

XRM Special Features

RACE MILITARY INTELLIGENCE NETWORKS

In order to connect to a race's military intelligence network, you must have positive rep and hold a valid police/security license for that race. A USC Security License has been added for the Terran's and is available from Orbital Defence Stations.

To connect:

- assign a hotkey for the network in your control configuration.
- after hitting the hotkey, chose which race's network you wish to connect to.

THE XRM BOUNTY SYSTEM

Each of the main races will offer bounties on enemy ships. The bounties offered depend on the actions of the ship in question. The more ships it destroys, the larger the bounty becomes. It is also dependent on its ship class and the class of the ships it destroys.

You can access a list of current offered bounties, with the ship name and ID, the pilot name, its last known location and the value of the bounty, via each race's Military Intelligence Network (via a hotkey). You can also run a bounty check on any ship via the military intel comms menu or directly on your current target by an added "Bounty Check" hotkey. Simply set this hotkey up in your control configuration menu. Any ship flagged with a bounty will be marked with a "\$" in the universe map.

To win the bounty you must have a police licence with the race in question and positive rep. All player owned ships can score bounty kills.

You can win minor bounties by attacking enemies in sectors bordering a race sector (e.g. by killing pirates in a pirate sector adjacent to an Argon sector). You can win rep bounties from the ATF by attacking Xenon ships in Xenon space and small bounties from Operation Final Fury by killing Kha'ak ships in Kha'ak space.

You can score bounties from destroying enemy stations. This not only includes pirate bases or Xenon stations, but also stations where the races are at "war". So go on a foray into Terran space armed with an Argon Police Licence and a few trusty Firestorm Torpedos and rack up some cash by taking out Terran docks or shipyards. Or if you like the Split and hate the Boron, get a Split police licence and take out some Boron stations. You can only score bounties from destroying Docks or Shipyards - Factories are not included.

If you go after Xenon or Pirate bases in their own sectors, you will receive smaller bounties from any race that has a sector within two jumps of your location. Destroying Kha'ak stations will score bounties from Operation Final Fury.

XRM MERCHANT/BARTERING SYSTEM:

You still access it in the same way as vanilla - hit the bartering button, just below the trade button when docked.

Rather than a couple of merchants selling not much, you should now see a larger number of merchants selling a large array of wares. Merchants tend to hang out at Trading Stations, so thats the place to go for the best deals. Merchants do not hang out at Shipyards or Equipment Docks.

The more dangerous the sector, the better chance there is of finding a high rated merchant selling more "exotic" goods. Border and Teladi sectors are good, Pirate or Unknown sectors are best.

You will find merchants who sell Ship Upgrades, Ship Blueprints and Sector/Station Coordinates - again the more dangerous the sector the more likely you'll find the good stuff!

If you are near Xenon space or one of the sectors thought to be part of Kha'ak space, you may find merchants selling Kha'ak or Xenon weapons or blueprints.

SYSTEM OVERRIDE SOFTWARE

The vanilla System Override Software has had a makeover for the XRM. It can now be used to claim any abandoned ship - of any class or type, from a range of about 2km (depending on the size of the target). Rather than the usual "instant claim" that most claim scripts use, this one takes a bit of time for the system hack to take place. So I feel its a little more balanced. I highly recommend using this in conjunction with the NPC Bailing script.

In addition, the System Override Software can be used to try to take over a currently active ship. First, you need to get the shields of the target down, then you need to keep them down while staying as close as you can to the target and activating the SOS. The hack will take longer than it does for an abandoned ship and the target's board computer may spot the hack and sever the connection. If the override sequence completes, the target's pilot (and crew) will be ejected and you will gain control of the ship. If at any time the shields of the target start to rise or you move too far away from the target, the remote connection to the target will be lost and the hack will fail. If the pilot bails in the normal way during this process, the hack will continue and you will gain control of the ship. The more damaged the ship's hull becomes, the greater your chances of a successful hack, and the less time each phase of the hack will take.

To activate the new SOS system, you need to allocate it a hotkey in the usual way. Simply move within range, ensure the targets shields are down and hit the hotkey. I have increased the selling locations of the software to make it easier to obtain. At the moment the SOS can only be activated from the player ship. The software's vanilla behaviour is unaffected.

Please note, the hacking of an active ship is very experimental at the moment so you may find it either impossible or way too easy. I would appreciate your feedback so I can improve its balance.

The System Override Software is still illegal in many sectors so be careful not to get scanned with it (or get yourself the Software Signature Scrambler).

PRIVATEER TRADING POSTS (AP Only)

These will spawn occasionally in border sectors, but mostly in pirate and unknown sectors. They are independent owned so will allow you to dock and trade no matter your rep with the main races.

They sell a variety of goods and are good hangouts for merchants selling goods for the more "discerning" client. Occasionally, they will relocate.

Due to issues with the spare races, these are not available in TC.

JUMPDRIE DEPLOYMENT KITS

Jumpdrive deployment kits are specialist wares to assist with the deployment of jumpdrives to a fleet of ships without having to dock each one at an equipment dock. They can be bought in bulk and transported onto a jumpdrive compatible ship. When activated they will deploy a jumpdrive. To activate them follow these instructions:

XRM installs a configurable hotkey which, when activated will run a script to activate the deployment kit. It can be run on a single ship or a station or carrier with ships containing a deployment kit docked.

- You must assign a hotkey to activate the Jumpdrive Deployment Kit function first.
- Check that the ship or ships on which you wish to activate the kit are compatible with a standard jumpdrive and have at least one jumpdrive deployment kit in their cargo bay.
- Target the ship or carrier/station with ships docked and hit the hotkey, or alternatively you can choose to run the deployment function on a target selected from the universe map or your own player ship.

- The operation will take approximately twenty seconds to complete and will deploy one jumpdrive at the cost of one deployment kit.

PAR SHIPS AND SHIPYARDS

PAR Ships are preconfigured ships that come with all required software, weapons and shields as "built-in" components. They can be bought from PAR Shipyards. On purchase, the weapons systems are not initialised. To activate them follow these instructions:

XRM installs a configurable hotkey which, when activated will run a script to equip the weapon systems and shields of any PAR ships found. It can be run on a single ship or a station or carrier with PAR ships docked.

- You must assign a hotkey to activate the PAR equip function first.
- Target the PAR ship or carrier/station with PAR ships docked and hit the hotkey, or alternatively you can choose to run the equip function on a target selected from the universe map.
- The operation will clear the cargo bay of any PAR ships found, so run it before you mount any missiles.

USING ORBITAL WEAPON PLATFORMS

OWPs are purchasable at many shipyards in universe. To use them follow these instructions:

- You need to assign a Hotkey to the OWP activation command first.
- You purchase and deploy them as Stations using a TL in the usual way. **DO NOT DOCK AT IT WHILE IT'S STILL IN STATION MODE!**
- Target the OWP and hit the Activation hotkey, you should hear Betty say "Weapons Systems Activated" (This will switch out that OWP "Station" for a working one.)
- The OWP is now ready for use.