



OOLITE - ADVICE FOR NEW COMMANDERS

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Source: Security Recording, Dock Master's Office, Galactic Cooperative of Worlds Station Lave 1

Persons Involved: Dock Master Mr. TBF Gimlet, a 'Commander Jameson'

Subject: Advice for New Commanders.

Notes: ■ This information has been archived as it contains valuable advice for independent commanders wanting to make their mark on the GCW. ■ Mr Gimlet's advice comes from over 40 years of experience of being the Dock Master to the busiest station in the Galactic Cooperative of Worlds. ■ The Transcript has been edited for brevity and relevance. The original can be source in the Oolite Central Archives (the Oolite Wiki).



All right there! You just got your pilot's ticket, and I just say that your zip-clip there, you ain't got no justice? You're itching to get off and out in the big black void, tell; but we just got a few final ones before I stamp that thing legal. Shall we?

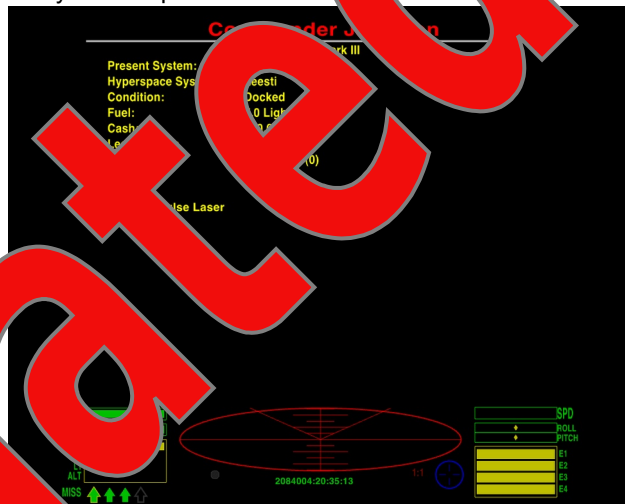
So. You got yourself a brand new Cobra Mark III. Cowell and McGee's finest: more'n sixty years of experience off the line right here on Lave 1 and it's one of the best. An all-round ship, you got it? It ain't the fastest, and it ain't the strongest, nor the most powerful, and it definitely ain't the biggest, but it's a sweet little number in her own right, no error.



Let's take a tour around ... Hoo boy, she is mint, ain't she! I just love that new-ship smell. Take a sniff, go on: yeah, well, most of them long-chain monomers is carcinogenic, so don't you snort too deep ...

Hah! I'm just funnin' ya, kid. If pulling a tick from sniffing

the command console was a pilot had to worry about, life would be gravy! No, there's more'n enough out there to kill you plenty of times, so you better watch out, shiny new ship or no.



A lot of blanks on this here board ... I'm guessing your ship is, whadda they call it, a basic model, yeah? Legal minimum? Uh-huh, I thought so. Man oh man, they shouldn't oughta let kids out in a machine like this; it's a sin, is what it is. Some bandit takes a pop at you, and what you got to hold your end up with? A Pulse Laser. A Pulse Laser's one step up from a penlight, kiddo. Oh, it's a better defence than just harsh language, and there's always a chance you might be attacked by a really nervous pirate – but seriously: if you ever want to shift that "Harmless" tag you better beef up your armaments, and soon! Beam Laser, minimum. Until then you'd best stick to the cop-end worlds: Democracies and Corporates, Confederacies maybe if you're feeling lucky, you hear me? And remember: your av'rage villain don't care too much if you live or die, just so long as he gains some out the deal ... right now, by my estimation, you ain't in no shape to argue your case. So if'n you do get rolled, you just swallow your pride, drop your cargo, and hope it satisfies. It's a bitter pill, I know, but poor and living beats rich and dead, every time.

See, right here is what I'm talking about: this is where you need to fit an ECM. Someone locks a missile on you, you pop that sucker fast. Oh, I know there's



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Hardheads out there, shielded missiles proofed against countermeasures, but a good ECM can pop those too, if you're lucky. You get one of those running on you, you turn tail and run from it as fast as you can. A warhead's nasty, but no sense in giving it a kinetic advantage too, right? Keep slapping the ECM as you go, if you've got the energy for it: if the first burst don't kill it, maybe the next one will.



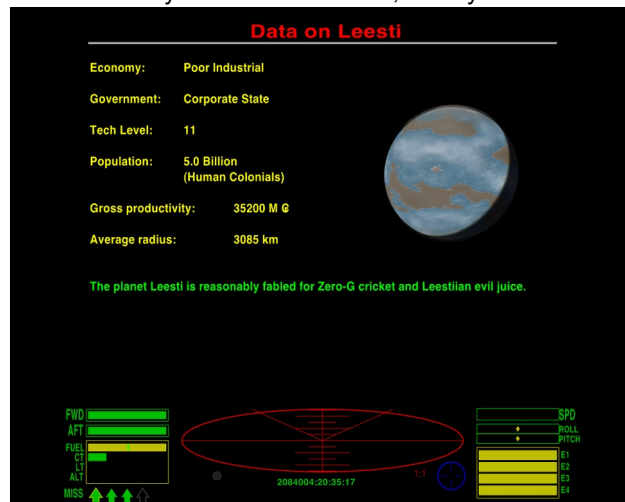
Speaking of running ... over here is where you can dump your Witchdrive Fuel Injector if'n you want. It dumps fuel straight from the tank into the engine and shoots you off like an Oresquander. Good for whatever ails ya, from pushing past a class-lock to getting the hell out of town!

Down here, now, this is the Fuel Indicator ... huh, "offline"? Sure, you don't think you'll ever need it, but it's a good idea to have it. When fuel's cheaper than a reliable ... Well, maybe it's true, and maybe it's not, but at least this piece of kit scoops up more than just fuel. There's scraps and salvage out there, kid, and good money to be had. Skim on over the top and this puppy drops 'em straight into the cargo bay. Pays for itself in no time. Sweeps up Escape Pods, too: you get the chance to bring someone safe home, you take it – even if it means dumping some of your own payload to take them on board. Look out for the other guys and they'll look out for you.

And ... sweet Lord Giles on a gyros spider, they didn't even fit you out with a Docking Computer! "Optional Extra", my shiny blue ass ... Oh, sure, manual docking's easy enough, but there's a knack to it. You gotta get that knack first, though. Practice it. Before you go anywhere, practice it. Fly out to the station buoy,

turn around and come back ... in, until you got it pat. And match the rotation: you don't want scrapes or dents or a big long greasy smear over your ... and I will NOT be pleased ...

Oh, there's a whole lot of other stuff you can stick on here: a Scanner Farol Enhancement, for one, if you want to be a bit of a firestarter. Even before the battle, maybe: it's a good idea to start them off with you, that's half the battle. Well, quarter battle. Or something like that, anyhow. The Advanced Space Mass, too, now that's a handy thing to have on board. And an Extra Energy Unit to boost your range. And Shield Boosters, now they're a new thing. And – okay, most of this junk is too high-tech for Lave: you can get most everything at Zaonce, just a wormhole away. Dull kinda burg, Zaonce, but they know their quarks from their quaternions. Shouldn't set you back more'n ten, twenty thou.



You got how much? One hundred creds. One ... hundred ... creds. Ayoha. All right then. Let's break it down. Your problem here is financial, not technical. Maybe at bottom it's psychological, but I'll give you the benefit.

There's two types of money, kid: fast, and slow. Fast money comes easy, and slow money comes hard. The slow is sure and steady, though, and the fast, well, it might make you wish you had waited. I'll run you through them both, and you can make up your own mind.



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For the fast money, there's this sweet and cherry Cobra III: you sell it, right now, you'll net yourself enough to buy a second-hand ship with enough scratch left over for some half-decent kit. 'Course, some of these second-hand numbers are pretty, well, used, if you know what I mean, and come with problems of their own. I mean, you ever try to take a dump in a head designed for some other guy's anatomy? And the resale sucks, if'n you ever want to move on up. But it's an option.

Zaonce Ships For Sale

Ship Type:	Price:	Cargo: 10 TC	Speed:
Adder	70 600 €		
Adder	71 500 €		
Anaconda	650 330 €		
Asp Mark II	375 000 €		
Boa	450 000 €		
Boa	453 400 €		
Boa	455 600 €		
Boa Class Cruiser	495 000 €		
Boa Class Cruiser	495 650 €		
Cobra Mark I	100 000 €		
Cobra Mark I	101 000 €		
More			

Cobra Mark I: Standard customer model. Price 100 000 €

Your Cobra Mark III's trade-in value: 107 000 €
Total available: 107 100.0 € (100.0 € Cash, 7.0 € Trade.)

FWD:
AFT:
FUEL:
CL:
ALT:
MISS:

Slow money. That's what's cheap. You buy up what's cheap, you take it to where it's expensive, and you sell it at a profit. Repeat. What's cheap where, and where's expensive? Supply and demand, kid. Like the proverbial said, "it's the economy, stupid". Agricultural worlds produce raw materials like minerals and radioactives, and the bio-products like food, textiles, booze and furs, too. Industrial planets make finished goods, like luxuries, computers and machinery. So you take the produce of one and you sell it on the other, and chances are you're making money on the deal. Politics don't matter squat: farmers need harvesters and factories need feedstock!

O'course, money matters: rich Industrials are rich because they've got the most efficient processes, so not only do they make the cheapest products, their factories are the hungriest and they'll pay the best prices for raw materials. Poor Agriculturals, on the other hand, they're most desperate for fine articles and

will scrape together whatever they can to pay for 'em: meanwhile, they'll offer you the cheapest deals anywhere for what they make. Which puts a vicious lock on the poverty, but hey, nobody said life was fair. Folks say you can't climb up the gravity well, you just stay at a certain level and sell between rich Industrials and poor Agriculturals, that's my theory. If you're going to be a dealer elsewhere, no error. These are the places you're likely to hit on. Build is money, kid: the more you carry, the more you make. This ship here can take twenty tons, might be for just a few more you can get a Cargo Boat to take you up to thirty-five. That extra fifteen tons of space will pay for itself and more in one good haul. You can fill it up.

Lave Commodity Market

Commodity:	Price:	For sale:	In hold:
Food	3.6	16 t	- t
Textiles	6.0	15 t	- t
Radioactives	20.0	17 t	- t
Slaves	9.2	3 t	- t
Liquor/Wines	26.4	28 t	- t
Luxuries	94.4	14 t	- t
Narcotics	91.2	- t	- t
Computers	89.6	- t	- t
Machinery	58.8	10 t	- t
Alloys	58.8	19 t	1 t
Firearms	75.6	- t	- t
Furs	68.4	49 t	- t
Minerals	10.8	58 t	- t
Gold	36.8	7 kg	- kg
Platinum	67.6	9 kg	- kg
Gem-Stones	19.2	7 g	- g
Alien Items	51.2	- t	- t

Cash: 63.6 €. Load 1 of 20 t.

FWD:
AFT:
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CL:
ALT:
MISS:

SPD:
ROLL:
PITCH:

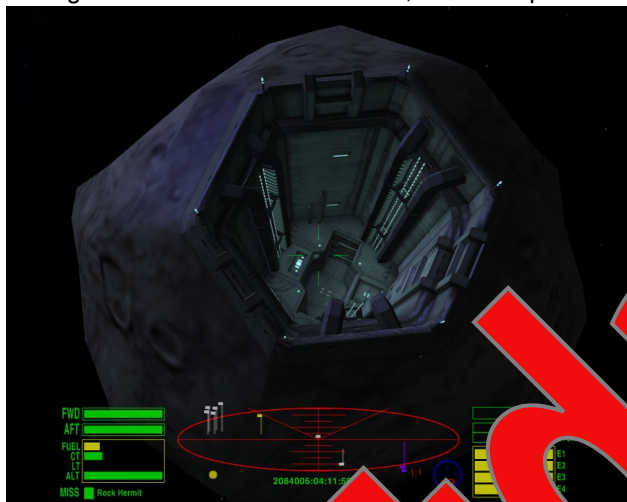
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It ain't all bulk, though. Watch the board for cheap deals on precious metals and gemstones: they might not offer the greatest profits, but they don't take up any cargo space at all. See this safe over here, behind this bulkhead? You take on platinum, or gold, or a sack of gemstones when you're docked, they go right in here. You can keep 'em here as long as you like, until you find somewhere to offload 'em. Co-op rules stop you dropping too much of 'em, or too much of anything, come to that, in one station – so much for free trade! – but as a slow-burn money-maker there's not much to beat it. You can buy the shinies cheap off the miners direct, if you run across a Rock Hermit. It's thirsty work, cracking rocks ... you can learn that for yourself, if'n



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you get a Mining Laser to go with your Fuel Scoop, and you don't mind scraping carbon scoring off the scoop every few jumps. Only don't, for any sake, put the Mining Laser on the nose! It's a tool, not a weapon.



What "other" products? What you're looking for, you mean slaves, narcotics and fireworks. Why don't you just damn well say so? That isn't illegal. They's what we call controlled merchandise. You can find it here, you can bring 'em in as long as you want, all nice and legal ... what will get you in trouble is the Blues is shipping the merchandise.

There's long range shipping contracts on offer, too, in some stations. They'll bring you up, if there's any there. You buy the deal, you get paid a bonus if you make the delivery on time. They'll be out your price-range just now, and anyway most of 'em call for a

bigger cargo-hold than a Cobalt can carry. Keep an eye out for any you might be able to do enough; if you build a rep as a reliable carrier, one day you can get real juicy. And there's always a small market for things that need shifting too: even the smallest of things can find a few parcels in the cargo hold. Remember to check out the route beforehand, though, as your destination might be all swayed by the lights. You become what you might have to go through.

How much time you work, save, invest, and work again. What's about! It ain't pretty but it gets you the end.

Hurricane. I'm a busy frog, I can't stay here all day. I'm in every Jameson on what they should have done in the spawning pond. Gimme your ticket, kid, and I'll stamp it flight-ready, though Giles knows I probably shouldn't ... there ya go. That's you ready to take on the Witch. Jens help us all ... don't know enough to keep a level bearing through a wormhole ... what they send up here for us to deal with ... pick up the pieces more like ...

Parcel Delivery Contracts			
Package	Destination	Within	Fee
Tax returns	Teveri	600 hours	284 £
Data backups	Quzadi	319 hours	116 £
Corporate research	Erlage	835 hours	565 £
Corporate research	Eszaraxe	827 hours	1195 £
Press recordings	Celabile	874 hours	605 £
Corporate research	Teorge	309 hours	522 £
Trial exhibits	Quator	38 hours	429 £

Exit parcel delivery contracts

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Oolite Website: <http://www.oolite.space>
Oolite Wiki: <http://wiki.aliath.net/index.php/Oolite>
Oolite BBS: <http://www.aegidian.org/bb>

Oolite is inspired by the Elite computer game series, originally created by Ian Bell and David Braben

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