

The Assassins Guild Rebooted OXZ

Version 2.2 – 18/04/25

Written by Commander LittleBear

New and Guest Ships & Stations by: Giff, Ramon, Murgh, Ziemann, PHKB, KillerWolf, Gsagostinho, Captain Kev, Stormrider, Robin, SimonB, Ramirez and Selezen.

Planetary Textures by Povray and Stranger.

Mission screen background images by PHKB, Svengali and Kheng Teoh.

AI generated background images by FREEP!K

Text Adventure location descriptions by LittleBear and Captain Hesperus.

The Assassins Guild Rebooted – 2025 Edition

The original Assassins OXP (downloadable from the Expansion Manager) was written in 2007 for Version 1.65 of Oolite. It will no longer work properly on modern builds of Oolite. If you have it installed, then you must remove it before installing The Assassins Guild Rebooted.

This OXP is a rewrite from scratch of the original OXP with modern ships, stations and planetary textures, AIs and scripting. It is compatible with all other OXZs (except the 2007 version of The Assassins Guild) and has no dependencies. If you have previously played the original version of The Assassins Guild, then installing the Assassins Guild Rebooted will reset the OXP to the start allowing you to replay the Rebooted Version. Although you do not need to install any other OXZs to play the Assassins Guild, if you have [The Galactic Almanac](#) OXZ installed, then you should update to Version 0.94 or higher to ensure the planets and stations added by the Assassins Guild are correctly named.

This expansion adds a lot of flavour to Galaxy 7 as 22 systems are modified by the OXP to add additional planets, moons and gas giants together with orbiting stations. Some systems are controlled by local criminal organisations such as the Mafia and the Triads, whilst others are controlled by the Navy, private corporations, expansionist dictators, scientific foundations, sporting associations and the shadowy Assassins Guild itself. Details of some of the organisations added by The Assassins Guild rebooted are shown on the Wiki's Powers & Organisations Page. After a spoiler warning, full details of all the changes made by the OXP are set out in this README.

The OXP is suitable for all commanders as the changes it makes do not effect game balance. With the exception of the Navy Capital Ships, all the ships appearing at the modified systems are within the power range of the Classic Elite Ships. Some systems will be better policed than otherwise and some worse. Stations added by the OXP have custom markets and facilities, but most charge docking fees and some may be situated far outside the spacial lanes.

If you are in Galaxy 7 and have 200 kills or more, you will be contacted by the Guild and asked to undertake a small removal job for them. If you chose to do so, you will be offered the opportunity to join the Guild. It is entirely voluntary whether you chose to do so or accept any contracts that you are offered. If you chose to join the guild, then the OXP's story missions will begin to unfold. News Broadcasts will start to appear foreshadowing galactic events and you will be periodically contacted by the guild and offered assignments.

The OXP contains 21 interlinked missions and 17 News Broadcasts. Progress depends on completing the previous mission. A new mission will be offered or a news broadcast will be received once you have made a certain number of hyperspace jumps since completing the previous mission or receiving a news broadcast. The OXP only affects Galaxy 7 and events and missions will only be offered whilst you are in Galaxy 7.

Once you have more than 200 kills hang out in Galaxy 7 going about your ordinary Oolite business and things will start happening to you. When the name Agent Wombat means something to you, you will have seen everything the OXP does.

Overview & Credits

In seedy space bars from Riedquat to Atoresra, hardened killers gather to drink fermented vegetable products and tell tales of blood-curdling terror.

At such gatherings, stories are swapped of a sinister organization known as "The Assassins Guild". This semi-mythical association is said to operate in Galaxy 7. A killer who can secure membership of "The Brotherhood" can expect huge rewards, and the most unpleasant consequences for failure. No self-respecting "laser for hire" should miss an opportunity to impress "The Guildmaster".

The OXP was scripted by LittleBear, featuring new & guest Ships by Commanders Giff, Ramon, Murgh, Zieman, PHKB, KillerWolf, Gsagostinho, Captain Kev, Stormrider, Robin, SimonB, Ramirez and Selezen. The Text Adventure location descriptions were written by LittleBear & Captain Hesperus. Planetary Textures by Povray and Stranger. Mission screen background images by PHKB, Svengali and Kheng Teoh. AI generated background images by FREEP!K.

This pack adds Missions, Ships, Stations, Planets, Weapons and Equipment.

Difficulty Rating

"Easy to Iron Ass". The missions offered by the OXP rise in difficulty depending on your standing with the Guild.

The first few missions you will be offered are fairly easy, but as you move up the Guild's rankings the missions get tougher. The final series of missions are very tough.

It is assumed that you are using your blood money to equip your ship as suits a professional killer. You'll need more than an Adder with a pulse laser to take out most of your victims! As the money offered for a hit increases, so does the danger posed to the would be 'Cleaner'. Some of the mission ships featuring in this OXP are very well armed, but you won't encounter these until you hold a Guild Ranking of at least a "Cut-throat". The difficulty curve for the missions is fairly steady and you can complete all missions in a well equipped Cobra Mk III.

Main Features

The OXP adds: 21 Missions (including 2 secret missions), over 30 new NPC ships, 6 new weapons (1 can be used by the player), a new item of Player equipment, extra stations (some stations can be destroyed, one can be explored on foot whilst docked), new hails, new AIs, an Assassins Guild Ranking, changing Systems data (player and NPC actions change the Universe!) and over 50 Mission Briefing Screens.

Galaxy 7 is rewritten to add numerous features including individual characters, interacting NPC powers, 15 systems are controlled by NPC powers, detailed system descriptions, new stations, new scripted ships appearing at the modified systems, 10 systems gain moons, extra planets and gas giants & a Galaxy 7 News Service helps keep the player up to date with Galactic events.

Should you succeed in joining the Guild, thereafter you will be able to open a secure link to the Guild Database from the F4 screen whilst docked anywhere in Galaxy 7. On the status screen you may view your current ranking, your reputation with the various local powers, a summary of your notable achievements and the details of any outstanding contracts.

Installing and Playing

For first release, The Assassins Guild Rebooted is in OXP format downloadable from the Wiki.

To play the OXP, download and unzip the file from the Wiki at the Download Link above.

This will create a folder named "AssassinsRebootedV2.0". Open this folder and you will see a folder named "Assassins_Guild_RebootedV2.0.oxp" and a Readme PDF.

Move the Assassins_Guild_RebootedV2.0.oxp folder to Oolite's AddOns folder. The next time you load up Oolite, keep the SHIFT key held down until you see the rotating Cobra on the start screen. Once installed, all the changes made to Galaxy 7 by the OXP will be implemented.

The first mission will be offered to you when you dock anywhere in Galaxy 7 and have at least 200 kills. After a Spoiler Warning, the Readme contains a section setting out all changes the OXP makes to systems in Galaxy 7 and a step by step guide to exactly what the OXP does at every stage, listing the triggers for all events and missions the OXP contains. You can use the Spoilers section of the Readme as a walkthrough if you find yourself stuck.

End of Players Section - Spoilers will appear from Page 4 Onwards!

Set out at Pages 4 to 29 are entries for each system that the Assassins Guild OXP modifies. Reading these sections will tell you exactly which ships, stations and planets appear in the system (with author credits for each ship and station). It also contains descriptions of all the NPC characters appearing in the system, details of the factions present and their alignments, notes on how all stations and NPCs behave, details of how the system will change as events in the OXP's storyline play out and details of missions which take place in the system. Reading the entry for a system will therefore spoil that system. If you are really stuck, you can CTR F search this document for the name of the system the mission is set at and it will act as a walkthrough.

Pages 30 to 59 contain entries setting out exactly what the OXP does at each stage of the story missions and gives the triggers for all events and missions. It set out exactly where all mission ships appear and how they will behave. Reading through this section will spoil the missions and storyline of the OXZ. This section sets out how the code of the OXZ works. The OXZ's scripts, and shipdata files also contain commentary documenting how the code works and what it does.

You do not need to read any of this to play the OXZ. If you want to go sightseeing, the systems modified by the OXZ are listed on the Powers and Organisations page on the Wiki. If you chose to play through the OXZ's missions, you will visit all of these systems in the course of your work as an assassin.

SPOILERS FOLLOW!

Systems with Major Modifications by The Assassins Guild OXZ

Orramaor (Planet Number 73)	
Orramaor is noted for the resort world of Apollodorus, where many of the residents of the nearby Sunset Retirement Home spend their days. It is reasonably well known as the corporate headquarters of Soin Classic Shipyards Ltd. In recent years, Soin Classic Shipyards have specialised in the development of improved versions of Serpent Class ships.	
Economy	Rich Industrial
Government	Democracy
Tech Level	15
Population	9.7 Billion
Inhabitants	Small Rodent Scientists
Gross Productivity	53489 Million Credits
Average Radius	5149 Kilometres
Extra Planets (Distance is shown as the distance from the Main Station)	Apollodorus (Planet) – 471km (Texture from Povray Planets)
Extra Stations (Orbiting the planet)	The Sunset Retirement Home (Globe Station by Murgh)
Extra Ships	Minesweeper Satellite (Retextured Thargoid Satellite from Thargoid Wars) Tourist Yacht (Ophidian by Griff) Tourist Shuttle (Native Shuttle) Tourist Transporter (Native Transporter) Tourist Lander (Native Worm) Micro Mamba (Native Mamba) Micro Gecko (Native Gecko) Micro Sidewinder (Native Sidewinder) Micro Moray (Native Moray).
Mission Ships (1 st Assassination)	Vintage Adder by Ramon.
<p>The 1st Mission to kill Be Soin in his Vintage Adder takes place near the Sunset Retirement Home Station. The Retirement Home will charge a small docking fee to dock with it. A custom arrival report is generated on each docking. It is a lawful station and will refuse docking permission to and launch fighters to attack non-clean ships. If the player docks without permission whilst an offender or worse, a custom message is displayed, and they will be thrown out by being forcibly launched. Clean players can trade with the station. It pays higher prices than normal for liquors & wines, textiles, luxuries and food. The description of the system will change after the Soin Clan main burrow is destroyed.</p> <p>All ships added at Orramaor have lawful alignment, as they all have the Assassins lawful ship script set in their shipdata entry. Attacking them will cause the player to become a fugitive with a bounty of 51 Credits (if not already higher than 51). They will ignore accidental friendly fire from the police or other lawful ships.</p> <p>All ships have custom Ais, scripts and comms messages, with auto AI set to no, so they will behave as individual ships rather than standard traders and hunters. All ships have custom characters set as pilots and scooping their escape pods (if they eject) gives a higher reward than normal for capturing or rescuing them.</p>	

The Retirement Home's own script populates space around it with a Tourist Shuttle, Tourist Lander and a Tourist Transporter. The Lander and the Shuttle will fly to and land on Apollodorus. The Transporter will fly to the main station and dock with it. Two minesweeper satellites are added 10kms from the Retirement Home. These will disarm and destroy any q-mines or cascade weapons within scanner range.

The Retirement Home will launch Micro Mambas armed with Beam Lasers to defend itself if attacked and to engage any criminal ships within scanner range. The Micro versions of native ships appearing in Orramaor are the standard Oolite ship, with slightly improved stats, but their model size is 30% smaller than normal, making them a bit more difficult to hit.

Three Tourist Ophidian Yachts are added near the Retirement Home by the Retirement Home's own script, one with an AI to go to the witchpoint and dock with the nearest station to the witchpoint, another with an AI to go to the main station and dock with it and a third with an AI to dock with the Retirement Home. These six ships will always be encountered near the Retirement Home as their AIs tell them to fly around near the Retirement Home until the player arrives before setting off towards their destinations.

The Retirement Home's script also spawns 4 more Ophidian Yachts in a line between the station and the main station at 50, 100, 150 and 300kms from the Retirement Home. These ships start flying towards their destinations as soon as they are spawned. One will go to the Retirement Home, the second to the Main Station, the third to a random OXZ station within 500kms of its starting point and the fourth has an AI to go to the witchpoint and dock with the nearest station to the witchpoint.

The main script adds 10 more yachts in the spacelanes with AIs to go to the Retirement Home, Main Station or OXZ stations. The transporters, shuttles and landers are all unarmed and will try to flee if attacked. The yachts are armed with a pulse laser and will only attack ships which attack them first. None of these ships present any threat to the player and are there for flavour. All these ships are lawful however so attacking them will make the player a fugitive. The Retirement Home will launch Micro Mambas armed with Beam Lasers to attack criminal ships nearby to it, but it has no ships on patrol as the first hit is meant to be very easy.

The Retirement Home's own script adds Be Soin's Adder, armed with a Pulse Laser about 20kms from the Retirement Home when the first mission is running (Stage Variable 1). All other ships and stations added by the OXZ are always present. His ship will stay between 15 to 20 kms from the retirement home until the player arrives. When it detects the player, it will send a friendly greeting to give away its position and fly to within 10kms of the player before heading towards Apollodorus. As his ship is very weak, he can be destroyed easily, although the player will become an offender. The station will launch Micro Mambas once Be Soin has been killed, but these do not present a major threat as the player can just leave once Be Soin is dead.

Assassins also uses a condition script (only run at Orramaor) to override the native populator adding shuttles and hunters. All shuttles in the system are replaced with Tourist shuttles, transporters and landers with AIs to land on the nearest planet to the station which launched them. Hunters are replaced with Soin Clan Micro Mambas, Geckos, Kraits, Sidewinders and Morays with AIs to patrol around the system and attack offenders and fugitives. If they get to the main station, then they will dock with it.

<p style="text-align: center;">Esire (Planet Number 107)</p>	
<p>Esire is famous for its large gas giant, Cerberus. The system is however plagued by high levels of criminal activity, even by the standards of an anarchy system. GalCop Special Branch suspects that many criminal organizations make their home in this system but have thus far found no living witnesses to corroborate their theories.</p>	
Economy	Rich Agricultural
Government	Anarchy
Tech Level	10
Population	3.2 Billion
Inhabitants	Sinister Yellow Frogs
Gross Productivity	97252 Million Credits
Average Radius	5223kms
Extra Planets (Distance is shown as the distance from the Main Station)	Cerberus (Gas Giant) – 26,715kms (Texture from Povray Planets)
Extra Stations (Orbiting the Gas Giant)	The Corpse Bride (Torus Station by Murgh & PHKB)
Extra Ships	Minesweeper Satellite (Retextured Thargoid Satellite from Thargoid Wars)
Mission Ships	None
<p>The first time the player docks having killed Be Soin they will receive a message from the guild paying them for the hit and inviting them to meet the Guild Master aboard the Corpse Bride Station in the Esire system if they wish to join the Guild. Meeting the Guild Master and joining the guild is mandatory to progress the OXZs missions as further missions are only offered once the player has joined the guild.</p> <p>The first time the player docks at the Corpse Bride whilst the stage variable is at 3, they will get a mission screen explaining how they are inducted into the guild and are awarded a Mark Transponder Scanner, which will mark assassination targets on the scanner. Now that the player has the scanner, an interface is added the F4 Screen to view the player's standing and details of any missions with the Guild. This only appears whilst in Galaxy 7. The guild states it will be in contact with more work soon and the stage variable advances to 4. Further messages offering hits and News broadcasts will now start being sent. Each event has a scripted delay, so a certain number of hyperspaces jumps have to be made before the next event will occur.</p> <p>The Gas Giant and the Corpse Bride Station are permanent features of the system. The station is Neutral in alignment. It will allow any ship to dock with it regardless of the ship's legal status. It does not police space around it and so will not mark ships for committing offenses and it won't defend ships against attacks by other ships. All goods are legal at the station, and it will have larger than normal quantities of slaves, narcotics and firearms for sale. It will launch well equipped Cobra Mark IIIs to attack any ship which attacks the station itself.</p> <p>If the player docks with the station (at any time except when the meet the guild master mission is running) then a custom arrival screen is shown, and a docking fee is charged. If the player has attacked the station however, an arrival screen refusing landing permission is shown and the player is forcibly launched back into space. The hostility variable is set when the station is attacked by the player and cleared on making a hyperspace jump, so the station will cease being hostile to the player from an attack if the player jumps out and returns later.</p>	

<p style="text-align: center;">Tiared (Planet Number 194)</p>	
<p>Tiared is well known for the desert world Diomedes and its orbital stadium. The inhabitants have a passion for the sport of Zero-G Hockey, hosting the last five annual Galactic Cup competitions. The Galactic Zero-G Hockey Association have their headquarters on the northern continent of the planet.</p>	
Economy	Mainly Agricultural
Government	Corporate State
Tech Level	10
Population	4.4 Billion
Inhabitants	Hockey Obsessed Lizards
Gross Productivity	23232 Million Credits
Average Radius	4269kms
Extra Planets (Distance is shown as the distance from the Main Station)	Diomedes (Planet) – 1,102kms (Texture from Povray Planets)
Extra Stations (Orbiting the Planet)	Madison Square Orbital Stadium (Zieman Habitat by Zieman)
Extra Ships	Nemesis Fighter by Ramon.
Mission Ships (2 nd Assassination)	Armoured Passenger Liner by Ramon. Nemesis Escorts by Ramon.
<p>The planet and the orbiting stadium are permanent features of the system. The stadium is lawful in alignment. It will only grant docking permission to clean ships, and it will launch fighters to attack any offenders or fugitives within its scanner range. The station has Ramon's Nemesis from the original Assassins OXP as its defence ships and a squad of 3 Nemesis ships are added near the stadium with an AI to patrol around the stadium and attack any offender or fugitive ships they encounter. This is done by the Stadium's own script. As the station and its ships are lawful, attacking them make the player a fugitive. The Nemesis fighters all have custom pilots and comms messages. The model and texture for the Nemesis are Ramon's originals, but the ships are given new Ais, scripts and shipdata entities.</p> <p>As with all the lawful stations in assassins, if a clean player docks with the station, they will receive a custom arrival report and be charged a docking fee. Non-clean players who dock without permission receive a message explaining how they were refused landing permission and are forcibly launched back into space. Clean players can trade with the station and use the shipyard. The stadium will pay slightly higher prices than normal for food, liquors & wines and gem stones. Otherwise, prices are similar to the main station but with less in stock.</p> <p>The 2nd Assassination, to kill the Zarausxian Hockey Team takes place in Tiared. The team are in the Armoured Passenger Liner by Ramon from the original Assassins OXP. As with all the ships from the original Assassins, the ship has a new Ai, script and shipdata entry. As per the mission briefing, at the time of the mission, the ship is added 150kms from the stadium in a straight line with the main station by the Stadium's own script. It slowly flies toward the main station accompanied by 4 Nemesis fighters. If it reaches the main station, it will turn round and fly back to the Stadium and then back to the main station again. As it starts about 900kms from the main station, it takes it about an hour of real time to get there. It can easily be found by flying to the Stadium and then setting the ASC for the main station and flying the route. Or, if the player starts at the main station, setting the ASC for the Stadium and flying the route to the Stadium will also encounter the team. Killing the team will raise the player's bounty to 65, so the player will need to deal with this until time or measures from OXZs are used to reduce it.</p>	

Beatle (Planet Number 203)	
Beatle is well known for its moon, Augeas. The Augeaian Orbital Repair Facility is famous for the affordable servicing facilities provided by its industrious work crews, although docking is only permitted by prior written appointment. The Augeaian Security Force maintains a strong presence of Phantom Interceptors and Minesweeper Satellites in the vicinity. Customers can rest assured that their craft will remain secure whilst in parking orbit.	
Economy	Rich Industrial
Government	Corporate State
Tech Level	15
Population	5.2 Billion
Inhabitants	Feline Engineers
Gross Productivity	39902 Million Credits
Average Radius	3740kms
Extra Moon (Distance is shown as the distance from the Main Station)	Augeas (Moon) – 1,065kms
Extra Stations (Orbiting the Moon)	The Augeaian Orbital Repair Facility (Nephthys Station by KillerWolf)
Extra Ships	Augeas Security Phantom (Phantom by KillerWolf) Damaged versions of all the native ships also appear in parking orbit around the facility and travelling through the system to it, escorted by Phantoms.
Mission Ships (3 rd Assassination)	The Fair Wind (PHKB's Blue Factory Fresh Anaconda).
<p>Assassins makes fairly extensive modifications to Beatle and the third assassination to destroy the Fair Wind is scripted near the Repair Facility. The Fair Wind with two Phantom Escorts are added by the Facilities own script when the mission is running. The station, moon and the other ships added are permanent features of Beatle.</p> <p>The Facility is a lawful station, but it will only grant docking permission to its own ships. Neither the player nor other NPCs can dock with the station. If the player attempts to manually dock, they will crash into the back wall of the dock and die as the station will only open its docking port to its own pre-booked customers. Whilst it will not permit ships to dock with it, it will not be hostile to clean ships in its vicinity. It will launch Phantoms armed with three forward mounted Beam Lasers to attack any offenders or fugitives within scanner range.</p> <p>The script also adds a squadron of three Phantoms to patrol around the Facility. These ships will also attack any offenders or fugitives they detect and will also attack any ships which attack the facility's ships. 3 Damaged Ships, each with two phantom escorts are added with Ais to orbit the facility. The Damaged Ships are clones of the standard oolite ships, but they are unarmed and have no equipment. The escorts will attack any ship which attacks their mother but will not intervene to defend other ships in the yard. Attacking one of the Damaged Ships will therefore cause the player to be attacked by 5 Phantoms as the escorts and the three Phantoms on patrol will all attack the attacker. The facility will also start launching more Phantoms to engage the attacker.</p>	

The Damaged Ships are picked from three pools. Pool 1 (Python, Boa Mark I, Transporter, Cobra Mark I & Cobra Mark III). Pool 2 (Asp, Fer-de-lance, Moray Star Boat & Viper). Pool 3 (Gecko, Krait, Mamba & Sidewinder). One ship from each pool is spawned on each visit to the system, so there will always be three different Damaged Ships with escorts orbiting the facility.

The Phantoms and the Damaged Ships all have unique pilots and comms messages, but as the Damaged Ships have no escape capsules, their crews never eject. The main script also adds two Damaged Ships each with 2 Phantom escorts to the spacelanes. These ships will fly to the witchpoint, main station or directly to the Facility. If they went to the witchpoint or main station first, then they will fly to the Facility once they arrive at the witchpoint or main station. They are not armed (but their escorts are). Their escorts will only attack ships which attack their mother and won't attack other ships (regardless of their legal status) unless they attack their mother.

On system population, the main script will add a squadron of 3 Phantoms within 13kms of the player's position. This will be near the witchpoint if jumping into the system or near the station the player is docked with if loading from a saved game. These Phantoms have an AI to fly directly to the Facility and dock with it if they reach it. If they cannot dock with the Facility for any reason, they will switch Ais to patrol between the sun, main planet or witchpoint. These ships will actively attack any offenders or fugitives they come across and will answer distress calls from clean ships.

A condition script is also used to over-ride the native populator to replace all hunters added by the native populator at Beattle with Augeas Security Phantoms. These ships have an AI to patrol between the Facility, Planet, Witchpoint or Sun hunting for ships with bounties.

At the time of the 3rd Assassination the Repair Facilities own script adds The Fair Wind with two Phantom escorts to the ships around the facility. As with the other Damaged Ships, it is unarmed and has no equipment. As it is an Anaconda it is very slow and cannot outrun missiles of any type, although its escorts will ECM standard missiles and the minesweepers will disarm any q-mines or other cascade weapons. The Fair Wind will be the only Anaconda around the Facility and as the player by this stage has the Mark Transponder Scanner, its golf club on the scanner will be flashing.

The trick to completing the mission is to make sure you are Clean and arrive at the Facility with full tanks. If you are anything other than Clean the three security Phantoms on patrol will instantly attack you and the Facility will start launching more Phantoms to attack you. However, provided you are clean none of the ships will bother you until you start shooting at the Fair Wind. As soon as you do its two Phantom escorts will attack you and the three Phantoms on patrol will turn hostile and start flying towards you. The range of the Phantoms three Beam Lasers is limited, so initially you'll only have to deal with the two escorts.

The Fair Wind has a higher than normal energy level, but it is a sitting duck as it too slow and damaged to avoid attack. You can simply creep up behind it and fire off a couple of hard head missiles as this will take care of it, provided they both hit and give it a full blast of your forward laser to make sure. You need to destroy it quickly however and then hit the injectors and flee out of the repair yard as the Phantoms will overwhelm you once they reach you. Destroying the Fair Wind will raise the player's bounty to 70 Credits, so having enough fuel for the 4.4 light year jump to the nearest system is useful as Security Phantoms may be encountered near the Sun if topping up the tanks by fuel skimming.

<p style="text-align: center;">Geteve (Planet Number 18)</p>	
<p>Geteve is reasonably well known for its large habitable moon, Hercules. GalCop Special Branch operates from a small outpost in orbit around Hercules. The main offices of the Galactic Prosecution Service are based on the moon's surface.</p>	
Economy	Rich Industrial
Government	Democracy
Tech Level	12
Population	5.4 Billion
Inhabitants	Law Abiding Humans
Gross Productivity	58123 Million Credits
Average Radius	3670kms
Extra Moon (Distance is shown as the distance from the Main Station)	Hercules (Moon) – 350kms (Texture from Povray Planets)
Extra Stations (Orbiting the Moon)	Special Branch Outpost (Imperial Dodecahedron by Captain Kev)
Extra Ships	Special Branch Asp (Red and Black Asp by Gsagostinho) Navy BattleBot by Griff. Navy BattleBot Interceptor by Griff. BattleBot Control Drone by Griff. Thargoid Raiders (Native Oolite Thargoid).
Mission Ships (4 th Assassination)	Inspector Thorstan's Special Branch Asp (Red and Black Asp by Gsagostinho)
<p>The Geteve system features in the 4th Assassination and the system is also subject to a Thargoid Invasion. This is measured with a variable and additional ships are added as the invasion variable is advanced. At the start of the OXZ the variable is at zero as the Invasion hasn't started yet. The following changes are permanent and are always added regardless of whether the invasion is in progress or not:</p> <p>The moon Hercules and the orbiting Special Branch Outpost are always present. The outpost's own script adds two groups of three Special Branch Asps with Ais to patrol around the outpost and attack any offender or fugitive ships. The Special Branch Asps have custom pilots and comms messages. The station is lawful and so as with other lawful Assassins stations, it will deny docking permission to and attack non-clean ships. If the player docks without permission, they will be thrown out of the station and forcibly launched. Clean players will see a custom arrival report and be charged a docking fee. The outpost does not have much in stock but will pay higher than normal prices for liquors & wines, luxuries and alien items.</p> <p>On system population, the main script adds a group of three special branch Asps with an AI to go to the outpost and dock with it within 12.5kms of the player's position (either near the station the player is docked with or near the witchpoint). Another group of three Asps with an AI to patrol around the main station are added near the main station. Two more groups of Special Branch Asps are added in the spacelane with an AI to pick one of 5 patrol destinations: The planet, the main station, the sun, the special branch outpost or the witchpoint. The ships will fly the route picked responding to distress calls and attack offenders & fugitives. Ships which end up at the main station or the outpost will dock. If they can't dock, they'll resume patrol going to the witchpoint or sun.</p>	

Assassins also uses a condition script to override the native populator at Geteve and replace all the police ships in the system with Special Branch Asps. Ships called by the native populator as police specifically (either as individual ships or group leaders) use the same AI as the Asps added by script in the spacelane and so will patrol all over the system. Ships called as wingmen and interceptors will also be Special Branch Asps but have auto AI turned on and so will use the standard Oolite police Ais.

As the player plays through the missions the Guild will have cause to silence an inquisitive journalist, whose suspicious death is being investigated by Inspector Thorstan of GalCop Special Branch. Shortly after the Thargoids begin an invasion of Geteve and the invasion variable is set to 1. Whilst the invasion is underway the OXZ adds Thargoid raiders to Geteve. All are like-ships of the normal Oolite Thargoid Warship but have custom Ais, roles and scripts.

At invasion stage 1, a group of Thargoids with an AI to go to the main station and attack it are added at and near the main station. A second group of Thargoids are added at the Outpost and between the Outpost and main station with an AIs to go and attack it. A third group are added in the spacelane with an AI to go and attack the nearest OXZ station or either the witchpoint or main station if there are none. A fourth group with Ais to go to the witchpoint and attack any ships they find there are added at and near the witchpoint. Groups of Thargoids are also added to the system generally.

The fourth Assassination takes place during the Thargoid Invasion as the player will be offered the contract to kill Inspector Thorstan whilst he is fighting the Thargoids attacking the Outpost. At the time of the mission the outpost's own script adds Inspector Thorstan's Special Branch Asp near the Outpost. He will be marked on the player's scanner as his golf club will be flashing. His Asp is a standard Special Branch Asp, although he has shield boosters fitted. The challenge of the mission is having to fight or evade the waves of Thargoids in the system.

Later in the OXZ's plot when Griff Research Ltd perfect and release their Navy BattleBots and Control Drones the variable is advanced to 2. The invasion continues and the same ships added at stage 1 still appear, but BattleBots and Control drones are also added to the system with Ais to attack Thargoids in the system.

Towards the end of the OXZ's plot it will be announced on the news that Geteve has been victorious and the Thargoids have been repelled. At this point the variable will be set to "over". Without a numeric value no Thargoids or BattleBots are added, so the only ships appearing are the default ones which are always present and Geteve returns to being a normal system policed by Special Branch Asps. The description of Geteve is changed as the Thargoid Invasion plot line plays out and its productivity and declines during the invasion.

<p style="text-align: center;">Ateslete (Planet Number 39)</p>	
<p>The Ateslete System is reasonably noted for the ice-world, Stymphal. The well known robotics company, Griff Research Ltd, operates factories over most of the planet and maintains an orbital research station near Stymphal.</p>	
Economy	Rich Industrial
Government	Corporate State
Tech Level	15
Population	7.2 Billion
Inhabitants	Mostly Robots
Gross Productivity	78824 Million Credits
Average Radius	3270kms
Extra Planet (Distance is shown as the distance from the Main Station)	Stymphal (Planet) – 2,646kms (Texture from Famous Planets Overhaul by Stranger)
Extra Stations (Orbiting the Planet)	Griff Research Orbital Base by Griff.
Extra Ships	Griff Research Wolf by Griff. Experimental Drone by Griff. Positronic Brian by Griff. Control Drone by Griff. BattleBot by Griff. BattleBot Interceptor by Griff.
Mission Ships (5 th Assassination)	Malfunctioning Control Drone and BattleBots
<p>The 5th Assassination takes place at Ateslete and the ice planet Stymphal together with the Griff Research Orbital Base are permanent features of the System. As the Base is a lawful station, it will refuse docking permission and launch Wolf Mark I defence ships to attack any ships with bounties within its scanner range. Non-Clean players who dock without permission will see a custom arrival report explaining how they were thrown out of the base. Clean players will see a custom arrival report and will be charged a docking fee. The base pays slightly higher than normal prices for alloys, computers and gold. It will pay a high price for alien items.</p> <p>Assassins also uses a condition script to override the native populator at Ateslete and replaces all hunters in the system with Griff Research Wolves. Their AI will pick one of 5 patrol destinations: The planet, the main station, the sun, the base or the witchpoint. The ships will fly the route picked responding to distress calls and attacking offenders & fugitives. Ships which end up at the main station or the base will dock. If they can't dock, they'll resume patrol going to the witchpoint or sun. The main script also adds two groups of 3 wolves (a leader with two escorts) to the spacelane, with the same AI as the replacement hunters. The security wolves also have custom pilots and comms messages.</p> <p>Griff Research Ltd are working on a contract for the military to develop a remote battle robot to counter the Thargoids. At the start of the OXZ the development level variable is set to zero. As the BattleBots are developed this variable is advanced and different ships appear.</p> <p>Whilst the variable is at zero, a Positronic Brian (Griff's Bouy from Busy Ports OXP) is added in front of the Base by the base's own script. It's AI waits for the player to arrive and then sends out 3 messages, once per minute. The first warns that a drone test is in progress, the second states it is testing the prototypes resistance to EMP. It will also fire its ECM. It will then say that the test was unsuccessful before repeating from the first message.</p>	

Also added by the base's script are a group of 15 Experimental Drones (Griff's Auto Loader). These have military scan class and shooting at the drones, or the Brian will make the player a fugitive and the base to launch Security Wolves to attack the player. The drones are unarmed, and their AI is to swarm around the station, the brain and the station's minesweepers. When an ECM is fired by the brain (or any other ship) the drones will shut down for 5 seconds and the brain will announce that the test was disappointing. If the player happens to visit the Base before the mission to destroy the rouge Control Drone is offered, they get a clue that the BattleBots are vulnerable to being shut down by using ECM.

Sometime after completing the 4th Assassination, the player will see a News Broadcast reporting on a trader who had to eject from his ship having been attacked by a swarm of small ships at Ateslete. This News Broadcast also hints at the Botts vulnerability to ECM. Griff Research's first version of the BattleBot has gone rouge and is attacking civilian ships in the spacelanes. Once the broadcast is seen, the variable is advanced to 1.

At development level 1, the base's script will now add a group of unarmed BattleBots near the base. These Bots will behave in the same way as the experimental drones. All pirates in the system are also replaced with Malfunctioning BattleBots with Ais to patrol the spacelane and attack any ship that isn't a BattleBot. They are small with low energy but have a beam laser and are very fast, so will get in range very quickly.

Shortly after the News Broadcast mentioning the attack on the trader is seen, the Guild will offer the contract to destroy the Malfunctioning Control Drone at Ateslete. The main script will add the Drone with BattleBot escorts to the spacelane together with groups of battle bots with Ais to attack the player if encountered. The Control Drone will also attack the player as soon as it encounters them. It will fly between the witchpoint and the planet in a loop until the player encounters it. It is quite tough, but only has short range plasma turrets to defend itself with. Using ECM will shut down most of the BattleBots encountered and the Drone can be destroyed by keeping out of range of its turrets as it is fairly slow.

When paid for the BattleBot mission the briefing will mention that Griff Research managed to shut down most of the Bots but some escaped though using other ships wormholes. The variable advances to 2 and a timer is started. Malfunctioning Bots will no longer appear at Ateslete, and the brain will still be testing unarmed Interceptor Bots at the base. A working Navy version of the Drone and BattleBots will also patrol the base. All the systems within 7 light years however will become infested with Malfunctioning Batts by pirates in the system being replaced with them. A new system will become infested every 5 jumps the player makes since completing the BattleBot mission until they are all infested. Each time a system is infested, its description will change to reference this.

Shortly after being paid for completing the BattleBot mission, the player will see a news broadcast announcing the Griff Research's BattleBot has been delivered to the Navy and deployed to fight the Thargoid Invasion at Geteve and the variable is advanced to "Complete". Once the variable reaches "Complete" Control Drones and Mark I and Mark II BattleBots appear at Geteve with Ais to attack the invading Thargoids. The brain will no longer be present at the Base and instead a group of a Control Drone, BattleBots and Interceptor Bots will patrol around the base and attack any offenders and fugitives within scanner range. All police, interceptor and wingmen ships added by the native populator are replaced with Mark I and Mark II BattleBots and Control Drones with police scan class and BattleBot escorts are added to the spacelane with an AI to patrol and attack ships with bounties and answer distress calls.

Ataneris (Planet Number 81)	
Ataneris is famous for the forest world of Hippolyte but has a sinister reputation as a traditional place of bloodshed. In dark corners of disreputable space bars, it is whispered that, from time to time, duels between pilots of great skill take place near the asteroid fields of Hippolyte. Two ships enter the circle, one ship leaves.	
Economy	Rich Agricultural
Government	Confederacy
Tech Level	6
Population	3.3 Billion
Inhabitants	Bloodthirsty Furry Felines
Gross Productivity	7128 Million Credits
Average Radius	3234kms
Extra Planet (Distance is shown as the distance from the Main Station)	Hippolyte (Planet) – 942kms. (Texture from Famous Planets Overhaul by Stranger)
Extra Stations (Orbiting the Planet)	The House of Blue Leaves Mining Depot (Tetrahedron Depot by Z-Groovy).
Extra Ships	Glowing Asteroids by Griff Miner Bug by Griff Fighter Bug by Griff
Mission Ships (6 th Assassination)	Cobra Mark IX by KillerWolf Mining Drone by Griff. Sothis Ring Beacon by KillerWolf
<p>Sometime after completing the 5th Assassination the player will receive a News Broadcast reporting that the Zarausxian Hockey Team Fan Club have put out a contract on the player in retaliation for the player rubbing out the Team in the 2nd Assassination. During this interlude phase, the player will occasionally be attacked by Fans flying Ramon's Nemesis fighters. Once the player has made a total of 5 jumps since receiving the News Broadcast, the Guild will contact the player again and explain that rather unfortunately the contract on the player has been accepted by a fellow Guild Member. The 6th Assassination, to duel O-Ren Ishi takes place in the Ataneris System. The planet, Mining Depot and the Bug Mining and defence ships are permanent features of the System.</p> <p>The Depot is a lawful station. It will refuse docking permission and launch Bugs armed with Beam Lasers to attack any ships with bounties within its scanner range. Non-Clean players who dock without permission will see a custom arrival report explaining how they were thrown out of the base. Clean players will see a custom arrival report and will be charged a docking fee. The Depot is a typical mining installation with cheaper prices for minerals, gold, platinum and gemstones and higher prices sometimes paid for machinery and textiles.</p> <p>The Depot's own script adds a field of 40 of Griff's glowing asteroids within 18kms of the Depot. 3 Bugs equipped with Mining Lasers are also added to the asteroid field, with Ais to mine the asteroids. If attacked they will flee towards the Depot. A Squad of 3 Bugs armed with Beam Lasers are also added in the asteroid field by the Depot's script. They will patrol around the asteroid field and attack any ships with bounties (including the player) and any ships which attack the Mining Bugs. A condition script is also used to replace miner ships added by the native populator with Miner Bugs. All the Bugs have custom pilots and comms messages.</p>	

The Depot does not directly feature in the mission, but as per the system description the duel takes place near the asteroid fields. At the time of the mission, the Main script adds a Duelling Beacon (Sothis Ring Beacon Model) 100kms from the Depot together with an asteroid field, O-Ren Ishi and her mining drones. Their Ais will fly around near the Beacon until the player arrives and attack the player as soon as they arrive. The Beacon's AI will disarm any cascade weapons within its scanner range. The mission takes place at the agreed duelling spot and the Duelling Beacon has an ASC Beacon. All the player need do to find the target is follow the compass beacon.

As O-Ren Ishi has rather dishonourably brought back-up, the fight is harder than the Guild intended. She has rather sneakily hacked the targeting parameters of the local asteroid mining drones and programmed them to attack the player. The drones only have pulse lasers and have very little energy, but they are very fast.

Quandixe (Planet Number 53)	
Quandixe is well known for its tropical moon Hesperides, the climate of which is perfectly suited to the cultivation of Megaweed. Fleets of Anacondas move cargo continuously from the Darkside Waystation orbiting Hesperides across the system. Rumours circulate that the Quandixeian Corporation is in reality a front for a Mafia narcotics syndicate.	
Economy	Rich Agricultural
Government	Corporate State
Tech Level	15
Population	6.4 Billion
Inhabitants	Legitimate Businessmen
Gross Productivity	84296 Million Credits
Average Radius	5463kms
Extra Moon (Distance is shown as the distance from the Main Station)	Hesperides (Moon) – 251kms (Texture from Famous Planets Overhaul by Stranger)
Extra Stations (Orbiting the Moon)	Darkside Waystation: High Times (Darkside Distillery by Stormrider)
Extra Ships	Mafia Anaconda (PHKB's Green Factory Fresh Anaconda) Mafia Sidewinder (Native Sidewinder) Mafia Cargo Shuttle (Native Shuttle)
Mission Ships (7 th Assassination)	Triad Boa by Griff Triad Wasp by Ramon Triad Adder, Gecko, Mamba, Moray, Cobra Mark I and Krait (Native Ships).
<p>The Quandixeian Mafia feature in three of the ten Assassinations, (2nd and 3rd set out above) and the seventh Assassination – to kill the Triad leader who has taken to attacking the Mafia's drug ships at Quandixe. The triad leader and his escorts are added when the mission is running. The moon, orbiting station and the fleets of Mafia Anacondas ferrying narcotics around the system are permanent features of the system.</p> <p>As the system is a Corporate State and the corporation in question is a Mafia drugs cartel, the Mafia run the system. Using a conditions script, police ships in Quandixe are replaced with Mafia sidewinders, Traders with Mafia Anacondas carrying narcotics and Shuttles with Mafia Cargo Shuttles. Although the mafia allow their own ships to carry narcotics, they don't want other criminals muscling in on their operation and so the police Sidewinders will behave as regular police ships (although they will not attack Mafia ships and will actively defend them if they are attacked).</p> <p>The Mafia Anacondas are escorted by two Sidewinders and have custom Ais to travel to one of 5 destinations and dock with the closest station there: the Main Station, the Planet, the Mafia Waystation, the Witchpoint or a randomly picked OXZ station within 500kms of their starting point. The Shuttles have auto-ai so will behave as standard shuttles. All of the ships have custom pilots and comms messages. As the main station, the outpost and any other OXZ stations in the system which have NPC traffic set to yes, will periodically launch Mafia Anacondas, there are a steady stream of Mafia Anacondas present flying drugs between all the stations in the system and docking with their destination station.</p>	

The Darkside Waystation is the distribution centre for the megaweed being cultivated on Hesperides. All goods are legal, and it will buy narcotics at a below average price and pay a higher than average price for firearms and slaves. Otherwise, its market is similar to the main station, but with generally higher quantities in stock. It is neutral in alignment. It will not mark ships for committing crimes or respond to distress calls. It will not attack Offenders but will not grant them docking permission either. It will send a comms message warning Non-Clean players not to dock and welcoming clean players. It will not tolerate fugitives (they might be pirates after the weed) and will launch Mafia Sidewinders to attack fugitives or any ship which attacks the Waystation or Mafia ships. Non-Clean players who dock without permission will see a custom arrival report explaining how they were thrown out of the waystation. Clean players will see a custom arrival report and will be charged a docking fee.

The Waystation's own script adds two Mafia Anacondas with sidewinder escorts near the Waystation with Ais to fly around near the station until the player arrives. Once they detect the player one ship will dock with the station and the other will leave, either jumping out or travelling to one of the other stations in the system. The Waystation's script also adds three Mafia Anacondas with Sidewinder escorts in a line with the main station at 30kms, 50kms and 235kms from its position. The ships have Ais respectively to go to the Waystation, Witchpoint and Main Station. The main script also adds 5 Mafia Anacondas to the spacelane at various points, 2 with Ais to go to a random OXZ station, 1 with an AI to go to the Main Station, 1 with an AI to go to the Witchpoint and 1 with an AI to go to the Waystation.

When the mission to kill the Triad Boss is running, his ship with escorts and the Triad Ships are added by the main script between the Waystation and the Main Station together with Mafia Anacondas for them to attack. These will be indestructible until the player arrives, so there will always be a battle in progress. As per the mission briefing, he is attacking the Mafia Anacondas ferrying drugs between the Waystation and the Main Station, so will be encountered if you fly directly from the Main Station towards the Waystation or flying from the Waystation to the Main Station.

The Boss's Griff Boa is pretty tough as it has both plasma turrets and Military Lasers and his escorts have Beam Lasers. However, whilst the Boss will target the player when it detects them, the other Triad ships present are occupied with the Mafia ships and so won't yet attack the player unless the player attacks them first. The Boss is faster than his escorts and their weapons have shorter range, so he can be lured away from his escorts and then fought on his own. The mission ship has slightly higher energy than a standard Griff Boa, but one on one he is much less of a threat.

Estiri (Planet Number 82)	
Estiri is noted for its large ocean covered moon, Nemean, and famous as the location of the Galactic Supreme Court. The Galactic Navy operates from a well defended base orbiting the moon. Law abiding civilians are normally welcome to visit the naval facility, but at times of heightened security the navy enforce a lockdown and ships approaching the base without the correct clearance codes will be fired upon.	
Economy	Rich Industrial
Government	Democracy
Tech Level	13
Population	5.6 Billion
Inhabitants	Impartial Furry Felines
Gross Productivity	27654 Million Credits
Average Radius	5245kms
Extra Moon (Distance is shown as the distance from the Main Station)	Nemean (Moon) – 1,009kms (Texture from Famous Planets Overhaul by Stranger)
Extra Stations (Orbiting the Moon)	Naval Outpost: Pillar of Summer (Mayan Dodecahedron by Captain Kev)
Extra Ships	Navy Carrier by SimonB Navy Sidewinder by SimonB
Mission Ships (8 th Assassination)	Aeron Class Frigate by Griff Navy BattleBot by Griff Navy Cluster-Bomb by Griff Navy Carrier by SimonB Navy Sidewinder by SimonB
<p>Upon being paid for the 7th Assassination, the Guild will warn the player that the Triads are unhappy with the killing of their leader and have sworn vengeance on the player. During this interlude phase there is a chance on each jump that the player will encounter and be attacked by a group of Triads flying Ramon's Wasp fighters. After making 4 jumps a news broadcast will appear, reporting on the fact that the Triad Leader has been arrested. A former member of the Triads has turned super grass and is due to give evidence against the new Triad Leader at his forthcoming trial at the Estiri Supreme Court.</p> <p>The Triad Wasps will no longer attack the player and after making 2 more jumps the player will receive a message from the guild explaining that the Trial Leader wishes to make peace and offering the Contract to assassinate the witness, who is being housed aboard an Aeron Class Frigate near the Naval Outpost orbiting Nemean. At this stage the outpost will be in lockdown. A minefield of automated torpedoes has been deployed and the Navy ships will fire on any non-navy ship (including the player) approaching the Outpost. The lockdown variable is set to true, and the outpost's own script will add the Navy Ships and the Target near the Outpost.</p> <p>The Moon and the Outpost are permanent features of the System. The main script also adds 3 Navy Carries with Navy Sidewinder escorts to the system. The Carrier Geryones is added near the main station with an AI to patrol around the Main Station. The Mylinos is added in the spacelane with an AI to patrol between the sun, main planet or witchpoint. The Orion is added near the witchpoint with an AI to travel to the Outpost.</p>	

When not in lockdown, the Outpost's script also adds three carriers near the Outpost. The Antiphates has an AI to patrol around the Outpost. The Damasen has an AI to travel to the witchpoint. The Elatreus has an AI to go to the main planet. The Outpost's script also adds a total of 12 Navy Sidewinders in 4 groups of 3 ships, near the Outpost with Ais to patrol around the Outpost. A conditions script is also used to replace all police ships in Estiri with Navy Sidewinders.

All of the carriers can be docked with. They are lawful ships and so will only grant docking permission to clean ships. They will attack and launch defence ships to attack any ships with bounties and will respond to distress calls. As with other lawful stations, the clean players who dock will see a custom arrival message and will be charged a docking fee. Non-Clean players who dock without permission will see a custom arrival report explaining how they were thrown out of the carrier. The carriers will pay higher than normal prices for food, liquors & wines and luxuries. The carriers and sidewinders have unique comms messages and pilots.

The Outpost can also be docked with (when not in lockdown). As with other lawful stations it will only grant docking permission to Clean ships. The patrolling sidewinders and the Antiphates will attack any ship with a bounty and the Outpost will launch more sidewinders to assist. Clean players will see a custom arrival message (using a different pool of messages to the carriers) and will be charged a docking fee. Non-Clean players who dock without permission will see a custom arrival report explaining how they were thrown out.

The normal version of the Outpost is added when the base is not in lockdown. At the time of the mission, the lockdown variable is set to true, and a different version of the Outpost is added. The lockdown version is a like-ship of the normal version, but with its allegiance set to private and a different AI and script. When in lockdown, a field of 20 cluster-bombs are added near the outpost. These have a short scanner range, but should they detect the player each will lock onto the player like a missile and detonate if they get close enough. 12 Navy BattleBots are also on patrol and will also attack the player once they detect them. The Outpost will start launching Naval Sidewinders to attack the player. The three carriers normally added by the Outpost's script are still added, but with Ais to patrol 50kms out and attack the player.

The target in an Aeron Class Frigate escorted by BattleBots is also added by the Outpost's script. Its AI will fly around near the Outpost until the player arrives. Due to the BattleBots, cluster bombs and the Navy Sidewinders, remaining near the Outpost is suicide and the player will need to lure the target away from the Outpost a bit to outrun the BattleBots and missiles. The frigate is tough but has a low recharge rate so can be worn down. Once out of range of the missile launchers it can be taken down in a straight fight.

Eszausve (Planet Number 13)	
Eszausve is famous for its rocky moon and the twin gas giants Hades and Lernean but cursed by one of the most oppressive governments in the Galaxy. Although the People's Popular Front bravely resists the oppressive regime of Governor Tarkin, thus far they have made little progress in restoring freedom to the planet.	
Economy	Rich Industrial
Government	Dictatorship
Tech Level	12
Population	7.1 Billion
Inhabitants	Oppressed Harmless Fat Birds
Gross Productivity	98764 Million Credits
Average Radius	5274kms
Extra Moon Extra Gas Giant Extra Gas Giant	Columba (Moon) – 769kms Hades (Gas Giant) – 27,154kms Lernean (Gas Giant) – 29,902kms
(Distance is shown as the distance from the Main Station)	(All Textures from Povray Planets).
Extra Stations (Orbiting the Moon) Extra Stations (Orbiting Hades) Extra Stations (Orbiting Lernean)	Imperial Prison: Red Wing (Glowing Rock Hermit by Griff) Hades Hoopy Hotel: Game Theory (Globe Mark II Station by Murgh) Lernean Hoopy Hotel: Eagle in Flight (Globe Mark II Station by Murgh) The Main Station is also replaced with a Torus Station. Its name and allegiance will change as different factions take control of it.
Replacement Main Station	Imperial Station: Eyrie of Order (Torus Station)
Extra Ships	Imperial Quaestor, Censor, Enforcer, Guardian, Lictor, & Prison Barge by Ramirez. Imperial Passenger Liner by Gsgostinho. Imperial Shuttle by Ramon. Imperial Deamon Class Cruiser by Ramon. Imperial Scorpion Class Frigate by Ramon. Imperial Mongoose Fighter by Ramon. Navy Aeron Class Frigate by Griff. Rebel Sonoran by Robin. War Memorial by Selezen. Rebel Gecko, Adder, Mamba, Sidewinder, Krait, Cobra Mark I & Moray (Native Ships).
Mission Ships (9 th Assassination)	Deamon Class Cruiser by Ramon
Mission Ships (10 th Assassination)	Balrog Class Dreadnaught by Griff
Assassins makes extensive modifications to Eszausve as the system and its civil war form the backdrop to the last three missions of the OXZ. The Moon and the two Gas Giants are always present in the system. The ships appearing and how the stations behave depends on the value of the Civil War variable. When the OXZ is first installed, the value is 0. The system is policed by imperial ships, prison ships take dissidents to the prison and passenger liners take tourists to the two HoOpy Hotels.	

Sometime after completing the 5th Assassination, the player will see a news broadcast where the Dictatorship is condemned by the neighbouring Democratic system of Angeriri for deploying Scorpion Frigates against civilian targets. After this broadcast, the variable advances to 1 and Scorpion Frigates attacking rebel ships are added to the system in addition to the ships normally present. Shortly after the 8th Assassination, another News broadcast appears mentioning that all out civil war has broken out. Deamon Class Cruisers have been deployed against rebel positions and Angeriri is arming the rebels with Sonoran fighters.

The Daemons variable is set to "Lawful". During this phase of the OXZ, the Dictatorship is still the official government, so their ships have police scan-class and the rebels are fugitives. 4 Deamon Class Cruisers with Scorpion escorts are added at the witchpoint, main station and in the spacelanes along with groups of attacking rebel ships. The prison will also be under attack by rebels.

After making 5 more jumps, another news broadcasts appears, reporting that the rebels have made substantial gains in surface battles and the Sky Marshal announces that he is assembling a fleet to destroy the rebel held cities from orbit. After making two more jumps, the Guild will contact the player offering the contract to kill the Sky Marshal aboard the Imperial Flagship (with 4 Deamon Class Cruiser Escorts) is added by the main script near the main Imperial Station.

After making 2 more jumps since being paid for destroying the flagship, the 14th News Broadcast appears. Once this broadcast has been seen, an addition 6 rebel ships are added at the main station and the prison.

After making 5 more jumps, the 15th News Broadcast appears. The imperial dreadnaught has been challenged by a GalCop Behemoth due to having illegal anti-matter cannons. The dreadnaught easily destroys the Behemoth and resumes its hyperspace course to Eszausve (it's at Ribeties and still 10 jumps away). The Rebels take over the Main Station and the Imperial Prison. Due to the destruction of the GalCop Carrier, GalCop finally takes action and declares the imperial navy fugitives and recognises the rebels opposing the imperials as lawful ships. The Civil war variable is advanced to 2 and the description, population and productivity of the system are also changed.

Once the civil war variable is at 2, the rebels have police scan class and the imperials are now the fugitives. The Main Station and the Prison are renamed and are now defended by rebel Sonorans. The rebel Sonorans replace all the police in the system and fugitive scorpion frigates replace any pirates present. Hunters and Traders are replaced with offender Mongoose fighters (they attack all non-imperial ships even though called by the populator as the have their own custom Ais). Fugitive Demon Class Cruisers are added at the witchpoint, main station and in the spacelanes. Groups of battling rebel and imperial ships are added in the spacelanes, the main station, the former prison, the space around the prison and the main station.

After making 4 more jumps, the 16th News Broadcast appears. The Thargoid Invasion of Geteve has finally been repelled, but in less welcome news the Imperial Dreadnaught has been sighted at Qudior and is now 6 jumps from Eszausve. No changes are made to the ships appearing as the Dreadnaught has not arrived yet and the battles at Eszausve continue as before.

After making 2 more jumps the Guild will contact the player again and offer the mission to collect a special type of missile which can destroy the Dreadnaught from a secret rebel base in the Angeriri system and take them to the Main Station.

The base is deserted and main power is out. Docking at the base will trigger a sub-mission, where the player is placed in a retro Chose Your Own Adventure style text adventure using the mission screen. Once the player has completed the text adventure, main power is restored and the player's missile pylons will be filled with Graviton Missiles. The base will then explode due to fluctuations in its power grid. Once the player completes the mission by docking at the Main Station, the Guild will contact the player again. The Dreadnaught has arrived in the Eszausve system and is wreaking havoc upon the rebel fleet. The player is offered the contract to destroy the Dreadnaught (which can only be done with a Gravitation Missile). The Rebel held prison has been destroyed by the Dreadnaught and a massive battle is taking place. It is replaced by the Dreadnaught together with battling navy and imperial ships at the time of the mission.

Destroying the Dreadnaught is the last mission of the OXZ. If the player is successful, the variable is advanced to 3. At this stage only rebel ships will be present in the system. 3 jumps after being paid for destroying the Dreadnaught, a News broadcast will appear announcing that Eszausve has been readmitted to the Union of Worlds as a Democracy. As the civil war plays out, the description, productivity and population of Eszausve will change at each stage. Following the News Broadcast, it will become a democracy and the variable will change to "Over". Eszausve main station will become a normal GalCop Station. Eszausve will be a normal democracy, but with the former rebels as the police. The Hotels, additional planets and passenger lines continue to appear and a War Memorial is placed at the former prison location.

Ships and Stations present when the Variable is at Zero

Assassins uses the ships from Dictators OXZ at the start of the OXZ. These will appear regardless of whether Dictators is installed or not. If Dictators is installed, then at Eszausve only, Assassins will override the ships normally added by Dictators OXZ using a conditions script, so that all the Government and police ships will follow the custom Ais added by the Assassins OXZ.

At stage 0 the native populator is overridden so that all police ships and police wingmen and interceptors are replaced with Quaestors, Censors, Enforcers, Guardians and Lictors. These ships have custom Ais, to patrol between the prison, hotels, sun, planet and witchpoint. They have police scan class and will behave as regular police ships, only attacking ships with bounties and responding to distress calls. Hunters are replaced with Imperial Mongoose fighters who will patrol the system attacking non-clean ships. Shuttles are replaced with Imperial Shuttles who will also either exit the system by jumping out or go on a patrol of the system looking for non-clean ships to attack. Traders are replaced by one third Prison Ships, one third Liners and one third Mongoose Hunters. The Prison Ships and Liners are escorted by Quaestors, Censors, Enforcers, Guardians and Lictors. These transport prisoners to the prison, main station or a randomly picked OXZ station. The Liners will travel between the hotels and the main station. These ships will not actively hunt rebels or criminals but will defend themselves if attacked.

Pirates are replaced by rebels flying Geckos, Adders, Mambas, Sidewinders, Kraits, Cobra Mark Is & Morays. Although called as pirates, the rebels are not pirates and will only attack imperial ships, although they will defend themselves if attacked. Although the Imperials are the bad guys morally, at this stage they are still the lawful government of Eszausve. The rebel ships are offenders and the imperials are lawful ships (albeit lawful evil!). Attacking the rebel ships incurs no legal penalty and killing them awards a small bounty. Attacking imperial ships at this stage will earn the player a fugitive rating.

The main station is replaced by a Torus station, named as “Imperial Station: Eyrie of Order”. It is defended by Enforcers rather than Vipers, but at Stage 0 it is otherwise a normal Main Station.

The Imperial Prison “Red Wing” orbits the moon and the Hoopy Hotels “Eagle in Flight” and “Game Theory” respectively orbit the gas giants. At stage 0, all three stations are lawful stations. They will only grant docking permission to clean ships. They will attack and launch defence ships to attack any ships with bounties and will respond to distress calls. As with other lawful stations, clean players who dock will see a custom arrival message and will be charged a docking fee. Non-Clean players who dock without permission will see a custom arrival report explaining how they were thrown out. The prison will offer cheaper prices on minerals, gold, platinum and gemstones and will sometimes pay more for food, machinery and textiles. The Hotels will offer higher prices for food, textiles, luxuries, gold, platinum and gemstones.

The scripts for each of the three stations also populate space near them with ships. The prison adds an asteroid field and groups of 3 Censors and 3 Enforcers with Ais to patrol around the prison and attack any ships with bounties. It also adds a Prison Ship with 2 Quaestor escorts. This ship has an AI to fly around near the prison until the player arrives and then dock with the prison. A second Prison Ship with 2 Enforcer escorts is also added near the prison. This ship will travel from the prison to the Main Station and when it arrives, it will dock with the main station.

The Game Theory’s script adds a group of 3 Lictors who patrol around the Hotel and will attack ships with bounties. A passenger liner with 2 Guardian escorts is also added near the hotel with an AI to fly around near the hotel until the player arrives and then dock with the hotel. Three more liners are added at respectively, 2,500kms, 7,500kms and 15,000kms from the hotel. The first has an AI to travel to the Main Station and dock with it and the second and third have Ais to travel to the hotel and dock with it.

The Eagle in Flight’s script is similar and adds a group of 3 Guardians to patrol around the Hotel and attack ships with bounties. A passenger liner with 2 escorts is also added near the hotel with an AI to fly around near the hotel until the player arrives and then dock with the hotel. Three more liners are added at respectively, 10,000kms, 20,000kms and 30,000kms from the hotel. The first has an AI to travel to the Main Station and dock with it and the second and third have Ais to travel to the hotel and dock with it.

The Main Script also adds: A group of 3 Censor Police Patrol ships near the Main Station with Ais to patrol around the Main Station. Three groups of Lictors, Quaestors and Enforcers are also added in the spacelane with Ais to patrol between the prison, hotels, sun, planet and witchpoint. Additionally, 2 Prison Ships with escorts are added by the Main Script, both with Ais to travel to the prison and dock with it. The first is added 25kms from the player’s position (either near the witchpoint or near whichever station the player is docked with) and the second is added in the spacelane. A third Prison Ship with escorts and an AI to pick a random OXZ station within 500kms of its spawn point and dock with it, is also added.

Ships and Stations present when the Variable is at One

In addition to the ships present at level 0, Imperial Scorpion Class Frigates with Mongoose escorts are added at the Witchpoint, spacelane and near the main station. The Scorpion’s own script spawns groups of rebel ships nearby. At this stage the dictatorship is still the lawful government, so its ships have police scan class and the rebel ships are offenders.

Ships appearing when the Deamons Variable is at Lawful

During this phase of the OXZ, the Dictatorship is still the official government, so their ships have police scan-class and the rebels are fugitives. 4 Deamon Class Cruisers with Scorpion escorts are added at the witchpoint, main station and in the spacelanes along with groups of attacking rebel ships. The prison will also be under attack by rebels.

Ships appearing when the Reinforcements Variable is at Outlaw

Following the successful assassination of the Sky Marshal by the player, the reinforcements variable is set to Outlaw. During this phase, 6 additional offender rebel ships are added near the main station with Ais to go to the main station and attack imperial ships. After the 14th News Broadcast has been read, 6 further offender rebel ships are added at both the main station and the prison. The rebels will now have the advantage over the imperial ships.

Ships and Stations present when the Variable is at Two

Whilst the variable is at 2: 1) The Main Station is renamed “New Hope” and is described as a Rebel Station. It is now defended by Rebel Sonoran fighters with police scan class. 2) All police, interceptor and wingman ships in the system are replaced with Rebel Sonoran fighters. 3) All pirates in the system are replaced with fugitive Imperial Scorpions with Ais to attack any non-imperial ships they encounter. 4) All hunters and traders in the system are replaced with Imperial Mongoose fighters. Although called by the populator as hunters or traders they are all offenders and will attack any non-imperial ships they encounter. 5) If Dictators OXZ is installed then any freighters and prison ships it would otherwise have added are replaced with offender imperial shuttles with Ais to attack any non-imperial ships they encounter. 6) A total of 2 Deamon Class Cruisers, 7 Scorpions and 10 Mongoose fighters are added near the main station with Ais to attack all non-imperial ships. 7) A Deamon Class Cruiser, 5 Scorpions, 5 Mongoose fighters and 3 Rebel Sonoran fighters are added at the witchpoint. If the Imperials destroy all the ships at the witchpoint, they will then head for the main station. 8) A fourth Deamon and groups of Mongoose fighters, imperial shuttles and Rebel Sonoran fighters are added to the spacelanes with Ais to intercept each other. If the Demon destroys all targets near its spawn point it will head for the rebel held prison. 9) The former prison is renamed “Rebel Base: Echo of Hoth” and is now defended by Sonoran fighters and attacked by imperial ships. During this phase of the OXZ the rebel base will not be offering normal station services due to the war and if the player docks with the base they will receive a message explaining that no services are available, and they will be re-launched. 10) The two Hoopy Hotels conduct business as usual, but they are now defended by Rebel Sonoran fighters. Functionally, they remain the same. However, no passenger liners appear until the civil war is over.

Additional Ships appearing during the mission to destroy the Dreadnaught

The Civil War variable remains at 2 and therefore the battling rebel and imperial ships appear in the system as previously. Whilst the variable is at 55, the Prison is no longer added and in its place the Dreadnaught is spawned at it's former location. The Dreadnaught's script spawns an asteroid field within 25kms of it's starting position and it will remain within the asteroid field. It's script also adds three special Aeron Class Frigates. The Dreadnaught and the Frigates all have station level energy and recharge so cannot be destroyed by normal means. The Frigates attack the dreadnaught and the dreadnaught will use its turrets on any frigates in range.

The script also adds a group of 5 Imperial Shuttles, 3 Scorpion Frigates and 3 Mongoose fighters with AIs to attack the frigates. These ships have normal energy levels, but the Frigates won't respond to attacks by them and will keep attacking the dreadnaught.

When the frigates detect the player come within scanner range, one will become vulnerable and whilst it will continue to fight, it will explode the next time an enemy ship hits it. The other two will fly away and then jump out. The effect is that the Dreadnaught and 14 other ships will be exchanging fire in the centre of the asteroid field. The Dreadnaught is large enough to be visible from about 500kms and the large asteroid field and all the laser blasts will be seen if you fly towards the moon, enabling you to find the Dreadnaught. Once you arrive however, the frigates will be removed by being destroyed or jumping out and the Dreadnaught and the other imperials will attack the player. The Dreadnaught's script also adds a total of 9 Mongoose Fighters, 9 Imperial Shuttles and 3 Scorpion Frigates within 25km of its spawn position. These ships have AIs to patrol the asteroid field looking for the player and attack them as soon as they enter the field. Additionally, 12 Mongoose fighters, 6 Imperial Shuttles and 2 Scorpions are added in spheres between 35 and 105kms of the Dreadnaught's spawn position. These ships will fly towards either the witchpoint or main station looking for the player.

Ships are also added between the Dreadnaught's position and the main station with AIs to fly towards the main planet / main station and attack the player if they intercept them. 3 Mongoose Fighters at 125kms. 3 Shuttles at 175kms. A Scorpion at 225kms. 3 Mongoose Fighters at 300kms. A Demon Class Cruiser with 4 Mongoose escorts at 400kms. 3 Shuttles at 500kms. 3 Mongoose Fighters at 600kms. A Scorpion at 700kms. The environmental story is the Rebels attacking the Dreadnaught have been destroyed and the advance Imperial Fleet is heading for the station with the Balrog being held off by the last three frigates. If the player is starting from the Main Station (eg they jumped in and then docked and saved their game to attempt the Balrog mission), then these ships will provide the opposition on the way to the Dreadnaught. The ships are always present, but won't be encountered by the player if travelling from the Witchpoint. They will all ultimately arrive at the Main Station though and get into fights with the Frigates and Police Ships there. 9 more Mongoose Fighters and 3 Scorpions are added within 45kms of the Dreadnaught's position with AIs to fly towards the witchpoint and attack the player. At the witchpoint a Deamon Class Cruiser with 4 Mongoose escorts, a Scorpion with 2 Mongoose Escorts, a group of 5 Mongoose Fighters and 3 Imperial Shuttles are added. Another Scorpion with two Mongoose escorts and 3 Imperial Shuttles are added near the witchpoint.

Ships and Stations present when the Variable is at Three

3 jumps after being congratulated on destroying the Dreadnaught, the final news broadcast of the OXZ will be shown. At this point Eszausve becomes an officially recognised democracy and the variable changes to "Over". In this interim phase however, although the rebels have won, the system is still a dictatorship in code and so will be populated by the system populator as a dictatorship rather than a democracy.

No imperial ships are added (as the empire has now fallen), but Oolite will add pirate ships in the normal way. To make the system better policed than a standard dictatorship, 9 additional police ships are added between the witchpoint and the main station. These will all be Rebel Sonoran fighters as the override of police ships at Eszausve remains in place. 3 Areon Class Frigates are added at the witchpoint with an AI to patrol the system and another 3 are added near the Main Station with AIs to patrol around the Main Station. An asteroid field and 2 rebel police patrol ships are added at the location of the destroyed prison.

Ships and Stations present when the Variable is at “Over”

Now that the civil war is over, a War Memorial is added at the location of the destroyed prison. The Memorial's script spawns an asteroid field around it and a squad of three police Sonoran ships with Ais to patrol the asteroid field. They will attack criminals and any ships firing on the Memorial. A Liner with two Fer-de-lance escorts is also added in the asteroid field. Its AI will remain in the asteroid field unless or until the player arrives. When the player arrives, it will fly towards the Monument and broadcast a prayer when it gets there. It will then go to the Main Station and dock with it. If it cannot dock it will fly back towards the monument and repeat the loop.

A liner escorted by two Asps and a liner escorted by two Cobra Mark IIIs are added near each of the hotels. Each has an AI to fly around near the hotel until or unless the player arrives. They will then dock with the hotel. If they cannot dock they will pick a random destination (Main Station, Witchpoint, OXP station or a Hotel) and fly there to dock with the station there instead.

On each visit to the system a liner escorted by either Sidewinders or Geckos is added near the main station with an AI to go to either the Hades or Lernean Hoopy Hotel and dock with the Hotel. A liner escorted by Mambas is added in the spacelane about 55kms from the Main Station with an AI to go to the Main Station and dock with it. A liner escorted by two Kraits is added about 4,800kms from the Main Station in a line with the Hades Hoopy Hotel, with an AI to go to the main station and dock with it. A liner escorted by two Cobra Mk Is with an AI to go to the Lernean Hoopy Hotel is added 7,500kms from the hotel. A liner escorted by either Sidewinders or Geckos is added at the Witchpoint with an AI to go to a random OXZ station. If there are none, it will go to the main station, the witchpoint or one of the Hoopy Hotels.

Liners escorted by two Wolves are added in the spacelane and near each of the hotels. These ships have Ais to go to the Witchpoint and dock with any stations near the witchpoint. If none are present, then they will go to one of the hotels or the main station and dock there. Two more liners escorted by Asps and Cobra Mark IIIs are added in the spacelane with AIs to go to a random OXZ station. If there are none, they will go to the main station, the witchpoint or one of the Hoopy Hotels. A total of 15 liners are added to the system, although usually only a couple will actually be seen by the player on each visit.

Finally, a group of 3 Sonoran police ships are added to patrol around the main station and additional Sonoran police ships are added at the witchpoint and in the spacelane.

Angeriri (Planet Number 71)	
The red lizards of Angeriri are fiercely democratic. Hatchlings are fitted with brain implants upon emerging from the egg permitting citizens to telepathically vote on all government decisions in real time. Whilst this takes up a considerable amount of their free time, it is rumoured that they also provide covert support to the People's Popular Front of Eszausve.	
Economy	Rich Industrial
Government	Democracy
Tech Level	14
Population	5.9 Billion
Inhabitants	Cybernetic Red Lizards
Gross Productivity	47200 Million Credits
Average Radius	5791kms
<p>No new planets, ships or stations are ordinarily added to Angeriri. However, between completing the 9th Assassination and being offered the 10th (and final) Assassination, the player will be tasked with collecting a Graviton Missile from the secret rebel base in the Angeriri System. At the time of the mission, the base (a standard rock hermit) together with an asteroid field is added a long way out of the spacelane in the Angeriri system. A distress beacon is also added near the rebel base and groups of Mongoose Fighters and Scorpion Class Frigates with Ais to hunt the player are added to the spacelanes, main station, witchpoint and the approaches to the rebel base. A Demon Class Cruiser with Mongoose escorts also appears when the player launches from the base having completed the text adventure mission aboard the base and loaded up with Graviton Missiles. The base explodes 10 seconds after the player launches and is permanently removed it from the game.</p> <p>The system description and the inhabitants are modified, but otherwise no changes are made to the system, and it is (apart from being the scene of text adventure mission) a normal high tech industrial democracy.</p>	

Systems with Minor Modifications by The Assassins Guild OXZ

The systems listed below do not feature in any of the Assassins missions. No new planets or stations are added to any of these systems. With the exception of Esreates, no new ships are added to the system either. At Esreates pirates are replaced with Triads flying Wasp fighters by Ramon. Only the parameters listed below are changed for each of the systems:

Zarausxe (Planet Number 184)	
This planet is notable for its great tropical forests but is famous for its inhabitants passion for the sport of Zero-G Hockey.	
Inhabitants	Hockey Obsessed Humans
Esreates (Planet Number 100)	
Formally a GalCop penal colony, a successful rebellion by the prisoners placed the system in the hands of felons. At present the system is run by the Yankisona Triad gang. In criminal circles, it is well known that relations with the Quandixean Mafia are less than cordial. Many fear that all out gang warfare is imminent.	
Inhabitants	Criminals of Many Species
Gross Productivity	29127 Million Credits
Orreedon (Planet Number 118)	
The planet Orreedon is famous for its strange mountains but cursed by deadly goats. In criminal circles, it is said that an illegal trade in the export of Orreedonian deadly goats flourishes on the northern continent. Once domesticated, the deadly goat can be trained as a vicious attack beast.	
Inhabitants	Nervous Human Colonials
Sobeer (Planet Number 19)	
Sobeer is famous for the delicious nature of its native marine life, particularly the exquisite Sobeerian spotted cod. Beings of a more sensitive nature decline however to partake in this delicacy, knowing its use in certain sinister Mafia rituals.	
Inhabitants	Nautical Bony Felines
Encezais (Planet Number 120)	
The high technology world of Encezais is well known for the large shipbuilding factories of Ramon Security Ltd situated on the eastern continent. Whilst a major contributor to the wealth of the system, the company has been the subject of criticism due to its policy of selling military grade vessels and arms to morally questionable regimes.	
Economy	Rich Industrial
Government	Corporate State
Tech Level	15
Population	6.3 Billion
Inhabitants	Amoral Fat Felines
Gross Productivity	63942 Million Credits

Systems infected by Malfunctioning BattleBots

When being paid for the 5th Assassination, the player is informed that some of the Malfunctioning BattleBots managed to slip away through wormholes and escaped to neighbouring systems. This starts a separate timer running and every 5 jumps a new system within 7 light years becomes infested. Each time a system is infested pirates in the system are replaced with Malfunctioning BattleBots, who will attack any ship that is not a BattleBot.

The six systems in jump range of Ateslete are infested in the order set out below. As each system is infested, the escape level variable is increased by 1. Once the last system of Esleve is infested (IE 30 jumps have been made since being paid for the 5th Assassination), the timer is deleted and the escape variable is set to "Complete". Malfunctioning BattleBots being encountered at these systems instead of regular pirates remains a permanent feature. When a system becomes infested, its description is modified as set out below:

Qudior (Planet Number 181)
This planet is beset by deadly earthquakes. Many Commanders have reported being attacked by groups of strange, wasp-like ships in this system.
Erdiares (Planet Number 20)
This world is most famed for Erdiaresian evil juice but cursed by dreadful solar activity. In addition to the ever present threat from pirates, Commanders travelling to this system often claim to have been attacked by tiny ships.
Cemaer (Planet Number 171)
The planet Cemaer is mildly notable for Cemaerian Arusno water. Traders brave enough to enter this system often complain that the local pirates are assisted by swarms of small Thargon-like ships.
Onarmala (Planet Number 185)
Whilst Onarmala is an unremarkable dump, swarms of aggressive tiny ships tend to provide some excitement for Commanders entering the System.
Gegeso (Planet Number 65)
The world Gegeso is reasonably noted for its fabulous goat burgers and the Gegesoian evil poet. Whilst visitors to the system would be wise to exercise caution against the threat posed by evil poets, swarms of tiny ships lurking in the spacelanes are more perilous.
Esleve (Planet Number 44)
This world is most famed for its inhabitants' ingrained silliness but scourged by deadly civil war. Groups of small wasp-like ships have been seen in this system.

Mission Triggers and Stages

Stage	Triggers	Events
0	Have 200 or more kills. Be docked at any Station in any Galaxy 7 system except Orramaor.	You receive an Incoming Message offering a fee of 200 Credits to kill Be Soin flying a Vintage Adder. Orramaor is marked with a red diamond on the map. The F5 short description reads "Ensure Be Soin enjoys a happy retirement in the Orramaor System." Once the message has been read, the stage variable advances to 1.
1	See the first message from the Guild.	Once the variable is at 1 Be Soin's Vintage Adder is added at Orramaor by The Retirement Home's script. He will remain within 5 to 25kms of the Retirement Home. If killed by the player his script advances the Stage variable to 2, the player will be an offender with a 10 Credit bounty (if not already higher than this). The marker is removed from Orramaor, and the short description reads "Be Soin has taken early retirement. Dock to collect your fee."
2	Kill Be Soin and dock at any station or carrier	As soon as you dock anywhere (except the Corpse Bride station), you will receive a message from the Guild congratulating you on the hit and paying your fee. You will also be offered the opportunity to join the Guild by meeting the Guildmaster at the Corpse Bride station in the Esrire system. 180 Credits are awarded (the Guild takes a 10% commission). Esrire is marked on the map with a red diamond. The short description changes to "Meet the Guildmaster aboard the Corpse Bride station in the Esrire System." Once the message has been read, the stage variable advances to 3.
3	Be paid for killing Be Soin and dock at the Corpse Bride station in the Esrire System.	Whilst the stage variable is at 3 nothing further will happen until you go to the Esrire system and dock at the Corpse Bride station orbiting the gas giant Cerberus. When you do, a mission briefing screen is shown explaining how you are inducted into the Assassins Guild. The marker is removed from Esrire. A new item of Equipment; a Mark Transponder Scanner is awarded, and the guild explains that they will be in contact soon. The short description changes to "The Assassins Guild ranks you as a Novice." Once the briefing has been read the stage variable advances to 4 and the jump counter is reset to zero.

		You will now be able to access a status screen from the F4 Screen when docked showing your ranking, achievements, reputation with local powers and details of any current missions.
4	Make at least 5 jumps since meeting the Guildmaster and be docked anywhere.	The 1 st News Broadcast is shown. The Soin Clan are on the warpath over the murder of their uncle, but they don't know who did it yet. Once the broadcast has been seen, the jump counter is reset to zero and the stage variable is advanced to 5.
5	Make at least 5 jumps since reading the 1 st News Broadcast and be docked anywhere in Galaxy 7 except Tiared.	You receive a message from the guild offering a contract from the Quandixeian Mafia paying 4,800 Credits to assassinate the Zarausxian Zero G Hockey Team. Once the message has been seen the jump counter is reset to zero, Tiared is marked on the map and the stage variable is advanced to 6. The short description changes to "Arrange that an accident befalls the Zarausxian Hockey Team in the Tiared System."
6	See the above message offering the contract on the Zarausxian Hockey Team	Once the stage variable is at 6 the Zarausxian Hockey Team in an Armoured Passenger Liner with 4 Nemesis escorts is added by the Orbital Stadium's script, 150kms from the Stadium in a line with the main station. As per the description in the mission briefing it will fly in a loop to the Main Station and then back to the Stadium. It won't attack the player (or any other ship) until the player attacks it. On spawning it will disable the player's cloak and energy bomb (if you have them). They are re-enabled when the victim ship dies, or the player leaves the system. When killed by the player, death actions increase the stage variable to 7, the player becomes a fugitive with a 65 credit bounty. The marker on Tiared is removed and the short description changes to "The Zarausxian Hockey Team has been relegated. Dock to collect your fee."
7	Kill the Zarausxian Hockey Team and be docked anywhere.	As soon as the player docks anywhere in Galaxy 7 after killing the team, they will receive a message from the guild congratulating them on taking out the team. 4,320 Credits are awarded. The jump counter is reset to zero and the stage variable is advanced to 8.

		The short description changes to “The Assassins Guild ranks you as a Cut-throat.”
8	Make at least 7 jumps since being paid for killing the hockey team and be docked anywhere.	<p>The Guild contacts you to inform you that they have been hacked and the Soin Clan are aware that you did the deed.</p> <p>The Guild arranged the destruction of the Soin Clan family burrow, but Inno Soin and his sisters are out gunning for you. Once the message is read, the description of Orramaor is changed and its productivity lowered to reflect the destruction of Soin Classic Shipyards. The interlude variable is set to “Yes” and the stage variable is advanced to 9. The jump counter is reset to zero and the short description changes to “Defend yourself from the vengeance of Inno Soin and his sisters.”</p>
9	Make 10 jumps since seeing the warning from the guild.	<p>Whilst the stage is at 9, groups of Soin Clan Sisters flying Micro Mambas are added to each system the player jumps to. As the groups are added on particular routes you won’t necessarily encounter any or all of them on any given jump. On the 1st jump, nothing happens. On the second jump a group of 3 Soin Clan Micro Mambas are added in the space lane. They will fly between the witchpoint and the main station. If they encounter the player, they will attack. On the 3rd jump 3 groups of three ships are added in the spacelanes with AIs to go to the witchpoint, planet and sun respectively. On the 4th jump, the player will be ambushed at the witchpoint by a group of 3 Micro Mambas. Another group of 3 Micro Mambas are also added in the spacelane. On the 5th jump a group of 3 Micro Mambas with an AI to go to the sun are added near the witchpoint. On the 6th jump a group of 3 Micro Mambas will be lurking near the main station. On the 7th jump a group of 3 Micro Mambas with an AI to go to the witchpoint are added near the witchpoint. On the 8th jump a group of 3 Micro Mambas are added in the spacelane with an AI to go to the main planet. On the 9th jump a group of 3 Micro Mambas with an AI to go to the Main Station and wait there are added near the main station. On the 10th jump no ships are added and the stage variable is advanced to 10. Once a total of ten jumps have been made no more</p>

		attacking Micro Mambas will appear and the player will receive an update from the guild the next time they dock anywhere in Galaxy 7.
10	Dock anywhere in Galaxy 7	The Guild will contact you and explain how they have eliminated all of the Soin Clan apart from Inno Soin. He is flying a Micro Fer-de-Lance with a new cascade weapon, and he is still gunning for you. The Guild pays you 500 Credits in compensation for the general inconvenience. The stage variable is advanced to 11. The jump counter is reset to zero and the short description changes to “Guard yourself from the vengeance of Inno Soin and the Nova Device.”
11	Make at least 3 jumps since being warned and be docked. Inno Soin will appear and make a suicide run at you then next time you launch.	Whilst the stage variable is at 11, Inno Soin will be spawned within 20kms of the player’s position the next time the player launches having made three jumps. As soon as he spawns the stage variable is advanced to 11.5 and the jump counter is reset to zero. When he dies the stage variable advances to 12, the interlude variable is set to No and the short description changes to “Inno Soin has self-terminated. Dock to receive a debriefing.” He does not attack as such, rather he will intercept the player and detonate like a q-mine when he gets within 2.5kms. On detonating he also spawns 5 more invisible q-mines within 5 to 20kms of the players position. His ship is very fast and it is difficult to outrun even with fuel injectors. This phase of the OXZ is completed as soon as Inno Soin detonates, but the player needs to survive! Although it is difficult to outrun the ship, provided you have injectors and keep him on your rear view, you will be fast enough to outrun the cascade mines. If the player outruns the ship, so it does not detonate, then the variable remains at 11.5. Once 2 more jumps have been made he will be spawned again at the witchpoint, the jump counter will be reset to zero and the stage back to 11. The loop of him appearing by the station and then the witchpoint will repeat until he detonates.

12	Survive an encounter with Inno Soin and be docked anywhere.	The guild will contact you to congratulate your survival and pay you 1,000 Credits. The stage variable is advanced to 13, the jump counter is reset to zero and the short description changes to "The Assassins Guild ranks you as a Murderous Thug".
13	Make at least 3 jumps since being congratulated by the guild for surviving Inno Soin's attack and be docked anywhere except the Beatle System.	The Guild contact you and offer you a job for the Mafia to destroy the Fair Wind in parking orbit around the Augeaian Repair Facility in the Beatle System. Once the message is read, Beatle is marked on the Map, the jump counter is reset to zero, the stage variable advances to 14 and the short description changes to "Destroy the Fair Wind orbiting the Augeaian Repair Facility in the Beatle system."
14	Destroy the Fair Wind	Once the variable is at 14, the Repair Facility's script adds the Fair Wind with two Phantom escorts near the Facility together with the other ships normally present. If the Fair Wind is killed by the player, the stage variable is advanced to 15, Beatle is unmarked on the map, the player becomes a fugitive with a 70 Credit bounty and the short description changes to "The Fair Wind has been scuttled. Dock to collect your fee."
15	Dock anywhere having destroyed the Fair Wind	The guild will contact you, congratulate you on the hit and 9,000 Credits are awarded. Once the message has been read, the jump counter is reset to zero, the stage is advanced to 16 and the short description changes to "The Assassins Guild ranks you as a Seasoned Killer."
16	Make at least 4 jumps since being paid for destroying the Fair Wind and be docked anywhere.	The 2 nd News Broadcast appears. An inquisitive journalist is investigating the guild's activities. Once the News Broadcast has been read, the jump counter is reset to zero and the stage is advanced to 17.
17	Make at least 2 jumps since seeing the 2 nd News Broadcast and be docked anywhere.	The 3 rd News Broadcast appear. The inquisitive journalist has been killed by a deadly goat. The authorities have suspiciously written it off as a freak accident. Inspector Thorstan of GalCop Special Branch is convinced he was murdered and is determined to investigate further. Once the News Broadcast has been read, the jump counter is reset to zero and the stage is advanced to 18.

18	Make at least 3 jumps since seeing the 3 rd News Broadcast and be docked anywhere except Geteve.	<p>The 4th News Broadcast appear. The Geteve system where Inspector Thorstan is based has been invaded by a Thargoid Fleet and he has been placed in charge of the system's defences. Guess he won't have much time to investigate the guild for the foreseeable future!</p> <p>Once the News Broadcast has been seen, the jump counter is reset to zero, the stage variable advances to 19 and the Thargoid invasion variable is set to 1. Once the variable is at 1 large groups of Thargoids are added at the witchpoint, spacelanes, main station, the Special Branch Outpost and between the Outpost and the main station. The Invasion of Geteve. continues running until the end of the OXZ when the Thargoids are finally repelled by the Navy. The description of Geteve is changed to reflect the ongoing attack and the system's productivity is lowered.</p>
19	Make at least 2 jumps since seeing the 4 th News Broadcast and be docked anywhere except Geteve.	<p>The Guild will contact you and offer the Contract to kill Inspector Thorstan. He is engaged in the defence of the Special Branch Outpost at Geteve from the Thargoids. Once the Contract offer has been read, the stage variable is advanced to 20, the jump counter is reset to zero, Geteve is marked on the map and the short description changes to "Arrange that Inspector Thorstan falls in battle near the Outpost in the Geteve System."</p>
20	Kill Inspector Thorstan	<p>Whilst the variable is at 20, Inspector Thorstan is a Special Branch Asp together with 2 Wingmen will be added by the Outpost's script near the Outpost. He will patrol around staying within 25kms of the Outpost. Large numbers of Thargoids will also be present and will start to converge on the Outpost from. There will be a battle in progress between Thargoids and Special Branch Asps around the Outpost. The Asps will most times win in the end, but it will take them about 30 minutes to kill all the Thargoids. Inspector Thorstan won't be attacked by the Thargoids although he will fire at them. The hit is easier whilst the Thargoids are present, as then most of the police ships will be fighting the Thargoids, but once all the Thargoids are destroyed they will attack the player if they attack the</p>

		Inspector. Once he is killed Geteve is unmarked on the map, the player gains a 75 Credit bounty, the stage variable advances to 21 and the short description changes to “Inspector Thorstan has fallen. Dock to collect your fee.”
21	Dock anywhere having killed Inspector Thorstan	The next time the player docks having killed Inspector Thorstan, they receive a message from the Guild congratulating them and 15,000 Credits are awarded. No commission is charged on this hit as it was a contract for the Guild itself rather than a client. The jump counter is reset to zero, the stage variable advances to 22 and the short description changes to “The Assassins Guild ranks you as a Master Murderer.”
22	Make at least 5 jumps since being paid for killing Inspector Thorstan and be docked anywhere except Ateslete.	<p>The 5th News Broadcast Appears. At lot of traders have been killed in the normally safe system of Ateslete. The authorities claim it’s all down to pirates, but is this really true? Once the broadcast has been seen, the stage variable is advanced to 23, the jump counter is reset to zero and the BattleBot Development level variable is advanced to 1. The description of Ateslete is changed to reference the ‘pirate’ attacks.</p> <p>It turns out that Griff Research were working on their own version of a Thargon for the Navy, codenamed a “BattleBot”. The first version has escaped and gone rogue attacking all ships which are not BattleBots. Whilst the stage variable is at 23 or 24 two groups of 5 rogue BattleBots are added in the Ateslete spacelanes. Any pirates in the system are also replaced with rogue BattleBots. Whilst the development variable is at 1, a Positronic Brain will be testing a group of 15 Unarmed Navy BattleBots near the Griff Research Base. They will shut down when the Brain triggers an ECM pulse. This is a clue (together with the reference in the News Broadcast) that the BattleBots featuring in the next hit are vulnerable to being shut down by using ECM. The rogue BattleBots have a 50% chance of shutting down for 2.5 seconds on each ECM pulse.</p>
23	Make at least 5 jumps since seeing the 5 th News Broadcast and be docked anywhere except Ateslete.	The Guild will contact you and offer the Contract to destroy the Malfunctioning BattleBot Control Drone. Once the

24	Destroy the Malfunctioning BattleBot Control Drone.	<p>message has been seen the stage variable is advanced to 24, the jump counter is reset to zero and the short description changes to “Destroy the Malfunctioning BattleBot Control Drone in the Ateslete System.”</p> <p>Whilst the variable is at 24, numerous groups of Malfunctioning BattleBots are added to the Ateslete spacelanes. All are Offenders some with an AI to attack any ship which is not a BattleBot and some with Ais to target the player specifically. The Control Drone with 4 BattleBot escorts is added in the middle of the spacelane. Its AI will go back and forth between the witchpoint and the planet until it encounters the player. It attacks the player on sight. It will not attack any other ships. Although it is a fugitive its scripts prevent any ship other than the player from attacking it. It has no laser weapons but does have 6 powerful plasma turrets so it will cause a lot of damage at close range. It is very slow though and so can be kept at a distance. It is not necessary to kill any of the BattleBots, just the Control Drone. Once the drone is destroyed, the mission stage variable is advanced to 25. The Malfunctioning BattleBots will no longer appear at Ateslete. The short description changes to “The BattleBot Control Drone's hard disc has crashed. Dock to collect your fee.”</p>
25	Dock anywhere having destroyed the Control Drone.	<p>Upon docking anywhere after having destroyed the control drone, the Guild will contact you to congratulate you on completing the contract. 22,500 Credits are awarded, the stage variable advances to 26, the jump counter is reset to zero and the short description changes to “The Assassins Guild ranks you as a Skilled Assassin.” The description of Ateslete is changed to reflect the fact that the ‘pirate’ attacks have been dealt with. The BattleBot development variable is advanced to 2.</p> <p>Whilst the variable is at 2 a Military BattleBot Control Drone with BattleBot escorts patrols around the Griff Research Base. This version will only attack Thargoids and criminals. The Brian will now be testing a group of 10 PlasmaBots. These are in</p>

		<p>testing so will not use their weapons if attacked (but the Control Drone, BattleBots and the Station will all react). They are not shut down by ECM and the Brian will now announce that its tests were successful.</p> <p>The BattleBot escape variable is also advanced to 1.</p> <p>Once the BattleBot variable is greater than 0, the OXZ will start a separate escape jump counter running which is not reset. Every 5 jumps the player makes a system within 7 light years of Ateslete becomes infested with escaped Malfunctioning BattleBots. Each time a system is infested, the description is changed to reference the presence of the Malfunctioning BattleBots, and a conditions script replaces all the pirates that would normally be present in the system with Malfunctioning BattleBots. Once a total of 30 jumps have been made since being paid for Destroying the Drone all 6 systems within 7 light years of Ateslete will have become infested. At this point the escape variable is set to "Complete". The timer is deleted and the presence of Malfunctioning BattleBots at the infected systems remains as a permanent feature. The Infected systems are: Qudior, Erdiares, Cemaer, Onarmala, Gegeso, Esleve.</p>
26	Make at least 6 jumps since being paid for destroying the BattleBot Control Drone and be docked anywhere except Eszausve.	<p>The 6th News Broadcast appears. The Dictatorship of Eszausve has been condemned for using military vessels against civilian targets. Once the News Broadcast has been read, the stage variable advances to 27, the jump counter is reset to zero and the civil war variable is advanced to 1. Whilst the civil war variable is at 1, Ramon's Scorpion Frigates escorted by Mongoose Fighters will be present fighting rebel ships in the Eszausve system. This is in addition to the ships normally present at Eszausve. At this stage the Dictatorship is still the lawful government of Eszausve, so their ships have police scan class and the rebels fighting them are Offenders.</p>
27	Make at least 5 jumps since seeing the 6 th News Broadcast and be docked anywhere.	<p>The 7th News Broadcast appears. Oh dear. It would appear that the Zarausxian Zero-G Hockey Team Fan Club has put out a contract on you. Once the News Broadcast has been seen, the stage variable is</p>

28	Make at least 5 jumps since seeing the 6 th News Broadcast.	<p>advanced to 28, the jump counter is reset to zero and the interlude variable is set to “Yes”. The short description changes to “Guard yourself against irate Zero-G Hockey fans.”</p> <p>The next mission will be offered once the player docks anywhere having made at least 5 jumps, but during this interlude groups of 3 hocky fans may attack. On the first jump nothing happens. On the second jump a group of three ships will wait by the main station and attack the player if they attempt to dock. On the third jump, a group of three ships are added near the witchpoint with an AI to intercept the player at the witchpoint. On the fourth jump a group of 3 ships will be waiting at the witchpoint to attack the player. On the fifth jump no ships are added. The stage variable is advanced to 29 and the interlude variable is reset to “No”.</p>
29	Dock anywhere except Ataneris having made at least 5 jumps seeing the 6 th News Broadcast.	<p>Once the stage variable is at 29, the next mission from the Guild will be offered as soon as the player docks anywhere except the Ataneris system. Rather unfortunately, the contact put out by the Zarausxian Zero-G Hockey Team Fan Club has been accepted by a fellow guild member. There’s nothing for it but a showdown! This is a matter of honour, so there is no payment from the guild. Once the message has been read, the stage variable advances to 30, the jump counter is reset to zero, Ataneris is marked on the map and the short description changes to “Duel Sister O-Ren Ishii at the Dueling Beacon near the Mining Depot in the Ataneris System.”</p>
30	Kill O-Ren Ishii	<p>Whilst the stage variable is at 30, the main script will add the Guild Duelling Beacon 100kms from the Mining Depot in the Ataneris system. The Beacon’s script spawns an asteroid field together with 5 Mining Drones. Sneakily, your opponent has reprogrammed the local mining robots to be hostile to you. Following the Advanced Space Compass to the Duelling Beacon will take you to O-Ren Ishii. Once the player has killed her, the stage variable is advanced to 31, Ataneris is unmarked on the map and the short description changes</p>

		to “O-Ren Ishii has died with dishonour. Dock to receive a debriefing.”
31	Dock anywhere having killed O-Ren Ishii.	Upon docking, you will receive a message from the Guild congratulating you on your survival. There is no payment for this mission except the GalCop bounty. The stage variable is advanced to 32, the jump counter is reset to zero and the short description changes to “The Assassins Guild ranks you as an Efficient Cleaner.”
32	Make at least 3 jumps since being congratulated on winning the duel and be docked anywhere except Ateslete.	The 8th News Broadcast Appears. The Ateslete System is replacing its police force with robot ships purchased from Griff Research Ltd. Once the News Broadcast has been read, the stage variable is advanced to 33, the jump counter is reset to zero and the BattleBot development level is advanced to 3. Now that the variable is at 3, all police ships at Ateslete are replaced with working BattleBots and a Control Drone with BattleBot escorts is added to the Spacelane. A squadron of BattleBot Interceptors will also patrol near the Research Base together with a Control Drone and BattleBot escorts. The description of Ateslete is also changed to reference the presence of the robotic police force.
33	Make at least 2 jumps since seeing the 8 th News Broadcast and be docked anywhere.	The 9 th News Broadcast Appears. The Director of Sales at Ramon Security has been boasting that they are about to supply the Eszausveian Navy with a fleet of powerful cruisers. The Angeririan Foreign Office is threatening military intervention if the build up of capital ships on its boarder continues. Once the News Broadcast has been read, the stage variable is advanced to 34 and the jump counter is reset to zero.
34	Make at least 3 jumps since seeing the 9 th News Broadcast and by docked anywhere except Quandixe.	The Guild will contact you. The local Triad Boss is attacking the Mafia’s drug ships. Once the message has been read, the stage variable advances to 35, the jump counter is reset to zero and the short description changes to “Whack Boss Yankisona between Hesperides and the main station in the Quandixe System.”
35	Kill Boss Yankisona	Once the variable is at 35, the Mafia Waystation’s script will add the Boss in his Armoured Boa, his escorts and groups of battling Mafia and Triad ships 200kms from its position in a direct line with the main

		station. When he is killed by the player, the stage variable is advanced to 36, Quandix is unmarked on the map and the short description changes to “Boss Yankisona is sleeping with the fishes. Dock to collect your fee.”
36	Dock anywhere having killed Boss Yankisona	Upon docking whilst the stage variable is at 36, the Guild will contact you congratulating you on your success by warning that the Triads are gunning for you. 31,500 Credits are awarded, the stage variable is advanced to 37, the jump counter is reset to zero, the interlude variable is set to “Yes”, the description and productivity of Esreates are changed as the Triads fortunes fall and the short description is changed to “Defend yourself against the Esreatesian Triad Hit-Ships.”
37	Launch from any station having made at least one jump since being paid for killing Boss Yankisona	Once at least one jump has been made, the next time you launch from any station or carrier a Triad Hitman flying Ramon’s Wasp fighter will be spawned near your position and attack you. As soon as the ship spawns the stage variable is advanced to 38 and the jump counter is reset to zero. The Triads were sensible enough to send a clean commander and the ship will close to 5kms before attacking, so should come as a surprise! It does not matter whether you run away, fight or kill the attacking ship, once it has attacked you once then this phase of the OXZ is complete.
38	Make at least 4 more jumps since being first attacked by the Triad Hit Ship and be docked anywhere.	On the second and third jumps made since first being attacked outside the station, the player will be attacked at the witchpoint by a single Triad Hit-Ship. During this phase of the OXZ, if the player goes to the Triad’s home system of Esreates they will always be at least one Triad Hit Ship waiting at the witchpoint. Once 4 jumps have been made, the stage variable is advanced to 39 and the jump counter is reset to zero. Triads Hit ships will no longer appear and a News Broadcast will be shown.
39	Dock anywhere having made at least 4 jumps since being attacked outside the station.	The 10 th News Broadcast appears. The Triad leaders have been arrested and are awaiting trial. Once the News Broadcast has been read, the jump counter is reset to zero and the stage variable is advanced to 40. The short description remains unchanged as whilst the player won’t be

		<p>attacked again by hit ships, the Triads haven't yet formally made peace.</p>
40	<p>Make at least 2 jumps since seeing the 10th News Broadcast and be docked anywhere except Estiri.</p>	<p>The Guild gets in contact to offer a proposal from the Triads. Now arrested, the Triads have need of the player's help to eliminate the witness Bi Xea'nu.</p> <p>They have called off their hit-ships and are offering 40,000 Credits to hit the witness. He is however aboard a Navy Frigate at a Navy Base guarded by Navy Carriers, BattleBots, Sidewinders and a minefield. The Base is in lockdown and will fire on approaching civilian ships. Once the message is read, the stage variable is advanced to 41, the lockdown variable is set to "Yes", the jump counter is reset to zero and the short description changes to "Eliminate Bi Xea'nu aboard the Indefatigable near the Naval Outpost in the Estiri System." The description of Estiri is also changed to reflect that the Base is now in lockdown and Estiri is marked on the map. Normally the Navy Outpost in the Estiri System and the ships surrounding it are non-hostile to clean ships and the player can dock with the Outpost or the Carriers. Whilst the lockdown variable is set to "Yes" a different version of the Navy Base and Carriers are added with Ais hostile to the player together with Navy BattleBots. A minefield of static drones which launch like missiles at ships coming too close are also present in the 25km exclusion zone.</p>
41	<p>Kill Bi Xea'nu</p>	<p>Once the Lockdown Variable is set to Yes, a different version of the Naval Outpost is added to the Estiri system. This version has an AI which is hostile to the player and on detecting the player it will launch Navy Sidewinders to attack them. It's script also spawns a group of three Navy Carriers and 3 Navy BattleBots, all of which have Ais to patrol around the base and attack the player when detected. The carriers will also launch further Navy Sidewinders to attack the player. A minefield of 15 Navy Torpedoes are also added in a 25km radius around the base. These will remain static until the player comes within 10kms. At which point they will activate and lock onto the player homing and detonating as a</p>

		<p>missile. Victim 8 is also added near the base with an AI to stay near the base. It won't attack the player unless or until the player attacks it.</p> <p>The carriers will rapidly fill space with hostile Sidewinders and the BattleBots, although only packing Beam Lasers are very fast and agile. It is virtually impossible to destroy the Frigate near the base as the fire from the carriers, sidewinders and bots will get too much. The BattleBots are the most dangerous as they can keep up with you even on injectors. Make a fly through and let the BattleBots chase you away from the Base. Snipe the BattleBots with your rear laser and fight them on their own, well away from the base. Once you've destroyed them, let your shield rebuild to full and return to the base. Find and attack the Victim so that it and its BattleBot escorts attack you. The Frigate is quite fast and will outrun the carriers and the sidewinders, so run away keeping the Frigate on your rear view to clear the base leaving the carriers and sidewinders behind. You can then destroy the Frigate on its own. Once the Frigate is killed by the player, its script advances the stage variable to 42, Estiri is unmarked on the map, the player's bounty is raised to 80 Credits, the lockdown variable is changed to "No" and the short description changes to "The evidence of Bi Xea'nu has been excluded. Dock to collect your fee."</p>
42	Dock anywhere having killed Bi Xea'nu	<p>Upon docking having killed Bi Xea'nu, the Guild will contact you to congratulate you upon the hit and explaining that it looks like the Triad Bosses will be released shortly. 36,000 credits are awarded, the stage variable advances to 43 and the jump counter is reset to zero. The description and productivity of Escreates are changed again as the Triads fortunes improve. The lockdown variable is deleted. The base does not go into lockdown again, so it permanently remains in its default open state. The short description changes to "The Assassins Guild ranks you as a Master of Death."</p>

43	Make at least 4 jumps since having been paid for killing Bi Xea'nu and be docked anywhere except Geteve.	<p>The 11th News Broadcast appears. Griff Research announces the deployment of Naval BattleBots to help defend Geteve from the ongoing Thargoid Invasion. Once the broadcast has been read, the stage variable advances to 44, the jump counter is reset to zero, the BattleBot development level variable is set to "Complete" and the Thargoid invasion variable is advanced to 2. The description of Geteve is changed again to reference the tide of battle turning with the BattleBots joining in and its productivity improves slightly. Whilst the Thargoid Invasion variable is at 2, then in addition to the Thargoids and Special Branch Asps normally present during the invasion, Navy Control Drones and BattleBots are added to Geteve with Ais to patrol the system and attack Thargoids. The BattleBots remain at Geteve for the rest of the OXZ until the invasion is over at the end of the OXZ.</p>
44	Make at least 3 jumps since seeing the 11 th News Broadcast and be docked anywhere except Eszausve.	<p>The 12th News Broadcast Appears. Civil War has broken out at Eszausve. The imperial dictatorship has deployed Deamon Class Cruisers and the rebels are being armed by the neighbouring democratic system with Sonoran fighters in addition to Mambas, Sidewinders, Adders, Geckos, Kraits and Morays. Once the broadcast has been read, the stage variable is advanced to 45, the jump counter is reset to zero and the descriptions of Eszausve and Angeriri are changed. The daemons variable is set to "Lawful". Since at this point the Dictatorship is still the lawful government, their ships have police scan class and the rebels will be offenders or fugitives. Whilst the variable is at Lawful, a group of rebels will attack the imperial ships at the prison. A Deamon Class Cruiser (with Scorpion escorts) and Rebels in Sonoran fighters to attack it are added at the witchpoint. Another Deamon Class Cruiser with attacking rebels and an AI to patrol around the main station is added near the main station. 2 more Deamons are added in the spacelanes with Ais to patrol between the witchpoint and the main station. Groups of rebels are also added at the same positions as the imperial ships and around the main</p>

		<p>station. There will therefore be battles taking place throughout the system.</p> <p>Neither side will be hostile to the player unless attacked by the player, although the imperial ships will attack offenders (including the player) if there are no rebels around. The imperials will win eventually as their ships are generally better, the Deamons and Scorpions are very powerful and as they control the stations, they can launch additional ships to outnumber the rebels. During this phase of the OXZ there will be a fairly constant series of battles being fought across the system, which will form the backdrop to the 9th Assassination.</p>
45	Make at least 5 jumps since seeing the 12 th News Broadcast and be docked anywhere except Eszausve.	<p>The 13th News Broadcast appears. The Eszausve Rebels are making further gains in the surface battle and they have the Sky Marshal rattled. The Imperial forces still have the advantage in space and the Sky Marshal has pledged to lead a fleet of Deamon Class Cruisers to destroy the rebel held cities. Once the News Broadcast has been read, the stage variable is advanced to 46 and the jump counter is reset to zero. No further ships are added to Eszausve yet, so the battles continue as before. The next mission will be to destroy the Sky Marshall's flagship and these ships will appear once the mission is offered.</p>
46	Make at least 2 jumps since seeing the 13 th News Broadcast and be docked anywhere except Eszausve.	<p>The Guild will contact you to offer you the contract to assassinate the Sky Marshal aboard the Imperial Flagship. Once the message is read, the stage is advanced to 47, the jump counter is reset to zero, Eszausve is marked on the map, the description, productivity and population of Eszausve is changed again and the short description is changed to "Destroy the Imperial Flagship 'Vengeance' near the Imperial Station in the Eszausve System."</p>
47	Kill Sky Marshal Claudius Maximus	<p>Whilst the stage variable is at 47, the main script adds the Imperial Flagship with 4 Deamon Class Cruiser escorts near the main station. The fleet of 5 Deamons will patrol around the main station but will not be attacked (or attack) any rebel ships present. The other imperial ships will however attack the rebels. On being killed by the player, the Flagship's own script advances the stage to 48.</p>

		<p>Eszausve is also unmarked on the map, the description of Eszausve is changed again, the player's bounty is set to 85 and the reinforcements variable is set to "Outlaw". The short description is changed to "Sky Marshal Claudius Maximus has fallen off his perch. Dock to collect your fee."</p> <p>Whilst the reinforcements variable is at "Outlaw" 6 Reble Sonoran fighters are added near the main station with Ais to go to the main station and attack any imperial ships they come across.</p>
48	Dock anywhere having killed Sky Marshal Claudius Maximus	<p>Upon docking anywhere after killing the Sky Marshal you will receive a message from the Guild congratulating you and awarding 9,000 Credits. Once the message has been read, the stage variable is advanced to 49, the jump counter is reset to zero and the short description is changed to "The Assassins Guild ranks you as a Grandmaster."</p>
49	Make at least 3 jumps since being paid for killing the Sky Marshal and be docked anywhere except Eszausve.	<p>The 14th News Broadcast appears. The rebels are assaulting the main station and the prison and the empire is preparing to strike back with a mighty Dreadnaught. Once the News Broadcast has been read, the stage variable is advanced to 50 and the jump counter is reset to zero. The description, population and productivity of Eszausve are also changed again. Whilst the stage is at 50 and the Deamon and Reinforcement variables are defined, an additional 6 Reble Sonoran fighters are added at both the main station and the prison. The rebels will now have the advantage and will quite often destroy all the imperial ships at the two stations.</p>
50	Make at least 5 jumps since seeing the 14 th News Broadcast and be docked anywhere except Eszausve.	<p>The 15th News Broadcast appears. The rebels have taken control of the main station and the imperial Prison. The Dreadnaught is still some distance from Eszausve but is heading there. GalCop has discovered that the Dreadnaught is armed with illegal weapons of mass-destruction and when challenged by a GalCop Behemoth in the Ribeties system, the Dreadnaught blasts it out of space. As a result, GalCop recognises the Rebels as the lawful government and declares the imperial navy fugitives.</p>

		<p>Once the broadcast has been read, the stage variable is advanced to 51 and the jump counter is reset to zero. The description, productivity and population of Eszausve are changed again. The Deamons and Reinforcement variables are deleted and the civil war variable is advanced to 2.</p> <p>Advancing the civil war variable to 2 significantly changes Eszausve as the appearance of all the imperial ships and the extra stations are dependant on the variable being less than 2. Whilst the variable is at 2: 1) The Main Station is renamed “New Hope” and is described as a Rebel Station. It is now defended by Rebel Sonoran fighters with police scan class. 2) all police, interceptor and wingman ships in the system are replaced with Rebel Sonoran fighters. 3) All pirates in the system are replaced with fugitive Imperial Scorpions with Ais to attack any non-imperial ships they encounter. 4) All hunters and traders in the system are replaced with Imperial Mongoose fighters. Although called by the populator as hunters or traders they are all offenders and will attack any non-imperial ships they encounter. 5) If Dictators OXZ is installed then any freighters and prison ships it would otherwise have added are replaced with offender imperial shuttles with Ais to attack any non-imperial ships they encounter. 6) A total of 2 Deamon Class Cruisers, 7 Scorpions and 10 Mongoose fighters are added near the main station with Ais to attack all non-imperial ships. 7) A Deamon Class Cruiser, 5 Scorpions, 5 Mongoose fighters and 3 Rebel Sonoran fighters are added at the witchpoint. If the Imperials destroy all the ships at the witchpoint, they will then head for the main station. 8) A fourth Deamon and groups of Mongoose fighters, imperial shuttles and Rebel Sonoran fighters are added to the spacelanes with Ais to intercept each other. If the Demon destroys all targets near its spawn point it will head for the rebel held prison. 9) The former prison is renamed “Rebel Base: Echo of Hoth” and is now defended by Sonoran fighters and attacked by imperial ships.</p>
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51	Make at least 4 jumps since seeing the 15 th News Broadcast and be docked anywhere except Geteve.	<p>The 16th News Broadcast appears. The Thargoid Invasion of Geteve has finally been repelled, but in less welcome news the Imperial Dreadnaught has been sighted at Qudior and is now 6 jumps from Eszausve. Once the news broadcast has been read, the stage is advanced to 52, the interlude variable is set to Yes and the jump counter is reset to zero.</p>
52	Make 2 jumps since seeing the 16 th News Broadcast.	<p>Once the player has made a total of 5 jumps (by which time the Dreadnaught would be 1 jump away) since seeing the 16th News Broadcast, the Guild will contact the player and ask them to go and collect a special type of missile to destroy the Dreadnaught. However, on the second jump since seeing the news broadcast a squadron of Imperial Mongoose fighters will attack the player at the witchpoint.</p> <p>Once this event occurs the interlude variable is set to No, but the jump counter is not reset so once three more jumps are made (5 in total since the News Broadcast) the next mission will be offered regardless of whether the player fought or killed the attacking imperials.</p>
52	Make 3 more jumps since being attacked by imperial mongooses at the witchpoint and be docked anywhere except Angeriri.	<p>The guild will contact you with a special assignment for the Eszausveian Rebels. The Dreadnaught is closing in and it is invulnerable to normal weapons. The Rebels have developed a special missile to destroy it, but they have lost contact with their facility. You are asked to go to the facility and load up with Graviton Missiles. The stage is advanced to 53, the jump counter is reset to zero and short description changes to "Collect as many Graviton Missiles as possible from the Rebel Facility in the Angeriri System."</p>

53	<p>Must be docked at the Reble Facility: Black Mesa in the Angeriri system and be flying a ship with at least one missile pylon.</p>	<p>When jumping into Angeriri (or loading from a saved game having already jumped in) a squadron of three Scorpion Frigates are added near the player's position with Ais to attack the player. There is no need to fight them as you can just run away as your mission is to reach the Reble Facility rather than fight imperial ships. The Facility is a long way outside the spacelanes (about 500kms from the witchpoint and 925kms from the Main Station) in an asteroid field. Your Space Compass will show its beacon and you need to follow it to find the facility.</p> <p>Imperial ships hostile to the player are added in the spacelanes and on the route to the Facility. On arrival a distress beacon will warn you that the station's life support has failed, although the auto-docking computer is still working. When you dock the script will check how many missile pylons you ship has. In the (unlikely) event that you a flying a ship with 0 maximum missiles then on docking you will receive a message telling you that you remember on docking that you can't complete the mission and you'll have to come back later with a properly equipped ship. You are then forcibly launched. As the next mission requires you to have at least one graviton missile to complete it, the OXZ won't progress until you return with a ship that can carry at least one missile. You do not have to have any free missile pylons to proceed as your missiles will automatically be replaced with graviton missiles at the conclusion of the text adventure.</p> <p>Assuming your ship has at least one missile pylon then the text adventure will start upon docking. You will need to explore the station on foot using the mission screen and a gamebook style text adventure. You will need to collect a couple of items and solve some simple puzzles in order to reach the power room, restore main power and load up with graviton missiles. You can't actually die in the mission screen, so this is just for atmosphere. When you complete the text adventure the script will remove all your missiles and replace them with graviton missiles.</p>
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		<p>The damaged station is then attacked by imperial ships and the player is forcibly launched as the station explodes.</p> <p>The stage variable is advanced to 54 and a Demon Class Cruiser with squadrons of Imperial Shuttles and Mongoose Fighters are added. The short description will change to “Meet Agent Bluebird aboard the GalCop main station in the Angeriri System.” The Imperial ships will attack the rebel facility. It has invulnerable energy and recharge, but once it detects the imperial ships attacking it’s AI will pause for 10 seconds and then explode, making it appear that the imperials destroyed the station. Once the station is destroyed, the imperial ships will attack the player. If the player outruns them they will keep flying to the main station to try to catch up. Further Scorpions and Mongoose Fighters are also spawned in the player’s path to the main station when the player launches. Once the player docks at the main station, the guild will contact the player with the OXZ’s final mission.</p>
54	Dock at the Angeriri main station having collected the graviton missiles from the Rebel Facility.	<p>It is possible to soft-lock yourself if you sell your Graviton Missiles or you fire them off at ships other than the Dreadnaught. They will only detonate if they hit the Dreadnaught and you will not be able to complete the final mission without at least one Graviton Missile. They cannot be bought or replaced so don’t waste them! Upon docking the guild will contact you to inform you of a change in plan. The Dreadnaught has arrived in Eszausve and has destroyed the rebel held prison. Due to the danger posed to the inner planets and the stations in the system, GalCop has deployed Aeron Class Frigates to attempt to stop it. But the Graviton Missiles on your pylons are they only weapons capable of destroying the Dreadnaught. Only you can claim the 50,000 Credit bounty and save the system! Once the message has been read, the stage is advanced to 55 and the jump counter is reset to zero. The description of Eszausve is changed and the short description changes to “Eliminate the Imperial Dreadnaught near the moon Columba in the Eszausve System.”</p>

55	<p>Destroy the Imperial Dreadnaught near the moon Columba in the Eszausve System.</p>	<p>The Civil War variable remains at 2 and therefore the battling rebel and imperial ships appear in the system as previously. Whilst the variable is at 55, the Prison is no longer added and in it's place the Dreadnaught is spawned at it's former location. The Dreadnaught's script spawns an asteroid field within 25kms of it's starting position and it will remain within the asteroid field. It's script also adds three special Aeron Class Frigates. The Dreadnaught and the Frigates all have station level energy and recharge so cannot be destroyed by normal means. The Frigates attack the dreadnaught and the dreadnaught will use its turrets on any frigates in range. The script also adds a group of 5 Imperial Shuttles, 3 Scorpion Frigates and 3 Mongoose fighters with AIs to attack the frigates. These ships have normal energy levels, but the Frigates won't respond to attacks by them and will keep attacking the dreadnaught. When the frigates detect the player come within scanner range, one will become vulnerable and whilst it will continue to fight, it will explode the next time an enemy ship hits it. The other two will fly away and then jump out. The effect is that the Dreadnaught and 14 other ships will be exchanging fire in the centre of the asteroid field. The Dreadnaught is large enough to be visible from about 500kms and the large asteroid field and all the laser blasts will be seen if you fly towards the moon, enabling you to find the Dreadnaught. Once you arrive however, the frigates will be removed by being destroyed or jumping out and the Dreadnaught and the other imperials will attack the player. The Dreadnaught's script also adds a total of 9 Mongoose Fighters, 9 Imperial Shuttles and 3 Scorpion Frigates within 25km of its spawn position. These ships have AIs to patrol the asteroid field looking for the player and attack them as soon as they enter the field. Additionally, 12 Mongoose fighters, 6 Imperial Shuttles and 2 Scorpions are added in spheres between 35 and 105kms of the Dreadnaught's spawn position.</p>
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		<p>These ships will fly towards either the witchpoint or main station looking for the player.</p> <p>Ships are also added between the Dreadnaught's position and the main station with Ais to fly towards the main planet / main station and attack the player if they intercept them. 3 Mongoose Fighters at 125kms. 3 Shuttles at 175kms. A Scorpion at 225kms. 3 Mongoose Fighters at 300kms. A Demon Class Cruiser with 4 Mongoose escorts at 400kms. 3 Shuttles at 500kms. 3 Mongoose Fighters at 600kms. A Scorpion at 700kms. The environmental story is the Rebels attacking the Dreadnaught have been destroyed and the advance Imperial Fleet is heading for the station with the Balrog being held off by the last three frigates. If the player is starting from the Main Station (eg they jumped in and then docked and saved their game to attempt the Balrog mission), then these ships will provide the opposition on the way to the Dreadnaught. The ships are always present, but won't be encountered by the player if travelling from the Witchpoint. They will all ultimately arrive at the Main Station though and get into fights with the Frigates and Police Ships there. 9 more Mongoose Fighters and 3 Scorpions are added within 45kms of the Dreadnaught's position with Ais to fly towards the witchpoint and attack the player. At the witchpoint a Deamon Class Cruiser with 4 Mongoose escorts, a Scorpion with 2 Mongoose Escorts, a group of 5 Mongoose Fighters and 3 Imperial Shuttles are added. Another Scorpion with two Mongoose escorts and 3 Imperial Shuttles are added near the witchpoint. Groups of Mongoose fighters with Ais to look for an attack the player are also added to the spacelane. The Dreadnaught can only be destroyed by a Gravition Missile. It is immune to ECM (although it can be destroyed by the Dreadnaught's turrets) but it will only home in on the Dreadnaught if fired from 5kms or less. The blast causes a lot of splash damage and so having deployed the missile the player needs to get clear quickly.</p>
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		<p>Once the Dreadnaught is destroyed: the stage variable is advanced to 56, the civil war variable is advanced to 3, Eszausve is unmarked on the map, the inhabitants and description of Eszausve is changed, the description of Angeriri is changed and the short description changes to "Governor Tarkin has been deposed. Dock to receive a debriefing." A fleet of Aeron Class Frigates are added between 27kms and 80kms of the player's position. These will all head towards the asteroid field where the Dreadnaught was spawned and attack the imperial ships there. Further groups of Aeron Class Frigates are added near the witchpoint, main station and in the spacelane. If the player had a bounty this is set to zero as part of the reward from GalCop for destroying the Dreadnaught.</p>
56	Dock anywhere having destroyed the Dreadnaught.	<p>The Guild will contact the player and congratulate them on destroying the Dreadnaught. If the player has any Gravition Missiles left, the Guild will deploy a loading drone to remove them. No payment from the Guild is made (as the player was awarded a 50,000 bounty by GalCop as soon as they destroyed the Dreadnaught). The Guild will advise the player to look out for a News Broadcast covering the Eszausveian election results. The stage variable is advanced to 57, the jump counter is reset to zero and the short description changes to "The Assassins Guild ranks you as The Hand."</p>
57	Dock anywhere except Eszausve having made at least 3 jumps since being congratulated for destroying the Dreadnaught.	<p>This is the final news broadcast of the OXZ (and the final event). The results of the Eszausve election are announced and a war memorial is built at the sight of the former imperial prison. As in the original OXP, Special Branch announces that it is investigating the guild and Agent Wombat is referenced to let the player know that the OXZ is complete. Once the broadcast has been seen the short description is cleared (although you can still view your status with the guild on the F4 screen). The stage variable is advanced to 58, the lockdown and interlude variables are deleted as they are no longer needed. By default the base is not in lockdown.</p>

		<p>The government of Eszausve is changed to a democracy and its inhabitants, description, productivity and population are set to their final values. The jump counter is reset to zero and the civil war variable is set to "Over". Now that the civil war is over, a War Memorial is added at the location of the destroyed prison. The Memorial's script spawns an asteroid field around it and a squad of three police Sonoran ships with Ais to patrol the asteroid field. They will attack criminals and any ships firing on the Memorial. A Liner with two Fer-de-lance escorts is also added in the asteroid field. Its AI will remain in the asteroid field unless or until the player arrives. When the player arrives, it will fly towards the Monument and broadcast a prayer when it gets there. It will then go to the Main Station and dock with it. If it cannot dock it will fly back towards the monument and repeat the loop. A liner escorted by two Asps and a liner escorted by two Cobra Mark IIIs are added near each of the hotels. Each has an AI to fly around near the hotel until or unless the player arrives. They will then dock with the hotel. If they cannot dock they will pick a random destination (Main Station, Witchpoint, OXP station or a Hotel) and fly there to dock with the station there instead. On each visit to the system a liner escorted by either Sidewinders or Geckos is added near the main station with an AI to go to either the Hades or Lernean Hoopy Hotel and dock with the Hotel. A liner escorted by Mambas is added in the spacelane about 55kms from the Main Station with an AI to go to the Main Station and dock with it. A liner escorted by two Kraits is added about 4,800kms from the Main Station in a line with the Hades Hoopy Hotel, with an AI to go to the main station and dock with it. A liner escorted by two Cobra Mk Is with an AI to go to the Lernean Hoopy Hotel is added 7,500kms from the hotel. A liner escorted by either Sidewinders or Geckos is added at the Witchpoint with an AI to go to a random OXZ station. If there are none, it will go to the main station, the witchpoint or one of the Hoopy Hotels.</p>
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		<p>Liners escorted by two Wolves are added in the spacelane and near each of the hotels.</p> <p>These ships have AIs to go to the Witchpoint and dock with any stations near the witchpoint. If none are present, then they will go to one of the hotels or the main station and dock there. Two more liners escorted by Asps and Cobra Mark IIIs are added in the spacelane with AIs to go to a random OXZ station. If there are none, they will go to the main station, the witchpoint or one of the Hoopy Hotels. A total of 15 liners are added to the system, although usually only a couple will actually be seen by the player on each visit. Finally, a group of 3 Sonoran police ships are added to patrol around the main station and additional Sonoran police ships are added at the witchpoint and in the spacelane.</p>
58	Make at least one jump since seeing the final news broadcast and be docked anywhere.	<p>The next time the player docks after making at least one jump since seeing the last news broadcast the Assassins Rebooted stage variable will be set to Complete and the stage variable for the original Assassins OXP is also set to Complete. If installed, this will cause Victim 11 OXP to run. The Assassins Guild OXZ is now complete, although all the modified systems remain and you will occasionally see some of the ships from the Assassins Guild appear in any Galaxy 7 system.</p>

Ships appearing once the Assassins Guild OXZ is completed

The planets, stations and ships normally appearing at the 22 Galaxy 7 systems modified by the Assassins Guild remain as permanent features of Galaxy 7. Additionally, once the OXZ has been completed there is a chance of encountering some of the ships from Assassins in any Galaxy 7 system. The random encounter dice are only rolled once every 5 jumps and if an encounter is rolled then the jump counter is reset to zero, so there will be no chance of another encounter until at least 5 more jumps have been made. Even when a ship is added to the system, it will not necessarily be encountered by the player as the ship may jump out, take a different course to the player or be destroyed by another ship before the player meets it. The chance of ships appearing and the type of ships appearing depends on the system government and the tech level.

Government Type	Ships Appearing
<p>Anarchy & Feudal</p> <p><i>None of the ships will be hostile to the player unless attacked by the player. They will however attack any traders and as they have bounties may be attacked by hunters or police ships.</i></p>	<p>5% Chance of a Group of 3 Mongoose Fighters appearing near the Main Station.</p> <p>5% Chance of a Group of 3 Mongoose Fighters appearing in the spacelane.</p> <p>5% Chance of a Group of 3 Mongoose Fighters appearing at the Witchpoint.</p>

	<p>5% Chance of a Scorpion Frigate with 2 Mongoose escorts appearing near the Main Station.</p> <p>5% Chance of a Scorpion Frigate with 2 Mongoose escorts appearing in the spacelane.</p> <p>5% Chance of a Scorpion Frigate with 2 Mongoose escorts appearing at the Witchpoint.</p> <p>5% Chance of a Deamon Class Cruiser with 2 Scorpion escorts appearing near the Main Station.</p> <p>5% Chance of a Deamon Class Cruiser with 2 Scorpion escorts appearing in the spacelane.</p> <p>5% Chance of a Deamon Class Cruiser with 2 Scorpion escorts appearing at the Witchpoint.</p> <p>5% Chance of a group of three Triad Wasps appearing near the main station.</p> <p>5% Chance of a group of three Triad Wasps appearing in the spacelane.</p> <p>5% Chance of a group of three Triad Wasps appearing at the Witchpoint.</p>
<p>Multi-Government & Dictatorships</p> <p><i>Any military ships appearing will attack Thargoids and criminals they encounter but will not be hostile to clean ships and will assist them if they are attacked. Triad and former imperial ships will not be hostile to the player unless attacked by the player. They will however attack any traders and as they have bounties may be attacked by hunters or police ships.</i></p>	<p>5% Chance of a group of 3 Military Aeron Class Frigates patrolling around the main station.</p> <p>5% Chance of a group of 3 Military Aeron Class Frigates with an AI to patrol around the system appearing in the spacelane.</p> <p>5% Chance of a group of 3 Military Aeron Class Frigates with an AI to patrol around the system appearing at the Witchpoint.</p> <p>5% Chance of a Group of 3 Mongoose Fighters appearing near the Main Station.</p> <p>5% Chance of a Group of 3 Mongoose Fighters appearing in the spacelane.</p> <p>5% Chance of a Group of 3 Mongoose Fighters appearing at the Witchpoint.</p> <p>5% Chance of a Group of 3 Scorpion Frigates appearing near the Main Station.</p> <p>5% Chance of a Group of 3 Scorpion Frigates appearing in the spacelane.</p> <p>5% Chance of a Group of 3 Scorpion Frigates appearing at the Witchpoint.</p> <p>5% Chance of a group of three Triad Wasps appearing near the main station.</p> <p>5% Chance of a group of three Triad Wasps appearing in the spacelane.</p> <p>5% Chance of a group of three Triad Wasps appearing at the Witchpoint.</p>

<p>Communist & Confederacy Systems</p> <p><i>Any military ships appearing will attack Thargoids and criminals they encounter but will not be hostile to clean ships and will assist them if they are attacked. Police Courier ships will fly to a random station within 1,000kms of their starting position and dock with it. They will attack Thargoids and criminals and will respond to distress calls.</i></p> <p><i>Any Nemesis Couriers will either fly to the main station and dock or fly to the witchpoint and dock with a random station within 500kms of the witchpoint. They will not attack any ship unless attacked first.</i></p>	<p>5% Chance of a group of 3 Military Aeron Class Frigates patrolling around the main station.</p> <p>5% Chance of a group of 3 Military Aeron Class Frigates with an AI to patrol around the system appearing in the spacelane.</p> <p>5% Chance of a group of 3 Military Aeron Class Frigates with an AI to patrol around the system appearing at the Witchpoint.</p> <p>5% Chance of a group of 3 Military BattleBots patrolling around the main station.</p> <p>5% Chance of a group of 3 Military BattleBots with an AI to patrol around the system appearing in the spacelane.</p> <p>5% Chance of a group of 3 Military BattleBots with an AI to patrol around the system appearing at the Witchpoint.</p> <p>5% Chance of a Special Branch Courier appearing near the main station.</p> <p>5% Chance of a Special Branch Courier appearing in the spacelane.</p> <p>5% Chance of a Special Branch Courier appearing at the Witchpoint.</p> <p>5% Chance of a Nemesis Courier appearing near the main station.</p> <p>5% Chance of a Nemesis Courier appearing in the spacelane.</p> <p>5% Chance of a Nemesis Courier appearing at the witchpoint.</p>
<p>Democratic & Corporate States</p> <p><i>Any military ships appearing will attack Thargoids and criminals they encounter but will not be hostile to clean ships and will assist them if they are attacked. Police Courier ships will fly to a random station within 1,000kms of their starting position and dock with it. They will attack Thargoids and criminals and will respond to distress calls.</i></p>	<p>5% Chance of a group of 3 Military Aeron Class Frigates patrolling around the main station.</p> <p>5% Chance of a group of 3 Military Aeron Class Frigates with an AI to patrol around the system appearing in the spacelane.</p> <p>5% Chance of a group of 3 Military Aeron Class Frigates with an AI to patrol around the system appearing at the Witchpoint.</p> <p>5% Chance of a group of 3 Military BattleBots patrolling around the main station.</p> <p>5% Chance of a group of 3 Military BattleBots with an AI to patrol around the system appearing in the spacelane.</p> <p>5% Chance of a group of 3 Military BattleBots with an AI to patrol around the system appearing at the Witchpoint.</p> <p>5% Chance of a Special Branch Courier appearing near the main station.</p> <p>5% Chance of a Special Branch Courier appearing in the spacelane.</p>

	<p>5% Chance of a Special Branch Courier appearing at the Witchpoint.</p> <p>5% Chance of a Navy Control Drone escorted by 4 Navy BattleBots patrolling around the Main Station.</p> <p>5% Chance of a Navy Control Drone escorted by 4 Navy BattleBots appearing in the spacelane.</p> <p>5% Chance of a Navy Control Drone escorted by 4 Navy BattleBots appearing at the Witchpoint.</p>
<p>Tech Level of 10 or higher</p> <p><i>Any military ships appearing will attack Thargoids and criminals they encounter but will not be hostile to clean ships and will assist them if they are attacked.</i></p>	<p>5% Chance of a Navy Control Drone escorted by 4 Navy BattleBots patrolling around the Main Station.</p> <p>5% Chance of a Navy Control Drone escorted by 4 Navy BattleBots appearing in the spacelane.</p> <p>5% Chance of a Navy Control Drone escorted by 4 Navy BattleBots appearing at the Witchpoint.</p> <p>5% Chance of a group of 3 Navy BattleBot Interceptors patrolling around the main station.</p> <p>5% Chance of a group of 3 Navy BattleBot Interceptors appearing in the spacelane.</p> <p>5% Chance of a group of 3 Navy BattleBot Interceptors appearing at the Witchpoint.</p>
<p>10 Jumps or more without an encounter.</p> <p><i>If no encounters have taken place after 10 jumps then there is a cumulative 100% chance of a ship from the list opposite appearing regardless of the government type of the system.</i></p>	<p>5% Chance of a group of 3 Military Aeron Class Frigates patrolling around the main station.</p> <p>5% Chance of a group of 3 Military Aeron Class Frigates with an AI to patrol around the system appearing in the spacelane.</p> <p>5% Chance of a group of 3 Military Aeron Class Frigates with an AI to patrol around the system appearing at the Witchpoint.</p> <p>5% Chance of a group of 3 Military BattleBots patrolling around the main station.</p> <p>5% Chance of a group of 3 Military BattleBots with an AI to patrol around the system appearing in the spacelane.</p> <p>5% Chance of a group of 3 Military BattleBots with an AI to patrol around the system appearing at the Witchpoint.</p> <p>5% Chance of a Special Branch Courier appearing near the main station.</p> <p>5% Chance of a Special Branch Courier appearing in the spacelane.</p> <p>5% Chance of a Special Branch Courier appearing at the Witchpoint.</p>

	<p>5% Chance of a Navy Control Drone escorted by 4 Navy BattleBots patrolling around the Main Station.</p> <p>5% Chance of a Navy Control Drone escorted by 4 Navy BattleBots appearing in the spacelane.</p> <p>5% Chance of a Navy Control Drone escorted by 4 Navy BattleBots appearing at the Witchpoint.</p> <p>5% Chance of a Navy Control Drone escorted by 4 Navy BattleBots patrolling around the Main Station.</p> <p>5% Chance of a Navy Control Drone escorted by 4 Navy BattleBots appearing in the spacelane.</p> <p>5% Chance of a Navy Control Drone escorted by 4 Navy BattleBots appearing at the Witchpoint.</p> <p>5% Chance of a group of 3 Navy BattleBot Interceptors patrolling around the main station.</p> <p>5% Chance of a group of 3 Navy BattleBot Interceptors appearing in the spacelane.</p> <p>5% Chance of a group of 3 Navy BattleBot Interceptors appearing at the Witchpoint.</p> <p>5% Chance of a single Nemesis Courier appearing in the spacelane.</p> <p>5% Chance of a group of three Triad Wasps appearing at the Witchpoint.</p>
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The chance of ships appearing in a high-tech system is cumulative to the chance of ships appear set by the government type. IE you will only encounter BattleBot interceptors at a high-tech system, but this means there is a 60% chance of a ship appearing at lower tech systems and a 90% chance of a ship appearing at systems with a tech level of 10 or higher. The dice are only rolled when the jump counter is higher than five and then will not be rolled again for another five jumps. There will be a ship from the unlocked ships group present about 10-12% of the time therefore, although quite often even when a ship is present it will not necessarily be encountered.