bonus
- Improves Explorer
- Bonus with Records in Hold

The Factions

The Factions are the major organizations that control the commerce, shipping, travel and spacecraft of the Quadrant. Factions are divided into two major groups. The Great Houses include Clan Javat, House Thulun and Steel Song. The Syndicates include Cadar, De Valtos and Rychart.



Figure 6: Faction Politics

Permits

Trade Permits are purchased at the Palace and protect you from all Pirates working for that Faction. You are also immediately able to Buy and Sell Artifacts, Electronics and Weapons at Trade Exchanges controlled by that Faction.

Bounty Licenses

Death Warrants are purchased at the Palace and double the reputation bonus of any Bounty Hunter Mission undertaken for that Faction. Such Licenses also protect your ship from Bounty Hunters of the Nation and allow you to participate in Assassin Duals (see Conflicts.)

Reputation

Reputation is the esteem of the Faction for the Captain and his or her service. Reputation reduces the costs that the Captain pays when dealing with the Faction. It also increases the Captain's payments for Contracts granted by the Faction and the Faction will work to protect the Captain from hostile enemy Factions.

Rank

Ranks are official titles granted by the Faction to the Captain. Syndicates and Clans use different Ranks.

Ranks range from a lowly scale (1) to mighty titles (12). As a Captain progresses through the available ranks, additional benefits and opportunities will become available when dealing with that Faction. At early ranks, you will be protected from Warships of the Faction, and if you surrender to a Warship of that Faction, they will not Search your ship. Higher ranks increase bonus of Solar War, Trade War and other Conflicts. Rank reduces the cost of all goods purchased with the Faction and increases the offering prices of Faction Contracts (similar to Reputation, but at a much higher rate).

Contracts

Often a Captain will undertake a Faction Contract to earn Credits or increase Reputation with that Faction. When a Captain reviews a Contract offer they are able to see the Contract's destination, target, distance and payment.

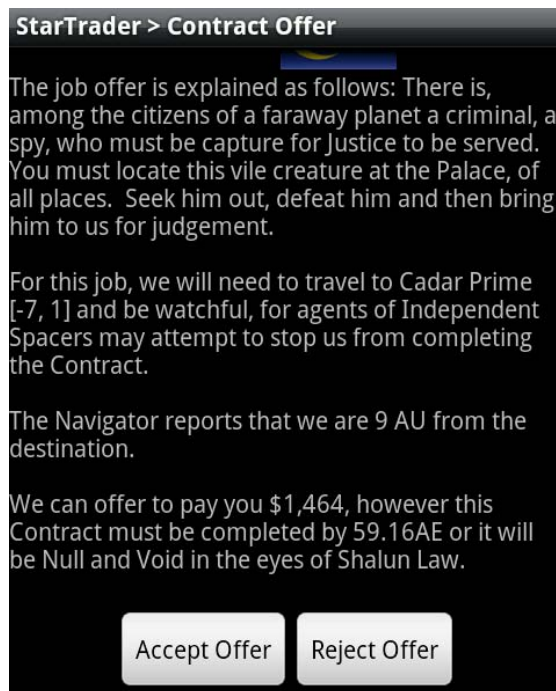


Figure 7: ST RPG Contract Offer

Once the Captain has taken a Contract the details can be reviewed under the Contracts tab of the ST RPG Status activity. From here the Captain can Void (Cancel without Payment) the Contract. The Captain can also set a waypoint based on the Contract.

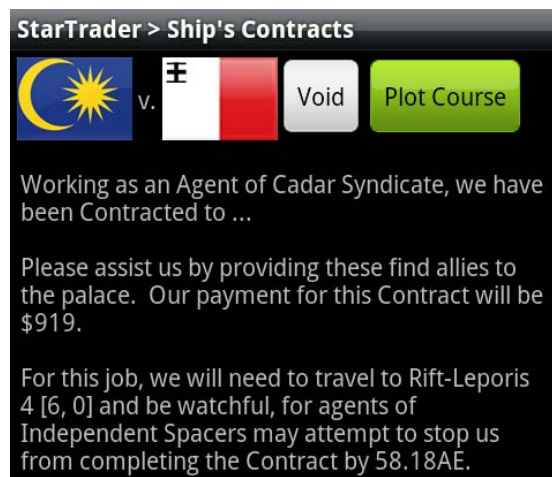


Figure 8: ST RPG Contract Details View

Places to Receive Contracts

The Spice Hall

The spice hall distributes Delivery, Passenger and Capture Missions.

The Palace

The palace distributes different types of missions based on Rank and Edict.

The Military Base

The military base distributes different types of missions based on Rank and Conflicts.

Types of Contracts

Delivery of Message Contracts

Message delivery Contracts are among the simplest and least risky type of Contract that you can take. The messages are small enough that they can be hidden on the ship and a Search or Capture will not uncover the messages. They do not pay as well as other contracts, but they are a low risk way to build reputation with a Faction.

Delivery of Package Contracts

Package delivery Contracts are a risky type of Contract that can draw the attention of hostile pirates, warships and bounty hunters (depending on the contents of the package.) The package is not small enough to be completely hidden on the Ship and depending on the Captain's Stealth skill; the Contract may fail if the Ship is Searched or Captured.

Passenger Contracts

Passenger escort Contracts are the riskiest type of non-combat Contract that you can take. Depending on whom the passengers are the Ship may be the target of Bounty Hunters, Warships or worse.

Assassination Contracts

Assassination Contracts require you to find and execute a criminal who has slipped through the cracks of Justice in the Syndicate or House courts. These jobs require that the Ship and Captain be destroyed. Shalun Law permits the Bounty Hunter to take any Crew and Cargo the criminal is carrying at the time of his execution.

Bounty Hunter Contracts

Contracts given with instructions to capture a criminal can be among the most challenging type you take. These jobs require all the caution of an assassination, all the stealth of a fugitive hunt and the iron will to take on a hostile captain in close-combat. Successful completion of the capture Contract will require you to defeat the criminal in combat without reducing the Hull or Crew to 0.

Blockade Contracts

As a military officer in a faction, you may be contracted to execute a Blockade against an enemy planet. Successful completion requires you to travel to this planet and repetitively execute a Blockade order, preventing commerce and travel from the planet. Blockades always attract the attention of the local Navy, which can make the Contract a hard fight to complete.

During Blockading, you will extort additional money from the Blockaded parties, in addition to the regular contract price.

Spy Contracts

Contracts given with the instruction to use Surveillance on a particular Sector or Planet are Spy Contracts. Successful completion of the Spy Contract will require you to travel to the Sector in space and repetitively use the Surveillance command, attempting to discover the truth of what is happening in that Sector or on the surface of that Planet. Surveillance will often attract the attention of the local Navy, Pirates, and other hostiles who can make the job very difficult and will force you to muster all of your abilities to complete.

When the Spy Contract is complete, you will also have accumulated a cache of Records in your Cargo Hold which you can sell for good profit on top of the Contract price.

Contract Destinations

Contracts to the Surface

Contracts given with the destination of the surface of a planet can be difficult due to the remote locations of these planets. There is no reputation or criminal status that can bar you from accessing the surface of an uncivilized planet.

Contacts to the Star Dock

Contracts given with the destination of the Stardock can be complex in the Quadrant. The Stardock is the first place that is closed to you when you are known as a criminal or pirate.

Contracts to the Palace

Contracts given with the destination of the Palace can be complex in the Quadrant. The Palace is the second place that is closed to you when you are known as a criminal or pirate.

Contracts to the Spice Hall

The Spicing District is open to all, Star Trader, Criminal and Independent. You can expect that entrance to the spice hall is almost assured.

Contracts to Deep Space

Contracts given with the destination of the surface of a planet can be difficult due to the remote locations of these voids. There are criminal warrants or reputation issues that can bar you from accessing any deep space location.

Criminal Status

Any time the Captain's reputation with a Faction drops below -10 he or she is branded a "Wanted Criminal." When a Captain is a Wanted Criminal, the Faction starts paying Bounty Hunters to track down and eliminate the Captain.

Just as the Captain himself often undertakes Contracts to capture or execute criminal spies, his enemies have now hired out Bounty Hunters against him.

When the Captain sees that he has been branded a Wanted Criminal by either the Syndicates or Great Clans, he must be very careful. Previously neutral parties may quickly turn against the Captain.

For example, if the Captain is a Wanted Criminal with the De Valtos Syndicate, but a neutral party with the Cadar Syndicate, Bounty Hunters from the Cadar Syndicate will hunt, track and attack the Captain because of the potentially huge Bounty offered to any holder of the Edict -- Cadar or De Valtos.

However, in this example if the Captain is a Hero with the Rychart Syndicate, then that Syndicate will continue to protect him -- in spite of his criminal status. However, once a criminal with Syndicates, any mistakes the Captain makes with Syndicate Rychart will cost him double, or perhaps triple if the Faction's Prince is in danger or in hiding.

This Captain, a Criminal with the Syndicate Board of Directors is pursued in Syndicate space by Bounty Hunters -- however, if he flees to Clan Space he will find his reputation is actually increased and that Clan Bounty Hunters have no desire to serve the warrants of the Syndicates. However, returning to Syndicate space will re-ignite the dangers.

Faction Conflicts

The Quadrant is constantly cross with conflicts and shifting alliances. The two major powers in this area of space are the House and the Syndicate. At odds for centuries, these two loose groups of stellar nations are vastly different in laws, attitude, cultures and belief systems. Unable to reconcile these differences for very long, conflicts between House and Syndicate define the political landscape of the Quadrant. The House is more willing to form internal alliances than the Syndicates but the struggle for resources and jealousy of Thulun keep most Alliances short and make Trade Wars, embargos and shortages common near in House space.

Spy Battle

Doubles the Reputation bonus for Selling Records to either Nation. Chance of Reputation Lost with Opposite Nation of Sale

Dual of Assassins

Doubles the Reputation bonus for Bounty Hunter Missions (Capture and Destroy).

Trade War

Adds a Reputation bonus for defeating Merchants belonging to enemy Faction.

Solar War

All out battle. Doubles Reputation Bonus for any action taken against Enemy Faction. Sometimes allows special missions.

Alliance

Stellar Friendship. Adds Reputation penalties for attacking either Faction.

Trade Alliance

Doubles Reputation bonus for Selling Licensed Goods to either Faction.

Common Questions

About Playing Star Traders RPG

How do I reduce the consumption of Water-Fuel?

The water-fuel calculator is concerned about a number of things:

- Is the ship fully staffed (100% Crew)
- How many crew members?
- How large is the ship's hull?
- Does the Ship Have 20+ Solar Sail?
- Does the Ship Have 30+ Solar Sail?
- Is the Ship's Solar Sail Full Repaired?
- Does the Ship Have 20+ Reactor Engine?
- Does the Ship Have 30+ Reactor Engine?
- How high is the Captain's Pilot?
- How high is the Captain's Intimidation?
- What is the current difficulty?

The scaling equation that's used has rapid fall-off towards the edges, so there are a number of ways to push the results out to Infinity (the goal of most bounty hunters, certainly) for Green and even Red.

A single solar sail damage can make a big difference. Three missing sails can be a serious problem unless the Captain's skills are up to it.

My tip guide for getting to best fuel range:

- Pilot & Intimidate = 1/2 of Hull
- Nano-Coat Solar Upgrade to 25 Solar Sail
- Always Repair Sails first
- Next Repair Engines
- Finally, Repair Hull
- Keep a Full Crew when possible (100%)
- Running out of water-fuel is only an issue without Luxury Rations
- Negotiation can help Luxury Rations last longer

About Star Traders RPG Game

Are you going to put Ads, MobClix, ect into Star Traders RPG?

No. Never. Will not happen.

Are you going to charge for Star Traders RPG?

Star Traders RPG Elite has been released. If you enjoy Star Traders RPG, you will love Elite as it opens up the immense galaxy for game play. Elite also feature:

- The same updates and bug fixes as Star Traders RPG.
- 2000 New Sectors
- 60 Faraway "Core Zone" Urban Zones with Ratings higher than 12
- 60 New "Farfallen Belt" Wilderness Zones with Rates higher than 12
- More Enemy Captains
- More Ship Types

Who created Star Traders RPG?

Cory and Andrew Trese created Star Traders RPG. Check out their blog about RPG gaming:
tresebrothers.blogspot.com.

Much of the game's setting is based on a pen and paper RPG called "Star's Edge" which was created by Cory and Andrew.

Where did the art come from?

Andrew and Cory created the icons, sprites, planets, flags and other artistic elements found in Star Traders RPG.

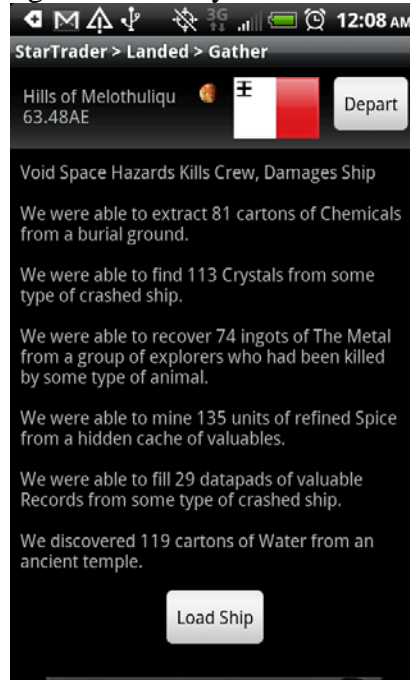
Most of the space paintings and photographs were taken from Public Domain. Some has been altered for Star Traders and some is shown as it was original photographed or illustrated.

Class Guides

Star Traders RPG Guide: Merchant and Harvester

Currently the key to Explorer & Merchant:

- Stockpile in Cache
- Stockpile on Multiple Planets
- Sell from Stockpile to Upgrade/Repair, Sell Minimum Quantities Only
- Sell Everything Under Shortage Rumor Only



- Harvest & Stockpile Only During Resource Rush Rumors
- Operate Out of "Trade Embargo" and "Economic Boom" Rumor Planets (Buy Fuel, Recruit)
- Operate Out of "Spice Trader" Rumor Planets (Morale)
- Get a 100+ Cargo Hold
- Avoid Trade Resources that Require Trade Permits

With a 100+ hull you can easily stash thousands of points of harvested water-fuel. Once that is handled the Captain can move on to finding goods (Harvest for Merchant, Explorer for Explorer) and stockpiling them for sale.

Harvesting can be a good survival technique and the sales of harvested or discovered resources can sometimes offset the Captain's losses. However, large profits will not be realized until the Captain masters the Spice Hall, Rumor Page and Resource Reports.

The Captain that knows he won't sell metal for \$500 here because the going price is \$5,400 on the next planet over does not cover his expenses -- that Captain gets riiiiiiiiich.

Star Traders RPG Guide: Military Officers

Currently I feel that the key to the Military Officer lies in combining Conflict and Contract to create success. Unlike the Rumor and Resource driven Merchant/Explorer class, the Military Officer must find success in the relationships between the Syndicates and Factions.

Key Behaviors:

- Stockpile Only Water-Fuel, Weapons and Electronics
- Always Play for more than one team
- Avoid Pirate Status -- Buy Pardons to Clear Pirate Flag and Most Wanted
- Avoid Factions in Alliances (Contracts Against Them in Particular)
- Mercenary for Any Solar War -- Go Blockade the Enemy *Immediately* and *Sustain*
- Mercenary for Any Spy Battle -- Go Surveillance the Enemy *Immediately* and *Sustain*
- **Electronics** are critical resources for Military Officers during Surveillance.
- **Weapons** are critical resources for Military Officers during Blockades or any Combat.
- Military Officer must seek Rank, Edict and Trade Permits with all friendly Factions
- **Records** are critical resources because they are produced by Military Action and can be sold *without* Trade Permit. Records let you recover from small negative Reputation easily
- **Warrior** is for Boarding. The Military Officer's best bet in combat is to get on board the enemy ship and kill the Captain in a hand to hand duel. Warrior, Weapons and Ship Boarding Action Upgrades should be a Military Officer's top priorities.
- Sometimes I Stockpile some Artifacts in case of Jail
- If you are playing a Capital Ship (25+ Hull) you should raise Pilot to at least 10 before taking command of a Capital Ship
- If you are playing a Military Ship (75+ Crew) you should raise Intimidation to at least 10 before taking command of a Military Ship
- If you are playing an Operative (Blockade/Surveillance) you should raise Tactics to at least 10 before taking to Battle at Secure Sector (Rating 7 and Above)

I find the Military Officer is at his best with a Crew armed to the teeth for whatever task is at hand. A Military Officer *could* sell all his capture weapons for profit and Reputation. Initial leveling and Faction Rank may grow faster; however, the Captain needs to consider the wars ahead.

Take for example the *Longbow Carrier*, one of the best for a traditional Military Officer. With 100 Crew and 90 Cargo during War the Captain can Cargo 25 Water-Fuel and still have space for more than 60 Weapons and 5 Luxury Rations. This configuration is Epic in Combat and Blockade.

That same configuration is a disadvantage during Surveillance. The Military Officer is attempting a complex action with a full ship and receiving no bonuses for the Cargo. Therefore, the Military Officer above strives to have *at least* 60 Weapons and 60 Electronics ready for use when Spy War or Solar Wars occur.

A full Cargo hold **slows down the ship, increases random encounters and makes docking at civilized planets more difficult**. The traditional Military Officer will offload some Weapons in a secure location before returning to HQ.

The Military Officer will be consistently doing missions for multiple Factions. While doing Blockade Missions he may take Bounty Hunter missions.

However, the Military Officer's real focus is on participation in Conflicts. Each Conflict has a different type of reward, but when used in combination they have a powerful way of elevating the Captain's standing with his Faction.

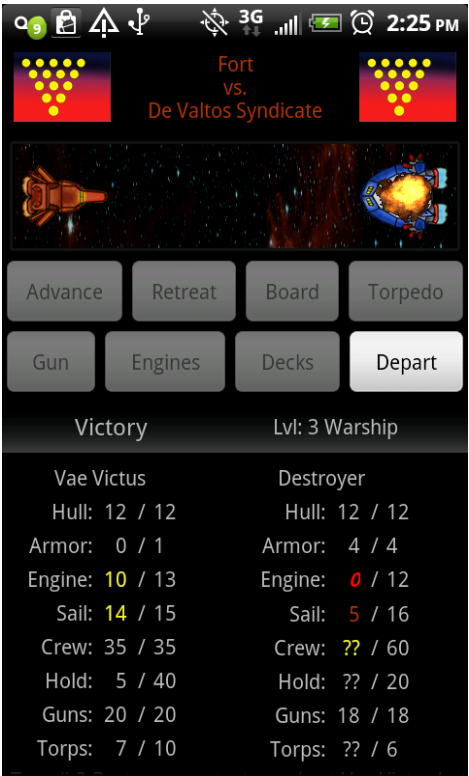


Figure 9: Traitor Victory

The Military Officer will be sure to maximize payment, reputation and Faction rewards for his work by ensuring that he has the appropriate Death Warrants (Edicts,) Permits and Ranks.

The Military Officer will be sure to minimize his expenses by repairing, healing and purchasing supplies at the most favorable Faction.

The Military Officer will more often than not avoid more rumors than he will attempt to reach. Rumors like open battle, shortage and so forth mean very little to the Military Officer.

However, a wise Military Officer may still find some rumors very helpful -- Weapon Surplus is one that comes to mind.

Star Traders RPG Guide: Smuggler & Exploration

Star Traders RPG Play Guide for Smuggler

- Use Stockpile in Cache to Store Electronics, Weapons and Artifacts
- Stockpile on Multiple Planets Near Independent Worlds
- Sell Normal Trade Resources to Fund Repairs & Trade Permits
- Empty/Sell Caches of Electronics, Weapons and Artifacts Under Shortage Rumor if possible
- Purchase High Value Trade Resources (Electronics, Weapons and Artifacts) at Faction Worlds
- Sell Smuggled High Value Trade Resources to Fringe Worlds
- Recruit On Fringe Worlds for Hardy Crews
- Get a 100+ Cargo Hold
- Achieve 10+ Explorer (for RPG-Core Planets)
- or Achieve 25+ Explorer (for Elite Planets)