



# OOLITE Reference Sheet

# Keyboard Guide

## Flight Controls

<b>F1</b>	<b>1</b>	Forward (front) view	<b>V</b>	External views <sup>1</sup>
<b>F2</b>	<b>2</b>	Aft (rear) view	<b>Z</b>	Cycle IFF Scanner zoom <sup>2</sup>
<b>F3</b>	<b>3</b>	Port (left) view	<b>Z</b>	Reset IFF Scanner zoom
<b>F4</b>	<b>4</b>	Starboard (right) view	<b>\</b>	Cycle Space Compass target <sup>1 3</sup>
		Pitch down (dive) / up (climb)	<b>L</b>	Contact Station Traffic Control <sup>4</sup>
		Roll clockwise / anticlockwise	<b>C</b>	Activate Docking Computer <sup>†</sup>
<b>,</b>	<b>.</b>	Yaw left / right	<b>D</b>	Dock without the sequence <sup>5 †</sup>
<b>W</b>	<b>S</b>	Speed increase / decrease	<b>C</b>	Dock with the active target <sup>†</sup>
<b>I</b>		Witchspace Fuel Injectors <sup>†</sup>	<b>S</b>	Turn off the music while docking <sup>†</sup>
<b>J</b>		Hyperspeed jump	<b>D</b>	Dump one cargo canister <sup>6</sup>
<b>H</b>		Hyperspace jump	<b>R</b>	Rotate through the manifest <sup>6</sup>
<b>G</b>		Galactic Hyperspace jump <sup>7 †</sup>	<b>`</b>	Show the communication log

## Combat Controls

<b>A</b>	Fire laser	<b>+</b>	<b>-</b>	Cycle to next / previous target <sup>†</sup>
<b>T</b>	Missile target seek	<b>R</b>		Activate ID recognition
<b>M</b>	Fire target locked missile	<b>E</b>		Activate ECM system <sup>†</sup>
<b>U</b>	Unlock missile target	<b>O</b>		Activate Cloaking system <sup>8 †</sup>
<b>Y</b>	Cycle through available missiles <sup>†</sup>	<b>Esc</b>		Launch Escape Capsule <sup>†</sup>
<b>Tab</b>	Fire Energy Bomb <sup>†</sup>			

## Ship, Systems & Status Controls

<b>F1</b>	<b>1</b>	Launch the ship <sup>†</sup>	<b>F2</b>	<b>2</b>	Game Menu <sup>†</sup>
<b>F3</b>	<b>3</b>	Ship Outfitting <sup>†</sup>	<b>F3</b>	<b>3</b>	Ships For Sale <sup>†</sup>
<b>F5</b>	<b>5</b>	Commander's Profile <sup>†</sup>	<b>F5</b>	<b>5</b>	Ship's Manifest
		Move cursor up / down the list <sup>†</sup>	<b>Enter</b>		Select the highlighted entry <sup>†</sup>

## Navigation Controls

<b>F6</b>	<b>F6</b>	<b>6</b>	<b>6</b>	Galactic Chart		Move cursor around the charts
<b>F6</b>	<b>6</b>			Short Range Chart		
<b>F7</b>	<b>7</b>			Data on Planet	<b>Home</b>	Return cursor to current system
<b>I</b>				System information in the Short Range Chart		Advanced Navigation Array <sup>†</sup>
<b>?</b>				Toggle to the Carrier Market Screen <sup>†</sup>		

Note: typing the planet's name while in the Galactic Chart will automatically move the cursor to that world.

## Commodities Market Controls

<b>F8</b>	<b>8</b>	Commodities Market		Move cursor up / down the list <sup>†</sup>
<b>Enter</b>		Buy / sell maximum amount <sup>†</sup>		Buy / sell one unit of commodity <sup>†</sup>

## Carrier Market Controls<sup>†</sup>

<b>F8</b>	<b>F8</b>	<b>8</b>	<b>8</b>	Carrier Market <sup>†</sup>		Move cursor up / down the list <sup>†</sup>
<b>Enter</b>				Agree to the contract	<b>F5</b>	Display current Contracts
<b>?</b>				Display the contract's destination on the Galactic Chart <sup>†</sup>		

## Other Controls - All Systems

<b>P</b>	Pause the game	<b>O</b>	<b>N</b>	Turn the HUD off / on while paused
<b>F</b>	Toggle the game frame rate	<b>*</b>		Capture a screen shot
<b>M</b>	Toggle mouse flight control in full screen mode			

## Other Controls - Mac Specific

<b>F</b>	Toggle window / full screen mode	<b>Q</b>	Quit the game
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## Other Controls - PC & Linux Specific

<b>F12</b>	Toggle window / full screen mode	<b>F11</b>	Cycle through full screen resolutions
<b>Q</b>	Quit the game		

## Notes

<b>X</b>	<b>X</b>	Tap this key twice
<b>F2</b>		Function key
		Shift key
		Mac <i>Command</i> key

<sup>†</sup> This function is only available when the appropriate equipment is installed.

<sup>‡</sup> This function is only available while docked at a GCW station. Other habitats and ships that can be docked with may not support it.

1 The key cycles through the available external views of your craft. Ships featured in OXPs may not have external views available.

2 The key cycles through the five magnification setting of the IFF Scanner.

3 See the Space Compass section on the next page for more information.

4 The key requests a docking window from station launch control. Use the same key to cancel or renew a request.

5 Dock without the sequence only works for GCW stations.

6 Galactic Hyperdrives are one time use only. To jump again another drive must be bought.

7 Unless the cargo is selected by the commander, the ship's computer will dump one unit from the first commodity listed in your manifest.

8 The Cloak is only available after completing a mission for the GCW.

Throughout this sheet there will be references to OXPs. Oolite eXpansion Packs can add extra missions, equipment, ships or change the game mechanics. These packs are not part of the standard game and will not be covered by this sheet. For more information on them and how to install them, visit the Oolite Wiki.

**Attention non-US keyboard users**  
Some keys may vary from the ones listed here. If you are having issues, check both Oolite Wiki and Oolite BBS for information and advice.



# OOLITE Reference Sheet

## 1 Speed

This is a percentage gauge showing how fast the ship is travelling relative to its maximum speed.

## 2 Roll & Pitch

The diamonds show how much the ship is anti/clockwise rolling and climbing/diving.

## 3 Energy Banks

The multiple meters of the Energy Banks display how much energy you have available for ship systems. Recharging your shields, firing your lasers or ECM and direct hits to the ship's hull will drain the banks. If completely drained, the collapse of the energy banks destroys the ship. The number and size of energy banks installed is dependent on the model of ship being flown.

## 4 Shields

The front (FWD) and rear (AFT) shields where the bar length equals the shield strength. As the shields weaken, the risk of weapons fire penetrating the shield increase. Any penetration will result in energy drain, along with the risk of equipment damage and the destruction of cargo.

## 5 Fuel

A gauge displaying how much witchspace fuel is available. If a destination has been selected for a hyperspace jump, a marker line will show how much you need to activate the drive.

## 6 Cabin Temperature

This gauge shows the ship's life support temperature. Exposure to excessive amounts of heat will overload the life support resulting in the crews' death.

## 7 Laser Temperature

Displays the heat level of the active laser. Continuous fire raises the laser temperature. An overheated laser will shut down, requiring a cool down period before it will fire again.

## 8 Altitude

Shows the proximity of a nearby planet or sun. Exposure to excessive atmospheric and gravitational pressures of such bodies will destroy the ship.

## 9 Missiles

A gauge displaying how much witchspace fuel is available. If a destination has been selected for a hyperspace jump, a marker line will show how much you need to activate the drive.

↑ Empty pylon

↑ Active standard missile

↑ Target seeking ECM hardened missile

↑ Quirium cascade mine target locked

Should you see a yellow/red square replacing the missile information, this means that you have used ID Recognition without a missile being active. Installing additional equipment will allow you to keep a target lock with one missile while target seeking with another.

OXPs may add additional pylon based equipment for purchase. See the OXP documentation for more information.

## 10 Fuel Scoop

The Fuel Scoop icon will be added to the HUD when one is fitted to the ship. When the fuel scoop is active, the icon strobes. If the tail of the icon becomes red, then your cargo bay is full and any new object scooped will be destroyed.

## 11 Station Aegis

Station Aegis is the area of space around a GCW station where its vipers will provide protection to your ship.

## 12 Threat Indicator

This is an indicator showing the current level of risk to your ship. When green, there are no other ships within scanner range. Yellow indicates that there are objects within scanner range. When the indicator turns red, other ships have targeted you.

## 13 Date & Time

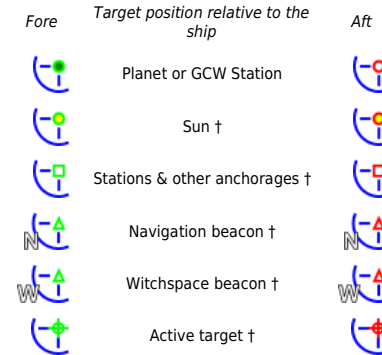
The current date and time set to Galactic Cooperative of Worlds Mean Time.

## 14 Scanner Zoom

The zoom ratio displays the current magnification setting of the IFF scanner.

## 14 Space Compass

The Space Compass shows the direction of the target relative to the direction of the ship.

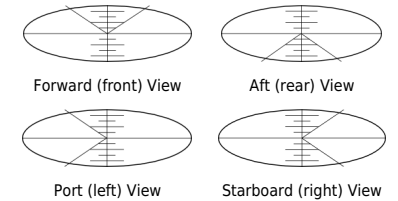


† Only available when the Advanced Space Compass is installed. Not all targets are available in every system.

Additional compass targets may become available with the installation of OXPs. Refer to the individual OXPs documentation for more information.

## 16 Altitude

The IFF Scanner Grid shows the relative positions of all objects within scanner range of the ship. The V lines show which direction you are currently viewing. The rule lines show the scale the scanner is working in.



Each object is represented by a colour-coded flag and pole. The length and position of the flag pole represents the object's direction and distance from your ship. The flag's position on the pole indicates whether the object is above or below your ship.

□ Non-powered objects <sup>1</sup>

□ Civilian craft

□ Hostile craft

□ Police/Government craft

□ Police/Government craft on intercept

□ Thargoid craft

□ Missile <sup>2</sup>

□ Mine about to detonate <sup>2</sup>

□ Space stations and other anchorages

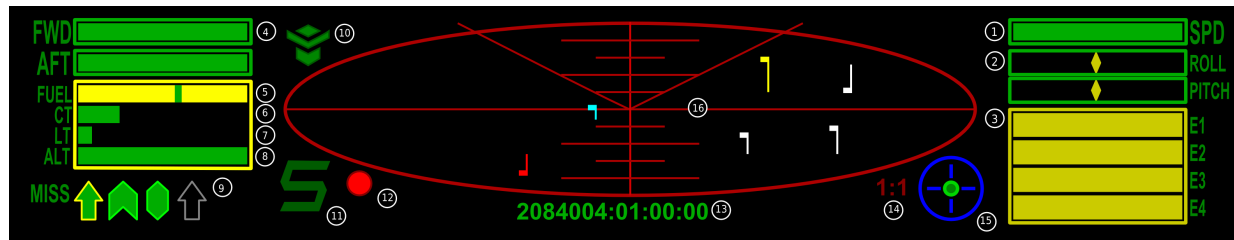
□ Navigation & witchpoint beacons

□ Witchspace cloud

The twin colour flags are the colours that those IFF flags cycle through.

1 Non-powered objects include asteroids, cargo pods, escape pods, and abandoned craft.

2 Certain OXPs will add extra types of munitions to Oolite. The game will use the missile or mine IFF flag to show them.





# OOLITE Reference Sheet

## Combat Equipment Guide

Item	TL	Cost
Beam Laser	5	1000
ECM Hardened Missile	10	350
ECM System	3	600
Energy Bomb	8	900
Military Laser	11	6000
Military Shield Enhancement	14	47550
Missile	2	30
Multi-Targeting System	6	325
Pulse Laser	4	400
Quirium Cascade Mine	7	2500
Scanner Targeting Enhancement	12	450
Shield Boosters	11	14750
Target System Memory Expansion	9	1250
Unmount and sell all pylon mounted weapons	2	20
Witchdrive Fuel Injectors	11	600

Any equipment damage can only be repaired in systems of that Tech Level or better.

Additional weapons technology can be obtained by installing OXPs. See the individual OXP documentation for more information on their cost and use.

## Combat Rank

Rank	Kills
Harmless	0
Mostly Harmless	8
Poor	16
Average	32
Above Average	64
Competent	128
Dangerous	512
Deadly	2560
Elite	6400

## Commercial Equipment Guide

Item	TL	Cost
Advanced Navigational Array	7	2250
Advanced Space Compass	8	650
Docking Computers	10	1500
Escape Capsule	7	1000
External Heat Shielding	5	1500
Extra Energy Unit	9	1500
Fuel	All	Varies
Fuel Scoop	6	525
Galactic Hyperdrive	11	5000
Large Cargo Bay	2	400
Maintenance Overhaul	7	Varies
Mining Laser	11	800
Passenger Berth	6	825
Remove Passenger Berth	2	100

Any equipment damage can only be repaired in systems of that Tech Level or better.

Additional equipment can be obtained by installing OXPs. See the individual OXP documentation for more information on their cost and use.

## Government Guide

Low		Corporate State
▲		Democracy
		Confederacy
Piracy Threat		Communist State
		Dictatorship
		Multi-Government
▼		Feudal World
High		Anarchy

## Commodities Guide

Commodities	Price			
	Min	Avg	Max	per
Food	2.0	5.0	8.0	t
Textiles	5.2	7.2	9.2	t
Radioactives	17.6	23.2	28.8	t
Slaves †	2.0	15.2	28.4	t
Liquor/Wines	19.2	29.2	39.2	t
Luxuries	78.0	90.2	102.0	t
Narcotics †	0.4	51.0	101.6	t
Computers	61.6	81.8	102.0	t
Machinery	46.8	56.6	66.4	t
Alloys	31.2	38.8	46.4	t
Firearms †	49.6	69.2	88.8	t
Furs	45.2	70.46	95.6	t
Minerals	10.0	12.0	14.0	t
Gold	36.0	38.8	41.6	kg
Platinum	62.8	71.8	80.8	kg
Gem-stones	15.2	19.6	19.6	g
Alien Items	21.2	43.6	66.0	t

† Trafficking in these commodities is illegal in all GCW member systems.

## Economy Guide

Technology		Rich Industrial
▲		Average Industrial
		Poor Industrial
Primary Product		Mainly Industrial
		Mainly Agricultural
		Rich Agricultural
▼		Average Agricultural
Organics		Poor Agricultural

# General Information

## Legal Status

All commanders start as *Clean* legally, with any criminal acts reducing their standing. Performing services for the GCW will repair their reputation.

**Clean** ▼ Free travel and access to GCW stations. Full protection by GalCOP vipers.

**Offender** ▼ Free travel and access to GCW stations. Limited protection by GalCOP vipers. Small bounty on the commander.

**Fugitive** Limited travel and access to GCW stations. Actively targeted by GalCOP vipers. Large bounty on the commander.

## GCW Orbital Laws

**Defence Of GCW Space - Service**  
Destruction of Thargoid Invasion Fleet craft.

**Missions For The GCW - Service**  
Taking on and completing special missions for the Galactic Cooperative of World and their agents.

**Murder - Crime**  
Killing of law-abiding individuals through the destruction of their vessels.

**Navigation Protection - Service**  
Destruction of navigation hazards i.e. asteroids and wreckage.

**Piracy - Crime**  
Attacking law-abiding craft to steal their cargo.

**Property Destruction - Crime**  
Attacking anchorages, including stations and hermitages.

**Termination Of Criminals - Service**  
Destruction of Offender and Fugitive rated ships.

**Trafficking - Crime**  
Transporting illegal commodities across member system boundaries.

## Career Choices - Legal

**Trading**  
Buy low-priced commodities on one world and sell at a higher price on another. *No additional equipment required. Recommend a Cargo Bay Expansion to be fitted.*

**Mining**  
Blast asteroids, scoop up the fragments and sell the minerals on the commodities market. *Requires a Fuel Scoop and Mining Laser. Recommend a Cargo Bay Expansion to be fitted.*

**Passenger Service**  
With a passenger berth fitted, you take a traveller from point A to point B for profit. Contracts are available through the Carrier Market screen. *Requires a Passenger Berth. Recommend an Advanced Navigation Array to be fitted.*

**Carrier Service**  
With a big enough ship you can get paid for moving someone else's bulk goods from A to B. Contracts are available through the Carrier Market screen. *Requires a ship with larger cargo bays. Recommend an Advanced Navigation Array to be fitted.*

**Bounty Hunting**  
Collect bounties for pirate/fugitive craft destroyed. Bounties are also paid if you capture/rescue the escape pods of the criminals/victims. *No additional equipment required. Recommend minimum of: Beam Laser, ECM, Fuel Scoop and Shield Booster to be fitted before attempting this profession.*

*Additional careers can be added by installing OXPs. Refer to the Oolite Wiki for more details.*



# OOLITE Reference Sheet

## General Information

### Career Choices - Illegal

#### Trading In Illegal Goods

Illegal goods can be traded for massive profit. Doing so will eventually make you a fugitive and limit the systems you can trade in.

*No additional equipment required.  
Recommend a Cargo Bay Expansion and upgraded combat systems to be fitted.*

#### Piracy

Attack other ships and steal their cargo, which will make you a fugitive very quickly. You will then have GalCOP, bounty hunters and opportunist commanders after you. *Requires a Fuel Scoop and upgraded combat systems. Recommend fitting an Escape Pod.*

*Additional careers can be added by installing OXPs. Refer to the Oolite Wiki for more details.*

### Mouse Flight Controls

Fly by mouse control is only available when the game is in Full Screen mode.

#### Move Mouse Up & Down

Ship dives and climbs

#### Move Mouse Left & Right

Roll anticlockwise and clockwise

#### Left Mouse Button

Fire primary weapon.

#### Right Mouse Button

Zero roll and pitch flight.

### Game Settings

#### AutoSave – on / off

Automatically saves your game as 'autosave' before you leave a GCW station.

#### Music – off / on / iTunes

Turns the in-game music on and off. The iTunes option is Mac only and will play your current iTunes playlist.

#### Volume – sliding scale

Volume slider controls both in-game music and sound effects.

#### Show Growl Messages *Mac only*

Selects which events will show growl messages.

#### Spoken Messages – off / on

Makes the computer read all messages. This feature is currently only available for the mac.

#### Play in Strict Mode

For the duration of the current game session, all game features and items not part of the original Elite will be unavailable. Any OXP-based equipment and ships you have purchased will be unavailable.

#### Full Screen Mode *width x height*

Rotate through screen resolutions choices for full screen mode.

#### Play in Window *PC & Linux*

Toggle between playing the game in the full screen or a window.

#### Reduce Detail – on / off

Switching on this setting will improve the game performance.

#### Wireframe Graphics – on / off

Play Oolite with visuals reminiscent of the original Elite. This visual style does not alter the game speed.

#### Detailed Planets – off / on

Enables procedurally generated textures for the planets. Use off to improve game speed.

#### Shader Effects – off / simple / full

Changes the methods used to produce shading on in-game objects. Use simple or off to improve game performance.

#### Joystick Configuration *PC & Linux*

Assign many of the game actions to your joystick.

### Joystick Controls Settings

#### Roll

Direction axis for roll anti/clockwise.

#### Pitch

Direction axis for dive/climb.

#### Yaw

Direction axis for turn left/right.

#### Increase Speed / Decrease Speed

Buttons or direction axis to fly faster or slower.

#### Primary Weapon

Button to fire the energy weapon.

#### Secondary Weapon

Button to fire currently active pylon mounted weapon or equipment.

#### Arm Secondary Weapon

Button to activate / target seek currently highlighted pylon mounted weapon or equipment.

#### Disarm Secondary Weapon

Button to deactivate highlighted pylon mounted weapon or equipment.

#### Cycle Secondary Weapon

Button to rotate through the available range of pylon mounted weapon or equipment.

#### ECM

Button to activate the Electronic Counter Measure Systems.

#### Toggle ID

Button to activate the ID Recognition system.

#### Fuel Injection

Button to activate the Witchspace Fuel Injectors.

#### Hyperspeed

Button to activate the Torus drive Hyperspeed systems.

#### Roll/pitch precision toggle


Button to toggle the degree of thrust relative to angle of the joystick.

#### View forward / aft / port / starboard


Buttons or axis's to change the view screen direction.




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<b>Adder</b>	34w x 8h x 35l m			
	<b>Speed/Thrust (lm)</b>	0.24/0.030	<b>Banks &amp; Charge</b>	C20
	<b>Roll &amp; Pitch</b>	NJ	<b>Weapon Mounts</b>	F 1M
	<b>Cargo Space (t)</b>	2	<b>Hyperspace</b>	yes
	<b>Sold at Tech Level</b>	4	<b>Base Price (cr)</b>	650000
	<b>Base Equipment</b>	Pulse Laser, 1 Missile		


An agile compact ship favoured by couriers, customisers and professional racers.

<b>Anaconda</b>	75w x 54h x 170l m			
	<b>Speed/Thrust (lm)</b>	0.14/0.014	<b>Banks &amp; Charge</b>	P30
	<b>Roll &amp; Pitch</b>	DB	<b>Weapon Mounts</b>	All M7
	<b>Cargo Space (t)</b>	750	<b>Hyperspace</b>	yes
	<b>Sold at Tech Level</b>	8	<b>Base Price (cr)</b>	650000
	<b>Base Equipment</b>	Pulse Laser, 3 Missiles		

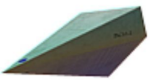
The biggest mass produced freighter available, built like an asteroid and steers like one.

<b>Asp Mk II</b>	75w x 54h x 170l m			
	<b>Speed/Thrust (lm)</b>	0.40/0.050	<b>Banks &amp; Charge</b>	P30
	<b>Roll &amp; Pitch</b>	JE	<b>Weapon Mounts</b>	FA M1
	<b>Cargo Space (t)</b>	N/A	<b>Hyperspace</b>	yes
	<b>Sold at Tech Level</b>	10	<b>Base Price (cr)</b>	375000
	<b>Base Equipment</b>	Pulse Laser, 1 Missile, MTS, STE		


The civilian version of the Galactic Navy's premier long range scouting / commando craft.

<b>Boa</b>	71w x 60h x 115l m			
	<b>Speed/Thrust (lm)</b>	0.24/0.036	<b>Banks &amp; Charge</b>	P30
	<b>Roll &amp; Pitch</b>	NE	<b>Weapon Mounts</b>	All M4
	<b>Cargo Space (t)</b>	125	<b>Hyperspace</b>	yes
	<b>Sold at Tech Level</b>	6	<b>Base Price (cr)</b>	450000
	<b>Base Equipment</b>	Pulse Laser, 3 Missiles		


The replacement for the ageing Python, with better performance and capacity.

<b>Boa Cruiser / Mk II</b>	92w x 92h x 228l m			
	<b>Speed/Thrust (lm)</b>	0.31/0.040	<b>Banks &amp; Charge</b>	P32
	<b>Roll &amp; Pitch</b>	LE	<b>Weapon Mounts</b>	All M5
	<b>Cargo Space (t)</b>	175	<b>Hyperspace</b>	yes
	<b>Sold at Tech Level</b>	8	<b>Base Price (cr)</b>	495000
	<b>Base Equipment</b>	Pulse Laser, 5 Missiles		

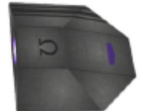
The long haul version of the Boa trading some agility for more capacity and speed.

<b>Cobra Mk I</b>	70w x 13h x 47l m			
	<b>Speed/Thrust (lm)</b>	0.26/0.025	<b>Banks &amp; Charge</b>	E25
	<b>Roll &amp; Pitch</b>	JF	<b>Weapon Mounts</b>	FA M1
	<b>Cargo Space (t)</b>	10	<b>Hyperspace</b>	yes
	<b>Sold at Tech Level</b>	4	<b>Base Price (cr)</b>	100000
	<b>Base Equipment</b>	Pulse Laser, 1 Missile		


The first truly effective solo fighter/trader ship, but now superseded by the Mk III.

<b>Cobra Mk III</b>	131w x 26h x 59l m			
	<b>Speed/Thrust (lm)</b>	0.35/0.032	<b>Banks &amp; Charge</b>	H40
	<b>Roll &amp; Pitch</b>	JE	<b>Weapon Mounts</b>	All M4
	<b>Cargo Space (t)</b>	20	<b>Hyperspace</b>	yes
	<b>Sold at Tech Level</b>	6	<b>Base Price (cr)</b>	150000
	<b>Base Equipment</b>	Pulse Laser, 3 Missiles		


The most successful medium size ship ever built and a excellent fighter/trader.

<b>Constrictor †</b>	108w x 20h x 120l m			
	<b>Speed/Thrust (lm)</b>	0.60/0.050	<b>Banks &amp; Charge</b>	?
	<b>Roll &amp; Pitch</b>	LH	<b>Weapon Mounts</b>	All M3
	<b>Cargo Space (t)</b>	Unknown	<b>Hyperspace</b>	yes
	<b>Sold at Tech Level</b>	N/A	<b>Base Price (cr)</b>	N/A
	<b>Base Equipment</b>	Unknown		

Currently under test by the Galactic Navy, the rumours say it's extremely deadly.


<b>Escape Capsule</b>	6w x 6h x 7l m			
	<b>Speed/Thrust (lm)</b>	0.05/0.005	<b>Banks &amp; Charge</b>	P30
	<b>Roll &amp; Pitch</b>	AA	<b>Weapon Mounts</b>	N/A
	<b>Cargo Space (t)</b>	N/A	<b>Hyperspace</b>	no
	<b>Sold at Tech Level</b>	6	<b>Base Price (cr)</b>	1000
	<b>Base Equipment</b>	N/A		

Only technically a ship, the Escape Capsule is the primary lifeboat system of GCW ships.

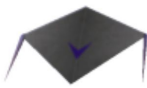
<b>Fer-de-Lance</b>	75w x 54h x 170l m			
	<b>Speed/Thrust (lm)</b>	0.30/0.025	<b>Banks &amp; Charge</b>	H45
	<b>Roll &amp; Pitch</b>	RE	<b>Weapon Mounts</b>	All 2
	<b>Cargo Space (t)</b>	12	<b>Hyperspace</b>	yes
	<b>Sold at Tech Level</b>	8	<b>Base Price (cr)</b>	485000
	<b>Base Equipment</b>	Beam Laser, 2 Missiles, MTS, STE		

A agile and deadly assault class ship favoured by bounty hunters and the well-to-do.

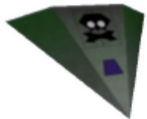
## Observer's Guide

<b>Gecko †</b>	70w x 12h x 37l m			
	<b>Speed/Thrust (lm)</b>	0.30/0.045	<b>Banks &amp; Charge</b>	H40
	<b>Roll &amp; Pitch</b>	OG	<b>Weapon Mounts</b>	F M1
	<b>Cargo Space (t)</b>	3	<b>Hyperspace</b>	no
	<b>Sold at Tech Level</b>	N/A	<b>Base Price (cr)</b>	N/A
	<b>Base Equipment</b>	Beam Laser, 1 Missile		

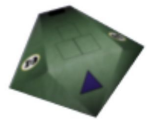
Produced in unlicensed shipyards, this fighter is a favourite of pirates and assassins.

<b>Krait †</b>	90w x 18h x 73l m			
	<b>Speed/Thrust (lm)</b>	0.30/0.035	<b>Banks &amp; Charge</b>	H25
	<b>Roll &amp; Pitch</b>	MG	<b>Weapon Mounts</b>	F M0
	<b>Cargo Space (t)</b>	4	<b>Hyperspace</b>	no
	<b>Sold at Tech Level</b>	8	<b>Base Price (cr)</b>	N/A
	<b>Base Equipment</b>	Beam Laser		


A discontinued fighter design finding a new life in the professional racing circuit.

<b>Mamba †</b>	64w x 8h x 48l m			
	<b>Speed/Thrust (lm)</b>	0.32/0.032	<b>Banks &amp; Charge</b>	H30
	<b>Roll &amp; Pitch</b>	JG	<b>Weapon Mounts</b>	F M0
	<b>Cargo Space (t)</b>	4	<b>Hyperspace</b>	no
	<b>Sold at Tech Level</b>	N/A	<b>Base Price (cr)</b>	N/A
	<b>Base Equipment</b>	Beam Laser		

Originally used in professional racing, this fighter is used by pirates and escorts alike.

<b>Moray Star Boat</b>	40w x 23h x 53l m			
	<b>Speed/Thrust (lm)</b>	0.30/0.032	<b>Banks &amp; Charge</b>	H30
	<b>Roll &amp; Pitch</b>	JG	<b>Weapon Mounts</b>	All M2
	<b>Cargo Space (t)</b>	7	<b>Hyperspace</b>	yes
	<b>Sold at Tech Level</b>	5	<b>Base Price (cr)</b>	126000
	<b>Base Equipment</b>	Pulse Laser, 3 Missiles		

A multi-role ship, often seen as a medical or tourist craft. It's popular with pirates too.

<b>Orbital Shuttle †</b>	20w x 20h x 31l m			
	<b>Speed/Thrust (lm)</b>	0.08/0.016	<b>Banks &amp; Charge</b>	D10
	<b>Roll &amp; Pitch</b>	JD	<b>Weapon Mounts</b>	0
	<b>Cargo Space (t)</b>	30	<b>Hyperspace</b>	no
	<b>Sold at Tech Level</b>	N/A	<b>Base Price (cr)</b>	N/A
	<b>Base Equipment</b>	None		

Often unmanned, this ship is the GCWs primary in-system heavy cargo hauler.





# OOLITE Reference Sheet

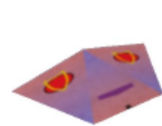
## Python



<b>Speed/Thrust (Im)</b>	0.20/0.020	<b>Banks &amp; Charge</b>	N25
<b>Roll &amp; Pitch</b>	JD	<b>Weapon Mounts</b>	All M2
<b>Cargo Space (t)</b>	100	<b>Hyperspace</b>	yes
<b>Sold at Tech Level</b>	4	<b>Base Price (cr)</b>	200000
<b>Base Equipment</b>	Pulse Laser, 1 Missile		

An ageing design that's still popular with commanders needing a simple robust craft.

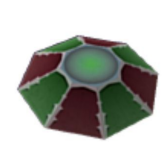
## Sidewinder Scout Ship †



<b>Speed/Thrust (Im)</b>	0.37/0.037	<b>Banks &amp; Charge</b>	H25
<b>Roll &amp; Pitch</b>	NH	<b>Weapon Mounts</b>	F M0
<b>Cargo Space (t)</b>	N/A	<b>Hyperspace</b>	no
<b>Sold at Tech Level</b>	N/A	<b>Base Price (cr)</b>	N/A
<b>Base Equipment</b>	Beam Laser		

A tough compact fighter popular with racers, freighter escorts and pirates alike.

## Thargoid Warship †



<b>Speed/Thrust (Im)</b>	0.50/0.050	<b>Banks &amp; Charge</b>	S40
<b>Roll &amp; Pitch</b>	JE	<b>Weapon Mounts</b>	All M5
<b>Cargo Space (t)</b>	N/A	<b>Hyperspace</b>	yes
<b>Sold at Tech Level</b>	N/A	<b>Base Price (cr)</b>	N/A
<b>Base Equipment</b>	Thargoid Laser, ECM, 5 Robotic fighters		

The primary vessel of the Thargoid Invasion Fleet. Deadly and fights without fear.

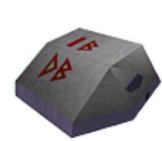
## Thargoid Robotic Fighter †



<b>Speed/Thrust (Im)</b>	0.45/0.040	<b>Banks &amp; Charge</b>	E/30
<b>Roll &amp; Pitch</b>	C - E	<b>Weapon Mounts</b>	F M0
<b>Cargo Space (t)</b>	N/A	<b>Hyperspace</b>	no
<b>Sold at Tech Level</b>	N/A	<b>Base Price (cr)</b>	N/A
<b>Base Equipment</b>	Pulse Laser		

Small remote controlled fighters designed to swarm their victims.

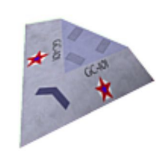
## Transporter †



<b>Speed/Thrust (Im)</b>	0.10 - 0.020	<b>Banks &amp; Charge</b>	E - 30
<b>Roll &amp; Pitch</b>	JE	<b>Weapon Mounts</b>	All M0
<b>Cargo Space (t)</b>	12	<b>Hyperspace</b>	no
<b>Sold at Tech Level</b>	N/A	<b>Base Price (cr)</b>	N/A
<b>Base Equipment</b>	None		

Predating the GCW, this ship serves as shuttle, cargo hauler and industrial platform.

## Viper †



<b>Speed/Thrust (Im)</b>	0.32/0.032	<b>Banks &amp; Charge</b>	F40
<b>Roll &amp; Pitch</b>	NI	<b>Weapon Mounts</b>	F M1
<b>Cargo Space (t)</b>	N/A	<b>Hyperspace</b>	no
<b>Sold at Tech Level</b>	N/A	<b>Base Price (cr)</b>	N/A
<b>Base Equipment</b>	Beam Laser, ECM, 1 Missile		

GalCOP mainstay patrol vessel, capable of dealing with the most deadly threat.

## Viper Interceptor †



<b>Speed/Thrust (Im)</b>	0.52/- 0.050	<b>Banks &amp; Charge</b>	I60
<b>Roll &amp; Pitch</b>	UJ	<b>Weapon Mounts</b>	F M3
<b>Cargo Space (t)</b>	N/A	<b>Hyperspace</b>	yes
<b>Sold at Tech Level</b>	N/A	<b>Base Price (cr)</b>	N/A
<b>Base Equipment</b>	Military Laser, ECM, 3 Missiles		

GalCOP best pilots fly these ships to fight threats of a interstellar scale.

## Worm †



<b>Speed/Thrust (Im)</b>	0.11 - 0.012	<b>Banks &amp; Charge</b>	C20
<b>Roll &amp; Pitch</b>	JE	<b>Weapon Mounts</b>	0
<b>Cargo Space (t)</b>	2	<b>Hyperspace</b>	no
<b>Sold at Tech Level</b>	N/A	<b>Base Price (cr)</b>	N/A
<b>Base Equipment</b>	None		

A simple support craft, often seen as a ship's launch, lifeboat or miner.

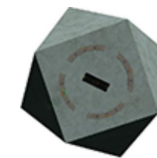
## Notes

† Ships which are unavailable for purchase at the GCW station shipyards for the following reasons:

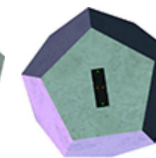
- GCW shipyards specialise in currently manufactured models fitted with hyperspace drives.
- GCW shipyards will not deal in craft from unlicensed manufactures.
- It is illegal for civilians to own Local Government, Galactic Navy and GalCOP ships. It is also illegal for civilians to be in possession of craft constructed outside of the Galactic Cooperative of Worlds.
- MTS stands for Multi-Target System. ETS stands for Enhanced Targeting Scanner.
- Speed is measured against *Light Mach*, which is the maximum velocity a ship can reach before suffering relativistic effects.
- The ships' banks and charge rate are graded on the *KeZecky* scale. The higher letter (a being lowest) and number value, the larger and faster charging the energy bank is.
- Vessels agility are measured using the *Holdstock* method. The higher value of each letter (a being the lowest) the better the performance.
- Ships have a laser mounts in the *Forward*, *Aft*, or *All* view screen directions. The number of pylons are shown by the *M* value.
- Cargo space is measured in GCW standardised 1 ton cargo canisters.
- The base price is calculated for craft with the base equipment fitted. Ships available for sale may be fitted with extra equipment, with a corresponding increase in price.
- Images shown here are not to scale and measurements are listed in metres.

# Observer's Guide

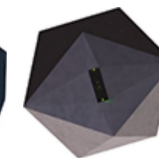
## Stations & Other Anchorages



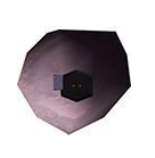
Coriolis Station



Dodo Station



Ico Station



Rock Hermit

## Other Objects



Beacon



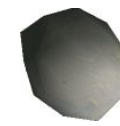
Cargo Canister



Missile



Quirium Cascade Mine



Asteroid



Boulder



Splinter



Metal Fragment



Witchcloud



# OOLITE Reference Sheet

## Commander's Log

Solar System - Galaxy		Commander Status		Manifest						
GCW MT		Ship		Commodity	Quantity	Buy Price		Sell Price		
Present System	Destination System	Credits	Cargo Capacity							
Government	Government	Legal Status:	Combat Rating:							
Economy	Economy	Outstanding Contracts								
Tech Level	Tech Level									
Notes										
Solar System - Galaxy		Commander Status		Manifest						
GCW MT		Ship		Commodity	Quantity	Buy Price		Sell Price		
Present System	Destination System	Credits	Cargo Capacity							
Government	Government	Legal Status	Combat Rating							
Economy	Economy	Outstanding Contracts								
Tech Level	Tech Level									
Notes										