
STARFARER FLIGHT ACADEMY · English

STARFARER COMPLETE PILOT MANUAL

A structured learning guide to flight, combat, exploration, trade and guild operations.

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TALENTS · GAME CURRENCY

- **TALENTS · GAME CURRENCY**

Complete races to earn TALENTS from rank and missile-hit rewards. Spend TALENTS on ships in the store and upgrades in your hangar.

PILOT LICENSE · REQUIRED FOR LIVE FLIGHT

- **1 · COMPLETE TRAINING**

Training does not require a license. Your first completed Training flight pays a one-time license preparation grant, bringing that flight's total reward to 500 T.

- **2 · ISSUE LICENSE · 500 T**

Use ISSUE LICENSE on the Pilot License card. A license is valid for 30 real-world days.

- **3 · CREATE YOUR 3D PILOT LIKENESS**

Select UPLOAD PHOTO on the Pilot License and choose a clear front-facing photo. AI preserves your recognizable facial features and creates a sci-fi 3D pilot portrait for your license and public pilot profile. Uploading a new photo changes the printed identity, so renew the license before accepting a convoy contract.

- **4 · ENTER LIVE MODES**

A valid license is required for SORTIE racing, live battle, DEEP SPACE, trade, escort and pirate contracts.

- **RENEWAL · 200 T**

When the card shows EXPIRED, renew it for another 30 days. Expiration never removes ships, cargo, minerals, rank or TALENTS.

If access is denied, the Pilot License card is highlighted automatically. Complete Training first if the issue button is disabled.

Race rewards

- **Training**

1: 20 T · 2: 15 T · 3: 10 T · 4: 5 T

- **Online**

1: 50 T · 2: 35 T · 3: 25 T · 4: 15 T

- **Missile-hit rewards**

Training 2 T per hit · Online 5 T per hit · 100 maximum hits

Fifth place and below receive no rank reward. Missile-hit rewards are awarded separately. The one-time first-Training license grant is added after these normal rewards. Final reward = rank reward + valid missile hits × reward per hit. Each race reward can only be claimed once.

HANGAR & STORE

- **STORE**

Purchase unowned ships with TALENTS.

- **My hangar**

Browse your ships and select the one you want to fly.

- **UPGRADE**

Improve the stats of ships in your hangar. Each +1 stat upgrade costs 20 TALENTS.

- **PAINT SHOP**

Open it beside Upgrade in the hangar to recolor panels, draw, place stickers and manage saved paints.

PAINT SHOP · BUTTON GUIDE



- 1 Pick the hull color to replace and the new color. The swap button reverses them.
- 2 Brush changes stroke or selection size. Tolerance includes more similar shades around the picked source color.
- 3 Drag to rotate the craft and tap a hull color to set the source color.
- 4 Paint a mask over only the panels you want to change.
- 5 Draw directly on the hull with Pencil, Pen or Brush.
- 6 Choose whether color replacement affects the whole craft or only the selected mask.
- 7 Erase part of the selected mask or clear the entire selection.
- 8 Creates a preview edit from the current colors, scope and mask. It is not saved yet.
- 9 Select an edit step or use Undo and Redo to compare and revise changes.
- 10 Use arrows to move the view and +/- or pinch to zoom. View changes do not alter the paint selection.
- 11 Choose, flip, move and resize stickers; MY PAINTS loads or manages saved designs.
- 12 Review the cost, then permanently save and equip the finished design. A free pass is consumed here.

GAME MODES

- **TRAINING**

Practice alone with AI and no pilot license requirement. Choose a track, AI difficulty, racer count and game mode. Training earns reduced TALENT rewards.

- **NORMAL RACE**

Complete 2 laps through every checkpoint in order. Missing a checkpoint prevents lap progress.

- **REVERSE RACE**

Race the same 2-lap course in the opposite direction. Track knowledge and braking points change.

- **SURVIVAL RACE**

When the leader starts a new lap, the last active racer is eliminated. The last survivor wins. At least two racers are required.

- **BATTLE · DOGFIGHT**

Fight freely inside the arena using target lock, missiles and shields. One confirmed missile hit eliminates a fighter. After 3 minutes, missile hits decide unresolved rankings.

- **SORTIE · ONLINE**

Enter a live room with a valid pilot license. The host chooses the rules and bots. Online rewards are higher than Training rewards.

- **DEEP SPACE**

Explore sectors, mine and trade cargo, warp between discovered universes, fight pirates and join CSTA convoy contracts. Hull durability and cargo-loss rate depend on the selected ship; fuel and repairs are settled separately.

SCREEN-BY-SCREEN GUIDE



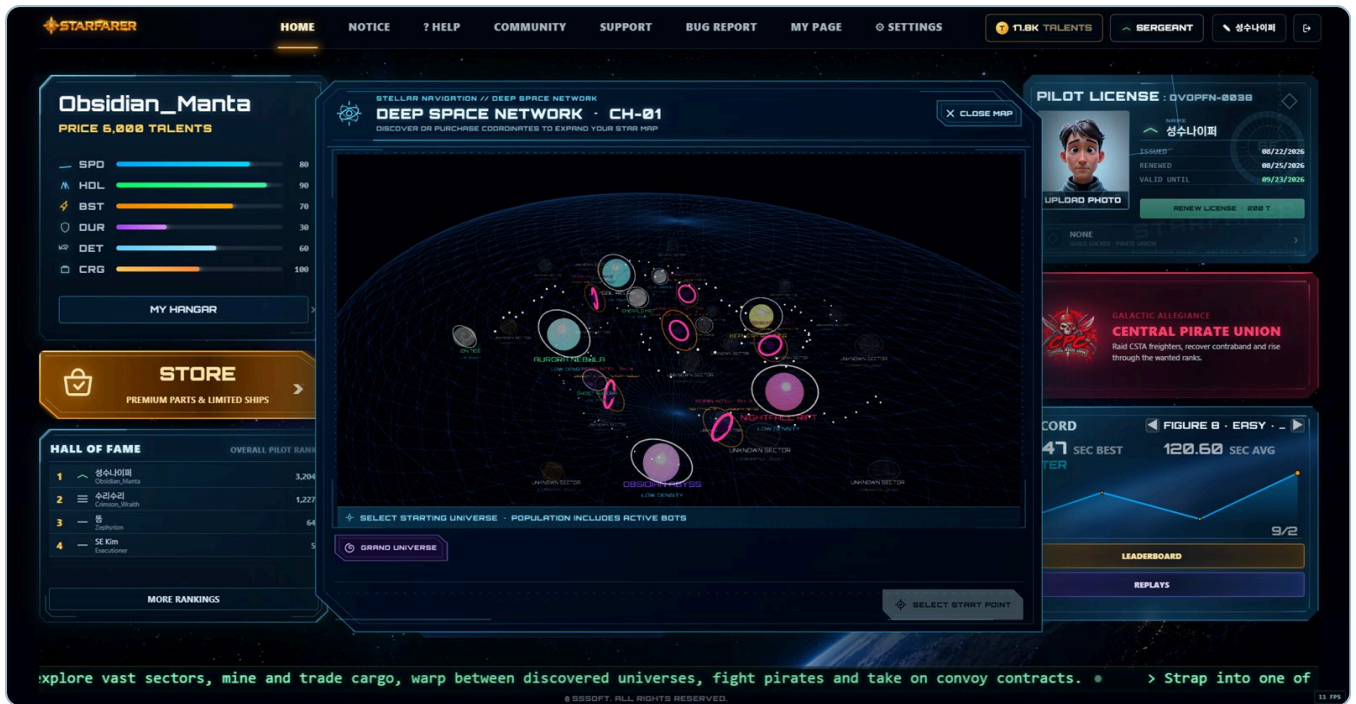
Main screen

Open the game modes, STORE, MY PAGE, guild information and the Help manual from here. Contraband is sold through MY PAGE.



Hangar and upgrades

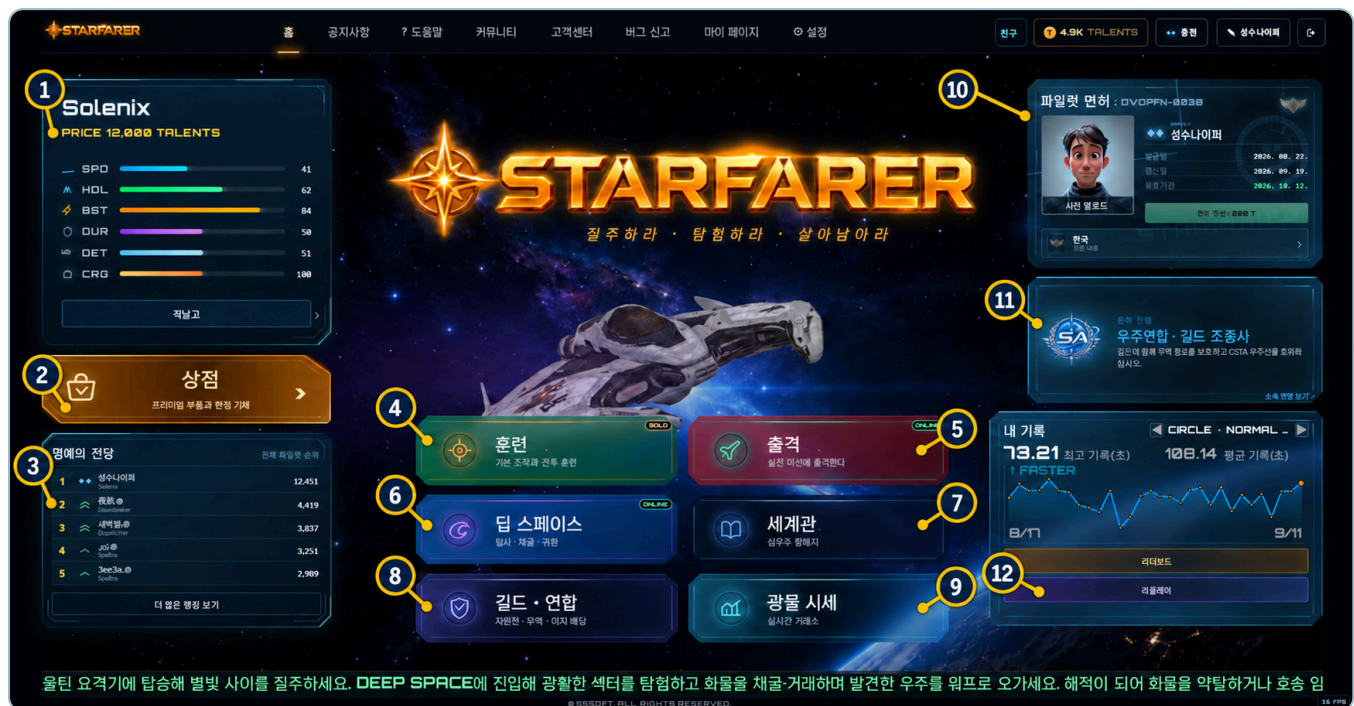
Choose the active ship, inspect its condition and open upgrades or the Paint Shop.



Star map

Select a discovered sector, review the route and launch. Stored minerals are used to unlock farther coordinates.

LANDING PAGE · WHAT EACH CARD DOES



- Selected ship and Hangar — shows ship performance and opens ship selection, upgrades and paint.
- Store — purchase ships and limited items.
- Hall of Fame — compare the overall pilot ranking.
- Training — practice controls, racing and combat against AI without a license.
- Sortie — enter licensed live racing or battle rooms.
- Deep Space — explore, mine, trade, fight and join convoy operations.
- World & Lore — read the setting, universes and recovered flight records.
- Guild & Alliance — join, create or manage a guild and review territory, trade and dividends.
- Mineral Market — inspect live mineral prices before selling cargo.
- Pilot License — turn your real photo into a recognizable sci-fi 3D pilot portrait, then issue or renew your license.
- Galactic Faction — shows current affiliation and opens the detailed role guide.
- My Record — review personal times, leaderboard positions and replays.

CURRENT COCKPIT · FLIGHT GUIDE

Desktop and large landscape tablets use three instrument panels. Phones and portrait screens use a clear flight view with touch controls. The screenshot shows the current cockpit; numbers 1–6 identify the instruments below.



- **1. LEFT PANEL**

Sector/channel, nearest signal, distance, mission log and cargo load. The yellow line shows the current signal or warning.

- **2. CENTER PANEL**

Speed in km/h, throttle, boost, fuel/time, hull condition and shield charges. Read flight status here; there is no separate flight-status popup. Active mining, trading or repair can open its work card.

- **3. RIGHT PANEL**

Radar and CSTA route information are separate. FROM is departure and TO is arrival. Before contracting, the localized contract title pulses while booking is available; in the final 30 seconds the title and booking timer turn red. After contracting, mission status replaces the offer; CONVOY HULL appears during an active mission. The envelope opens contract or mission details.

- **4. RADAR · MAP / ALT**

MODE below either radar switches the same setting. ALT / SUPPLY BASE uses the station as its center and zero altitude. Lines connect each marker to its footprint; signed heights are relative to the base. Nearby matching contacts share a counted label; crowded labels move or are omitted with a count. Expand the radar for more space.

- **5. RETICLE / ATTITUDE**

The sight shows pitch and bank. When another craft locks onto you, the blue reticle turns red. An incoming missile flashes its distance and approach track in the center panel's fuel/hull area.

- **6. BLACKBOX GLASS HUD**

The transparent rectangle above the center panel shows live game sound waveforms and recent sound strength. It includes engine, effects and game music routed through the audio mixer. It is an audio monitor, not a recording or microphone.

- **DARK SPACE**

ALT mode is disabled in dark space. Lost navigation signals do not keep showing the previous sector as a known destination.

- **MOBILE / PORTRAIT**

The cockpit bitmap and desktop panels are removed. A single clear flight view uses drag steering and touch buttons for boost, brake, shield, lock, follow, missiles and interaction. Use in-game chat. Larger landscape tablets can retain the cockpit.

PILOT PROMOTION · CUMULATIVE POINTS

Rank	Required total
RECRUIT	0
PRIVATE	400
PRIVATE 1ST CLASS	1,100
CORPORAL	2,400
SERGEANT	4,500
STAFF SERGEANT	8,000
MASTER SERGEANT	13,000
SECOND LIEUTENANT	21,000
FIRST LIEUTENANT	32,000
CAPTAIN	48,000
MAJOR	70,000
LIEUTENANT COLONEL	100,000
COLONEL	140,000
BRIGADIER GENERAL	190,000
MAJOR GENERAL	260,000
LIEUTENANT GENERAL	360,000
GENERAL	500,000

These are cumulative totals, not points charged at each promotion. Rewards and accumulated points are unchanged. Existing pilots are ranked by the same thresholds.

FLIGHT & COMBAT CONTROLS

ARROWS / DRAG

STEER · PITCH

A / BRK

BRAKE

D / LOCK

TARGET LOCK

F / FIRE

LAUNCH MISSILE

C / VIEW

CHANGE CAMERA

E / ACTION

MINE · TRADE

SPACE / BST

BOOST

A + LEFT/RIGHT

DRIFT TURBO · RACING

P

AUTO FOLLOW LOCKED TARGET

SHIFT / SLD

SHIELD

E + ARROWS

FINE STEERING · REDUCED TURN RATE

Missiles lock only within radar range and cannot arm at extremely short distance. In DEEP SPACE, docking is automatic below speed 12; hold E or the action button to mine or confirm a cargo transaction.

DEEP SPACE · BASIC LOOP

- **LAUNCH**

Open DEEP SPACE, select a discovered sector on the STAR MAP, then reserve the 100 T fuel deposit.

- **MINE**

Follow SIGNAL, slow below 12 near a mineral body for automatic docking, then hold E or the mining button. At 100 HEAT, docking releases after 3 seconds.

- **SELL OR STORE**

Slow below 1.5 near the SUPPLY STATION for automatic docking. After the 14-second hull and identity scan and 5-second refuel, review the tax, choose SELL or STORE and the amount, then hold E to confirm.

- **CSTA CONVOY CONTRACTS**

Accept ESCORT or PIRATE during formation. Combat occurs only in the assigned non-safe sector, with attackers approaching from the warp boundary. AUTO PILOT follows the freighter and arrives with it in a nearby formation slot after warp.

- **RETURN & SETTLEMENT**

Use QUIT to review mined cargo, sales, losses and flight time. Final fuel cost is settled when the sortie ends.

DEEP SPACE FIELD RULES

- **DOCKING & SCAN**

Approach slowly. The ship aligns, combat markers switch off, and the station performs one scan. Refueling and flight control resume after the scan; undocking prevents redocking for 30 seconds.

- **TRADE TAX**

Tax terms appear only when sellable cargo exists, and consent opens trading. Members of the ruling guild pay 0%, members of other Space Alliance guilds 5%, and pirates or unaffiliated pilots 10%.

- **WRECK SALVAGE**

A confirmed fighter kill may leave scrap and surviving cargo at the defeat point. Follow the wreck signal on the radar and reticle and fly through it to recover it.

- **MINERALS & RISK**

Ten mineral types spawn by sector and probability. Rare, valuable deposits draw larger hostile groups, though attacks remain chance-based. Platinum and palladium are difficult solo targets; dark matter favors an escort, antimatter is intended for two or more pilots, and quantum crystal is a guild-scale mining operation. One pilot mines while allies intercept the raiders.

- **FAIR COMBAT**

Human and AI pilots can fire only when the target enters the actual aiming reticle. Guided-missile lock, range and minimum arming distance are identical for everyone.

- **MINERAL MARKET**

Each candle shows the interval's open, high, low and close. Station proceeds use the live sector price before the applicable tax is deducted.

CSTA CONVOY CONTRACTS

- **Small**

Small freighter: destroyed on the 8th confirmed hit. A successful escort pays 200 T. If the freighter arrives after taking no more than 2 hits, the escort also receives a 100 T clean-run bonus. If destroyed, it releases 8 cargo containers holding 50 U each.

- **Big**

Big freighter: destroyed on the 16th confirmed hit. A successful escort pays 350 T. If the freighter arrives after taking no more than 2 hits, the escort also receives a 150 T clean-run bonus. If destroyed, it releases 12 cargo containers holding 60 U each.

- **ESCORT**

Stay near the freighter for at least 30 seconds and protect it until arrival. A clean bonus applies when it takes no more than 2 hits.

- **PIRATE**

Pay a 100 T bond. The freighter must be destroyed and you must land at least one hit. The listed payout includes the returned bond.

- **TARGET MARKERS**

Pirates see the freighter as the attack target. Escorts see contracted pirates as enemies; allies cannot lock or damage one another.

- **DROPPED CARGO**

When a convoy is destroyed, only pirates contracted to that convoy can recover its dropped cargo; the first server-confirmed pirate gets each container. It is stored as contraband. From the main screen, open MY PAGE → CENTRAL PIRATE UNION → SELL ALL CONTRABAND to sell it for 2 T per 1 U. Escorts cannot recover it.

Cargo containers are spread around the wreck. Their number does not reduce performance by itself, but other contracted pilots may reach a container first.

GUILD OPERATIONS GUIDE

- **CREATE OR JOIN**

Registered neutral pilots can create a 2–24 character guild or join from the directory. Leave the Pirate Union first and wait out any faction cooldown.

- **OPEN / APPROVAL**

Open guilds admit immediately. Approval guilds place requests in Applications for a leader or officer to accept or reject.

- **ROLES & MEMBERS**

Leaders edit the profile, promote or demote officers, transfer leadership and remove members. Officers can review applications and remove ordinary members.

- **ACQUIRE SECURITY RIGHTS**

The guild must know the sector coordinate, meet its influence requirement and hold the security bond in its treasury. Only the leader can claim.

- **VACANT SECTOR / AUCTION**

A vacant sector is claimed with its minimum bond. A collapsed sector opens a 24-hour sealed auction; a guild can only raise its own bid.

- **SECURITY MANAGEMENT**

Pirate victories lower security by 3; Alliance victories over pirates restore 1. Rights collapse at 0 security or 50% loss rate and then return to auction.

- **RELINQUISH RIGHTS**

The leader can relinquish an owned sector. Its recorded bond returns to the guild treasury and the territory count decreases.

- **TREASURY INCOME**

Member donations, territory mineral trade tax and the guild share of successful convoy trade enter the treasury.

- **CENTRAL DAILY DIVIDEND**

At 00:10 KST daily, central authority creates up to 1000 T from 0.1% of the treasury snapshot. Principal is not deducted. Eligible members share it equally, once per member and day.

- **DIVIDEND ELIGIBILITY**

Membership and tracking must both reach 7 days and current-month attendance must reach 20%. Attendance is a management indicator; removal is never automatic.

- **TERRITORY & CONVOYS**

Territory routes connect a satellite only to its own major universe. Escort is guild-only; personal pay is modest while successful trade benefits the guild more.

- **INDEPENDENT GALAXIES**

Even when the map layout matches, security rights, station inventory, taxes, prices, auctions and convoy settlements are completely separate in every galaxy. Minerals sold in another galaxy never fill this galaxy's station, and a guild must claim matching coordinates separately. Guild Management provides a separate ownership map for each galaxy, and every space sector receives its own English name.

- **SUPPLY STATION FLOW**

A mineral sale by any pilot inside guild security jurisdiction fills that station meter, regardless of origin or membership. Tax is 0% for the ruling guild, 5% for other Space Alliance guild members, and 10% for pirates or unaffiliated pilots. At 5000 U the leader may schedule a SMALL convoy, up to 8000 U, and excess remains for the next run. Departure is announced at least 10 minutes before the 2-minute contract window.

- **SUPPLY CONTRACT SETTLEMENT**

The quote locks when the leader dispatches. Success pays the guild 10% plus up to 5% market bonus; qualified escorts share a separate 5% contract pool that does not leave the guild treasury. Failure charges the guild 10%. Every result is recorded once on a receipt.

- **AUTHORITY & SAFETY**

All members and officers can monitor station stock, routes and receipts from GUILD → SUPPLY STATIONS. Only the guild leader schedules a supply convoy. Server settlement prevents changed amounts and duplicate payouts.

Central systems calculate guild finance and attendance under common rules. Figures follow the current administrator reward settings.

Guild supply economics at a glance

- **Price lock**

The quote locks when the leader dispatches. Success pays the guild 10% plus up to 5% market bonus; qualified escorts share a separate 5% contract pool that does not leave the guild treasury. Failure charges the guild 10%. Every result is recorded once on a receipt.

- **Success**

10% + 0–5%

- **Escort pool**

5%

- **Failure**

-10%

- **Recruitment time**

10 min + 2 min

- **Receipt and safety**

All members and officers can monitor station stock, routes and receipts from GUILD → SUPPLY STATIONS. Only the guild leader schedules a supply convoy. Server settlement prevents changed amounts and duplicate payouts.

Figures in this PDF reflect the deployed default reward settings. Live administrator settings may be adjusted later.

GALACTIC FACTIONS



NEUTRAL PILOT

Explore and trade freely until you choose a side. Neutral pilots may accept public escort work.



SPACE ALLIANCE • GUILD PILOT

Joining or creating a guild places you in the Space Alliance. Protect CSTA routes and build guild influence.



CENTRAL PIRATE UNION

Pirates raid CSTA freighters, recover contraband and cannot accept Alliance escort contracts.

Guild and Pirate Union membership are mutually exclusive. Leaving a faction starts a 48-hour transfer cooldown.



BALANCED

STARTER

Executioner

A precision-built interceptor with no glaring weakness - engineered to finish the job.

Speed		28
Handling		36
Boost		37
Durability		39
Detection		0.50 km

Cargo 50 U

Hull hits 3

Cargo loss 65%

Upgrade caps +10 / +10 / +10 / +10 / +0.30 km



BALANCED

700 T

Spitfire

Turns on a dime and cuts corners like they're not even there - fly it like you mean it.

Speed		23
Handling		43
Boost		32
Durability		17
Detection		0.55 km

Cargo 50 U

Hull hits 1

Cargo loss 75%

Upgrade caps +10 / +10 / +10 / +10 / +0.30 km



BALANCED

1,000 T

Dispatcher

Raw velocity wrapped around a hair-trigger frame - point it forward and pray.

Speed		46
Handling		31
Boost		48
Durability		33
Detection		0.56 km

Cargo 50 U

Hull hits 2

Cargo loss 75%

Upgrade caps +10 / +10 / +10 / +10 / +0.30 km



BALANCED

1,500 T

Omen

A war machine wrapped in armor plating - built to outlast, not outrun.

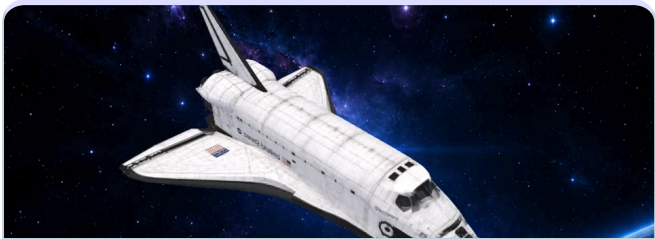
Speed		39
Handling		54
Boost		39
Durability		28
Detection		0.57 km

Cargo 100 U

Hull hits 7

Cargo loss 55%

Upgrade caps +10 / +10 / +10 / +10 / +0.30 km



BALANCED

2,000 T

Discover

A proven orbital workhorse built to ride fire into space and glide home like an aircraft.

Speed

30

Handling

30

Boost

30

Durability

20

Detection

0.59 km

Cargo 100 U

Hull hits 7

Cargo loss 50%

Upgrade caps +10 / +10 / +10 / +10 / +0.30 km



CARGO CARRIER

2,500 T

Golden Scarab

An ancient golden insectoid shuttle gliding through space, carrying Protoss warriors beneath its armored shell.

Speed

30

Handling

36

Boost

50

Durability

90

Detection

0.60 km

Cargo 750 U

Hull hits 15

Cargo loss 50%

Upgrade caps +10 / +10 / +10 / +10 / +0.30 km



CARGO CARRIER

3,000 T

DropShip

A rugged military dropship built to punch through hostile skies and deliver troops straight into the heart of battle.

Speed

32

Handling

47

Boost

50

Durability

71

Detection

0.63 km

Cargo 640 U

Hull hits 14

Cargo loss 45%

Upgrade caps +10 / +10 / +10 / +10 / +0.30 km



DOGFIGHTER

3,500 T

Wraith

A lightning-fast stealth fighter built to strike unseen, shred enemy aircraft, and vanish before retaliation.

Speed

64

Handling

67

Boost

67

Durability

30

Detection

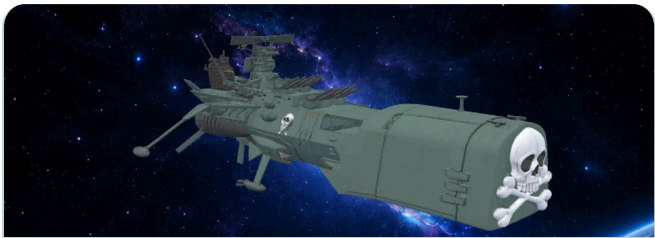
0.66 km

Cargo 100 U

Hull hits 3

Cargo loss 65%

Upgrade caps +10 / +10 / +10 / +10 / +0.30 km



CARGO CARRIER

30,000 T

Skull Armada

Captain Harlock is back — and the stars remember the flag they once feared.

Speed		29
Handling		15
Boost		43
Durability		100
Detection		1.32 km

Cargo 820 U

Hull hits 12

Cargo loss 40%

Upgrade caps +50 / +50 / +50 / +10 / +0.30 km



HEAVY HULL

4,000 T

Astra

Raw thrust strapped to three engines — aim for the horizon and don't lift.

Speed		60
Handling		44
Boost		48
Durability		82
Detection		0.70 km

Cargo 100 U

Hull hits 8

Cargo loss 55%

Upgrade caps +20 / +20 / +20 / +20 / +0.30 km



INTERCEPTOR

5,000 T

Azure

Surgical speed carved into a razor-sharp airframe — blink, and it's already gone.

Speed		72
Handling		51
Boost		51
Durability		36
Detection		0.70 km

Cargo 100 U

Hull hits 3

Cargo loss 60%

Upgrade caps +20 / +20 / +20 / +20 / +0.30 km



DOGFIGHTER

6,000 T

Obsidian Manta

It doesn't fly through space — it cuts around it.

Speed		80
Handling		90
Boost		70
Durability		30
Detection		0.70 km

Cargo 100 U

Hull hits 2

Cargo loss 75%

Upgrade caps +25 / +25 / +25 / +25 / +0.30 km



DOGFIIGHTER

7,000 T

Velocity X7

All sharp angles and instant violence — point it at trouble and let it decide the rest.

Speed		51
Handling		70
Boost		70
Durability		50
Detection		0.70 km

Cargo 100 U

Hull hits 4

Cargo loss 60%

Upgrade caps +25 / +25 / +25 / +25 / +0.30 km



DOGFIIGHTER

8,000 T

Crimson Wraith

It doesn't outrun the fight — it tears straight through it.

Speed		55
Handling		72
Boost		59
Durability		51
Detection		0.70 km

Cargo 100 U

Hull hits 5

Cargo loss 60%

Upgrade caps +25 / +25 / +25 / +25 / +0.30 km



INTERCEPTOR

9,000 T

Zephyrion

It doesn't chase victory — it arrives ahead of it.

Speed		90
Handling		44
Boost		80
Durability		20
Detection		0.70 km

Cargo 100 U

Hull hits 1

Cargo loss 75%

Upgrade caps +25 / +25 / +25 / +25 / +0.30 km



INTERCEPTOR

10,000 T

Starblade Sentinel

A high-performance interceptor that strikes with the speed and precision of a blade cutting through starlight.

Speed		70
Handling		45
Boost		60
Durability		40
Detection		0.73 km

Cargo 80 U

Hull hits 3

Cargo loss 55%

Upgrade caps +30 / +30 / +30 / +30 / +0.30 km



BOOST SPECIALIST

12,000 T

Solenix

Sun-bright and razor-clean — the Crescentis turns perfect control into perfect speed.

Speed

41

Handling

62

Boost

84

Durability

50

Detection

0.76 km

Cargo 100 U

Hull hits 5

Cargo loss 60%

Upgrade caps +25 / +25 / +25 / +25 / +0.30 km



BOOST SPECIALIST

15,000 T

White Phantom

Silence sharpened into a blade — by the time you see it, it's already gone.

Speed

60

Handling

40

Boost

100

Durability

30

Detection

1.00 km

Cargo 100 U

Hull hits 3

Cargo loss 65%

Upgrade caps +25 / +25 / +25 / +25 / +0.30 km



INTERCEPTOR

20,000 T

Valkyrie Skull

A razor-edged variable fighter armed for space combat, blending jet-speed agility with mecha firepower.

Speed

78

Handling

60

Boost

68

Durability

33

Detection

1.00 km

Cargo 100 U

Hull hits 6

Cargo loss 55%

Upgrade caps +30 / +30 / +30 / +30 / +0.30 km



CARGO CARRIER

50,000 T

Geobukseon

A futuristic space warship inspired by the Geobukseon, armed with a fearsome dragon-shaped prow.

Speed

60

Handling

60

Boost

80

Durability

97

Detection

1.20 km

Cargo 650 U

Hull hits 15

Cargo loss 40%

Upgrade caps +30 / +30 / +30 / +30 / +0.30 km

COMMON NICKEL

0.8 T/U



R0

Deposit

48 U

Raiders

0

Attack chance

18%

Trigger range

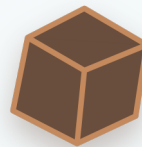
2.2 km

Dock shield

30 sec
Solo safe

COMMON FERRITE

1.0 T/U



R0

Deposit

34 U

Raiders

0

Attack chance

18%

Trigger range

2.2 km

Dock shield

30 sec
Solo safe

UNCOMMON COBALT

1.5 T/U



R1

Deposit

38 U

Raiders

1

Attack chance

32%

Trigger range

3.0 km

Dock shield

15 sec
Solo viable

UNCOMMON TITANIUM

2.5 T/U



R1

Deposit

42 U

Raiders

1

Attack chance

32%

Trigger range

3.0 km

Dock shield

15 sec
Solo viable

RARE

IRIDIUM

5.0 T/U



R2

Deposit

28 U

Raiders

2

Attack chance

46%

Trigger range

3.8 km

Dock shield

8 sec

Skilled solo / escort useful

RARE

PLATINUM

9.0 T/U



R3

Deposit

20 U

Raiders

3

Attack chance

60%

Trigger range

4.6 km

Dock shield

4 sec

Escort recommended

RARE

PALLADIUM

16.0 T/U



R3

Deposit

15 U

Raiders

3

Attack chance

60%

Trigger range

4.6 km

Dock shield

4 sec

Escort recommended

EXOTIC

DARK MATTER

28.0 T/U



R4

Deposit

14 U

Raiders

4

Attack chance

74%

Trigger range

5.4 km

Dock shield

1.5 sec

Two or more pilots

EXOTIC

ANTIMATTER

50.0 T/U



R4

Deposit

9 U

Raiders

4

Attack chance

74%

Trigger range

5.4 km

Dock shield

1.5 sec

Two or more pilots

EXOTIC

QUANTUM CRYSTAL

80.0 T/U



R5

Deposit

5 U

Raiders

4

Attack chance

88%

Trigger range

6.2 km

Dock shield

0 sec

Guild operation