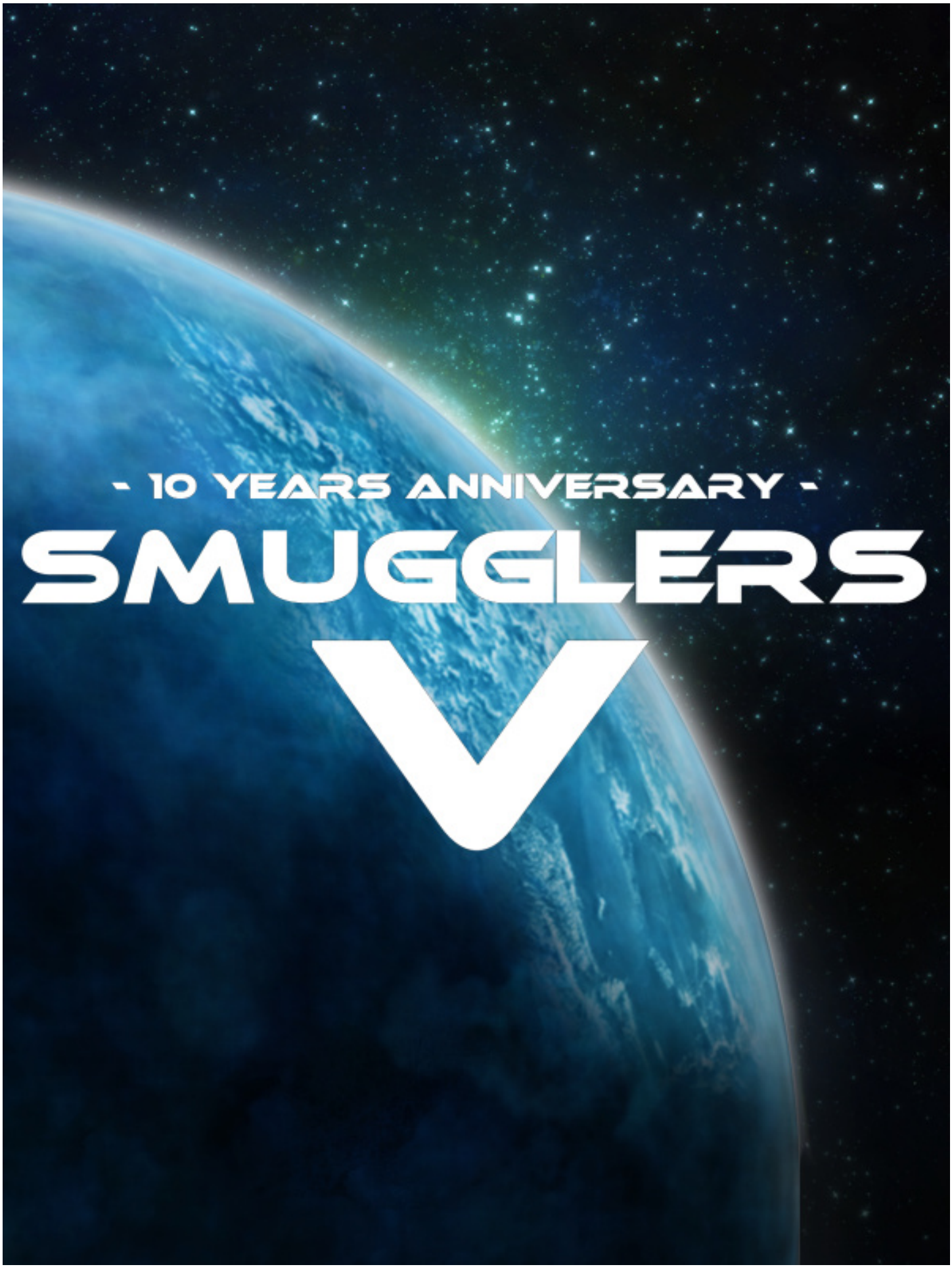

- 10 YEARS ANNIVERSARY -
SMUGGLERS
V

Smugglers 5 – “Secession”
Game manual

Niels Bauer

Smugglers 5

"Secession"

Game manual

Developed by

Niels Bauer Games

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". . .a union that can only be maintained by swords and bayonets and in which strife and civil war are to take the place of brotherly love and kindness has no charm for me. I shall mourn for my country and for the welfare of mankind. If the union is dissolved and the government disrupted, I shall return to my native state and share the miseries of my people, and save in defence, will draw my sword on none."

--- General Robert E. Lee, CSA

"But, when a long train of abuses and usurpations, pursuing invariably the same object, evinces a design to reduce them under absolute despotism, it is their right, it is their duty, to throw off such government, and to provide new guards for their future security."

--- Declaration Of Independence - 1776

It is rather for us to be here dedicated to the great task remaining before us — that from these honored dead we take increased devotion to that cause for which they gave the last full measure of devotion — that we he re highly resolve that these dead shall not have died in vain — that this nation, und er God, shall have a new birth of freedom — and that government of the people, by the people, for the people, shall not perish from the earth.

--- Abraham Lincoln - 1863

“We few, we happy few, we band of brothers;
For he today that sheds his blood with me
Shall be my brother. Be he ne’er so vile,
This day shall gentle his condition;
And gentlemen in England now abed
Shall think themselves accursed they were not here.

--- Shakespeare, Henry V, IV, iii

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A. Introduction:

I. What is this game about?

Smugglers 5 is a turn-based science-fiction space trading game. You have the option to be a greedy trader, an ambitious bounty hunter, a ruthless pirate, or any one of the multitude of professions the game has to offer. Through trading, fulfilling missions, or pirating, you earn the money and skills necessary to improve your ship and upgrade your equipment. Additionally, you'll have to manage your crew, conduct planetary raids, and fight decisive battles. The opportunities are virtually endless, and your actions will ultimately have an impact on the galactic scale.

II. About this manual

When developing the game we took special care to ensure that the game is as much self-explanatory as possible. Additionally we added an interactive tutorial to the game, which you should try before playing Smugglers 5 on your own. Don´t worry! It just takes about 10 minutes and you do not have to start a new game afterwards (although you might want to do so to try one of the other professions).

This manual will answer some of the questions you might have when playing the game, explain game mechanics and give you some hints on your way to fame and fortune.

III. Smugglers 5: Invasion (stand-alone expansion)

Smugglers 5: Invasion starts where the original game ended. After years of civil war, the Federation finally emerged victorious, crushing all rebellion. The galaxy looked forward to a period of peace, a chance to repair the damage of a long and bitter war. Then came the Jalkath, a new alien race. To the humans, they looked much like the tigers of Old Earth, and they soon proved themselves to be every bit as cunning and dangerous. The newcomers were swift and brutal in their assault, deploying terrifying weapons and subjugating entire systems before their victims even knew what was happening. The Federation has rallied a defence against the invaders, and now both

sides struggle for dominance.

War has returned to the galaxy. For the right kind of captain, it’s a whole new chance for fame and fortune. Will you fight for the survival of your race? Trade and smuggle goods to make your fortune? Or play both sides against each other for your own profit?

IV. Smugglers 5 DLC: Human background stories

In this downloadable content (DLC) you will be able to play three short background stories focusing on one of three types of professions (trading, fighting and smuggling).

V. Smugglers 5 DLC: Sneak preview of "Aftermath" storyline

With this downloadable content (DLC) you are getting a playable sneak preview of what is going to expect you in the future storyline of the Smugglers universe. This DLC will reveal the secret about the dreadful enemy even the bravest Jalkath warriors fear. This is just a short-story and does not give you access to a third expansion.

VI. Beginner bonus:

In the first 200 game turns the game is tweaked to give you an advantage. This means you can - for example - more easily hit enemy ships and dodge their shots. Remember that this only lasts for the first 200 turns.

VII. Historic quotes:

Throughout the game and the manual you will find many quotes and references to the American Revolutionary War, The American Civil War and World War I + II. While being set in the far future the storyline of Smugglers is to some degree derived from those conflicts. The quotes are meant to be inspirational and educating, and are intended to give you an idea of the greater scope of those conflicts.

B. The story so far…

Mankind stands in the year 2249, and has spread among the stars. Since the colonization of the first star systems the mighty Federation had ensured peace by ruling the galaxy with an unyielding hand, exercising tough anti-piracy measures and treating the colonial governments like subordinates. For many years, humanity prospered as newfound wealth circulated among the planets. But soon, conflicts ensued between the colonies. Similar to the problems England had with her newly founded colonies in North America, the colonies at the border of known space called "The Outer Rim" accuse the leadership of the Federation of exploiting their resources and not providing them sufficient ways of presenting their interests to the Federation government. From the eyes of humanity's leaders on Earth, this was heresy. After all, the core systems of the Federation had provided all the technology and manpower necessary to sustain the colonies since their founding.

The last straw had been when the Federation President announced the “Freedom Of Men” act prohibiting all forms slavery within federated space. Slavery had re-emerged during the colonization era due to the need of a cheap source of labor to meet the Federation's needs for raw materials. Though the people on Earth viewed this was a violation of human rights, the colonial governments argued that the so-called slaves were treated like standard workers, except without pay, and would be free once their time of service has been fulfilled. Yet reports on Earth stated that these slaves were forced into labor because the colonial governments failed to provide their lower class citizens with enough opportunities, and therefore many people had no choice but to commit themselves into servitude for basic everyday needs in return. And there was no telling what working conditions were truly like. The Federation had to take action.

In response to this announcement, the outraged Outer Rim colonists overthrew the local government on New Skye in the New Scotland system. The Federation answered coldly when the dreaded Admiral Kelsen sent the Second Federated Fleet to bombard the surface of New Skye, an act that resulted in the destruction of 200,000 civilian lives and a large sum of infrastructure. More Outer Rim colonies began to turn away from the Federation, and in time, they formed the Outer Rim

Alliance and engaged the Federation in a full-scale war.

In these days, the galaxy is split into four different factions. The Federation still rules some of the resourceful planets in the Outer Rim, and continues to strengthen the fortifications of the core systems near Earth. Most planets in the Outer Rim Alliance have united, but some planets maintained their state of neutrality and formed a new faction known as the Trader Coalition. These worlds consistently look for the chance of profiting from the escalating tensions. Meanwhile, taking advantage of the situation, yet another group came together to form a fourth faction - the Syndicate, a vast criminal network. Syndicate worlds have a minimal government and virtually no laws. Its people operate under the slogan "take or be taken".

As time passed, the war only heightened in intensity. The Federation, possessing mankind's most innovative minds, began to push the limits of combat technology. The Outer Rim Alliance, joined by a common blood, strive to keep up with the Federation's advances, all the while holding on to a few precious systems. Even the once peaceful Coalition has found the conflict unavoidable once both sides started attacking its trading convoys. And the Syndicate, once a minor threat, now appeared on the scene with mysterious alien technologies and began pirating against all other factions while expanding its own territories.

With the galaxy in the midst of a civil war, it is a time for brave soldiers, ruthless buccaneers, and greedy traders. It is a time for epic battles, covert operations, and unfathomable discoveries. There will be success and there will be failures. Your faction needs a hero.

Will you be ready?

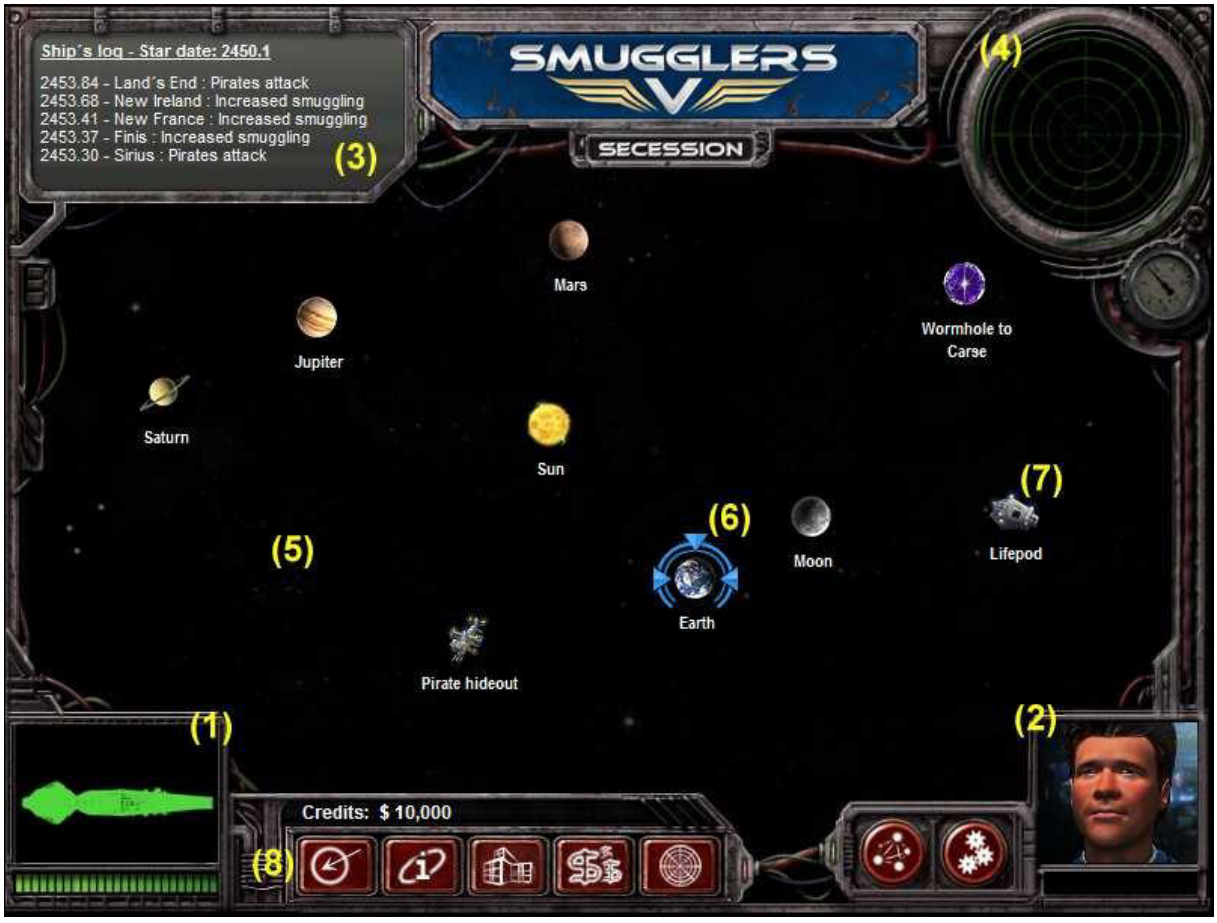
In Smugglers you write the storyline! Your actions directly affect the fate of four nations. Whether you fight for freedom, for supremacy, for peace or for profit – you decide the war.

C. Travel screen

I. Overview:

On the travel screen, which is also the main screen of the game, you will be able to travel between different planets, land at planets or dock at space stations, pickup several bonuses spread on the system map and choose among a great range of different options.

II. The screen explained:



(1) A wireframe of your ship. Below you can see the strength of your ship´s defensive energy shields. Clicking on the wireframe will bring up a screen giving you more details about your ship status.

(2) A picture of you / your alter ego. Clicking on it will bring up a screen giving you more details about your personal status.

(3) This is the news window. You should pay close attention to the news channel, because it will inform you about what´s going on in the galaxy. Many news events will have a great influence the game. Clicking on one of the news snippets will bring up more details.

(4) Clicking on the radar screen will open a screen displaying your ship sensors. You can find friendly and enemy ships using this screen.
Hint: This is especially useful for pirates and bounty hunters!

(5) This is the main part of the travel screen. Here you can see the star system where your ship is at this moment.

(6) The blue circles highlight the position of your ship and the blue arrows identify the currently selected object on the travel screen. Right now you are on Earth and you have also selected this planet.

(7) This is one of the bonuses you can find in the game. Flying to this location will give you some credits.

(8) At the bottom of the screen you can see the control panel. From left to right you have the following options:

- Travel to button: Fly to this location / Land at this planet
- Give me more information about the selected object
- Open up the trade window
- Open up the mission selection screen or if you already have an active mission bring up the mission status screen.
- Open up the ship sensor screen
- Bring up the galaxy map
- Game options

III. How to fly and land at a planet:

There are two alternative ways of how you can fly and land at a planet.

You can either select a planet or space location by left-clicking on it and afterwards click on the “travel to” button in the control panel (8). After your ship has arrived at this location you can click the “travel to” button again to land at this location.

Alternatively you can double-click a planet or space location to fly to it and then double-click it again to land/dock here.

IV. How to leave the first star system:

First you have to know that you cannot leave the first star system in the demo/trial version of the game. You will have to buy the full version to do so.

If you have the full version of the game you can leave a star system by using the jump-points connecting the different star systems. Jump-points are sub-dimensional holes in reality that allow ships to travel millions of light-years within a few days.

However to make use of such a jump-point you will need to have jump engines. All ships are regularly equipped with jump-engines – except fighters. Because you always start off with a fighter this means that you first have to buy at least a corvette class spaceship before you can leave the first star system.

As soon as you have a bigger spaceship leaving the first star system is easy. All you have to do is to fly to a jump-point (see III. How to fly and land at a planet) and – when you have arrived there - click the “travel to” button again or double-click the jump-point.

To navigate through the galaxy you should take a look at the galaxy map (8) and plan your routes accordingly.

D. Space combat:

I. Overview:

Next to the travel screen, the space combat screen is the screen you will spend the most time with. It's completely different than the one used in Smugglers 1 to 3 and features an exciting and new skill- and turn-based space combat system.

When you encounter a hostile ship this screen will come up and you will have to fight it out ship vs. ship.

In Smugglers 5 space ships are protected by energy shields. So the idea is to use your ship guns, missiles and special abilities to reduce the shields the enemy's ship to 0. Of course the enemy will try to do the same to your ship.

Alternatively you can acquire the "flee" ability and try to escape before being shot to pieces.

Remember that if the combat seems too easy for you, you can alternatively choose the "Veteran" difficulty setting in the game settings.

II. Encountering an enemy ship:

There are many different ways you will encounter hostile ships:

- Random encounter while travelling.
- Reaching a mission objective.
- Manually attacking a ship detected by your ship sensors.
- During fleet battles

III. The screen explained:

Let´s take a closer look at the space combat screen:



(1) = Your spaceship

(2) = Enemy spaceship

(3) = Button to fire your guns

(4) = Button to fire your missiles

(5) = Button to use ECM to counter the enemy missiles

(6) = Button to activate a ship´s special ability

(7) = Ability control panel. All your combat skills will be displayed here and can be used by clicking on them. Right-clicking on them will bring up an info screen about this ability and the amount of action-points (AP) it requires.

(8) = You can switch between the rear and the front skill bar. This will only become useful if the first skill bar is filled. Smugglers 5 introduced the ability to move and replace skill buttons.

(9) = Activate a special combat event skill. This depends on the kind of special combat event (if any) taking place.

(10) = The exclamation mark is displayed when there is a special combat event taking place. Click the exclamation mark to get a popup message about what kind of event takes place.
(11) = Your shield strength
(12) = Enemy shield strength
(13) = Your action points (AP) display. You will need action-points for the use of combat abilities. If you have spent all of your AP, you will need to click on “End this turn” to continue the battle.
(14) = Your reinforcement display. Reinforcements are normally only available in friendly space. They will take some time to come up, but when they do they will regularly damage the enemy ship.
(15) = Enemy reinforcements
(16) = With this button you can end this turn. The enemy will make its move and afterwards your action-points (AP) will be refreshed and it will be your turn again.

IV. How it works:

The tutorial available in the game leads you through a complete fight. However in addition to the explanations given there, we want to show you a typical space combat turn.

Let´s say you have started as a mercenary with the Federation. In this case you start off with an Avenger heavy fighter. During your adventuring you suddenly encounter a Syndicate Sabre (like in the example screenshot above).

You would now start off with firing a missile (4). Missiles will force the enemy to spend action-points (AP) to use their ECM to counter the missiles and thus suppress their fire. Firing a missile should have cost you 4 AP. With the last AP available you use the “discipline” ability in your ability control panel (7). It´s the third one counted from the right part of the control panel. This skill will increase your accuracy on your next gun fire.

You have now spent all of your AP. It’s time to end the turn. Click on “End this turn” (13).

The enemy ship will now make its move. Probably it will try to ECM your missile and fire their own missile.

Now it’s your turn again. You now have the choice whether you wish to use your

ECM (5) to counter the enemy missile or whether you’ll risk waiting and fire your guns instead. If you decide to fire your guns you can either normally fire your guns (3) or use your “focus beam” ability in your ability control panel (7). The “focus beam” ability is less accurate, but causes greater damage if it hits. Because you have previously used your “discipline” ability you could now risk using “focus beam”. Now watch your ship firing its guns. Whether you have hit the enemy ship or not, you should have used up some AP. If you have any AP left you could now either fire your guns again (3), ECM the enemy missile (if any) (5) or use your “discipline” or “taunt” ability (7).

Again you have now spent all your AP. Click on “End this turn” (13).

The fight will continue like that until one of the ships escapes or is destroyed.

The further you get into the game the more abilities, ships and equipment will become available making this space combat more and more complex. But don’t worry. In no time you will have easily learned to use these combat combinations. This game is very easy to learn, but challenging to master.

V. Special combat events:

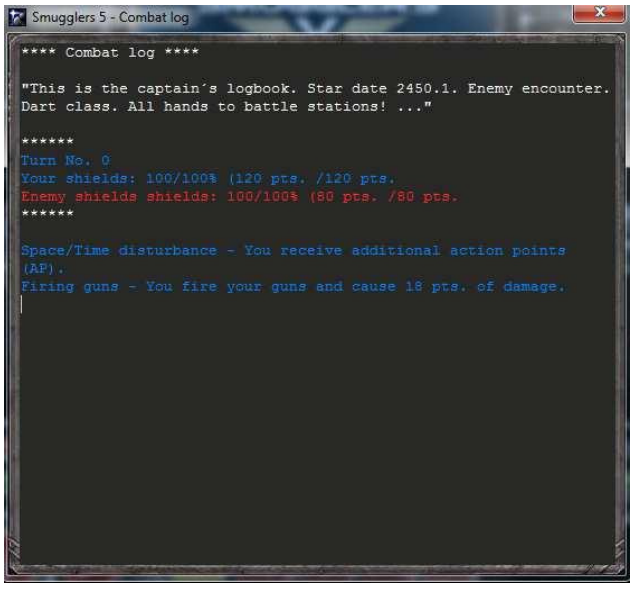
Smugglers 5 introduced a new feature: Special combat events. There are quiet some few and each modify the game rules of combat. In case of a special event you get a message before combat starts with a detailed description of what´s happening. You can read the description again by clicking on the red exclamation mark in the middle of the combat screen. Depending on the event taking place, you will also be provided with a special skill that is displayed at the top right corner of the screen.



Make use of those special skills or you might be sucking void (pilot jargon for being killed in space) soon.

VI. Combat log:

Since Smugglers 4 some experienced players asked for a combat log where you can repeatedly read every combat action and plan a strategy accordingly. That´s why we have included this feature in Smugglers 5. It´s clearly meant for experts and if you are just looking for a some casual fun, you probably can skip it. However if you really want to get deeper into the game, the combat log can be a useful tool



<u>Note:</u> To switch it on you first have to activate the text link (button) in the game options menu!

VII. Hints:

The most important hint we can give you is probably to wisely combine the different player abilities, ship abilities and available equipment. There are many, many different successful combinations possible. Don’t think because you have found something that “worked” that there won’t be something that works even better.

You should also never leave a single action-point (AP) on the table. There is always a minor bonus skill to be used that might turn the tide in your favour during the next turn.

Please note that combat has been become more difficult since Smugglers 5 and you can expect to die more often.

VIII. Special hint: Admiral skills:

As soon as you are promoted to the rank of Admiral, your fire gun, fire missile and ECM skills will greatly improve.

- Standard gun damage is increased by 25%
- Standard gun hit chance is increased by 12%.
- Firing a missile now costs one AP less.

E. Ship boarding:

I. Overview:

In Smugglers 5 you can board enemy ships in order to capture them or steal their cargo. To board a ship you need to have and use the skill “boarding ship”, which is available in the skill trees of the “fleet officer”, “bounty hunter” and (of course) “pirate”.

In contrast to Smugglers 4 there are now a number of prerequisites you have to keep in mind, before you start capturing other people´s ships.

- The shields of the enemy ship need to drop below 25%.
- The ship needs to be immobile – which either happens by a lucky hit, a special event, a specialized EMP weapon or by using your “EMP” skill.
- You must have modified your cargo bay to hold “boarding shuttles”. This does not apply to corvettes, which are manouverable enough themselves to dock at an enemy ship.
- Innovative (and mean) scientists have discovered that the best defense against enemy boarding attempts are … well … closed airlocks. So in order to actually enter the enemy ship, your boarding crew has to open the airlocks before the enemy ship becomes mobile again. To do this you need to have the “short circuit” skill to accomplish this. This skill is only available in the skill trees of the “fleet officer” and “bounty hunter”. T he pirate profession doesn´t have and need this skill, because pirate crew members naturally have this ability. You can hire pirates at pirate outposts.
- It is not a requirement, but you should have a crew capable of close quarters combat, usually space marines, pirates or – if you´re lucky – battle robots.

Why should you bother to board ships?

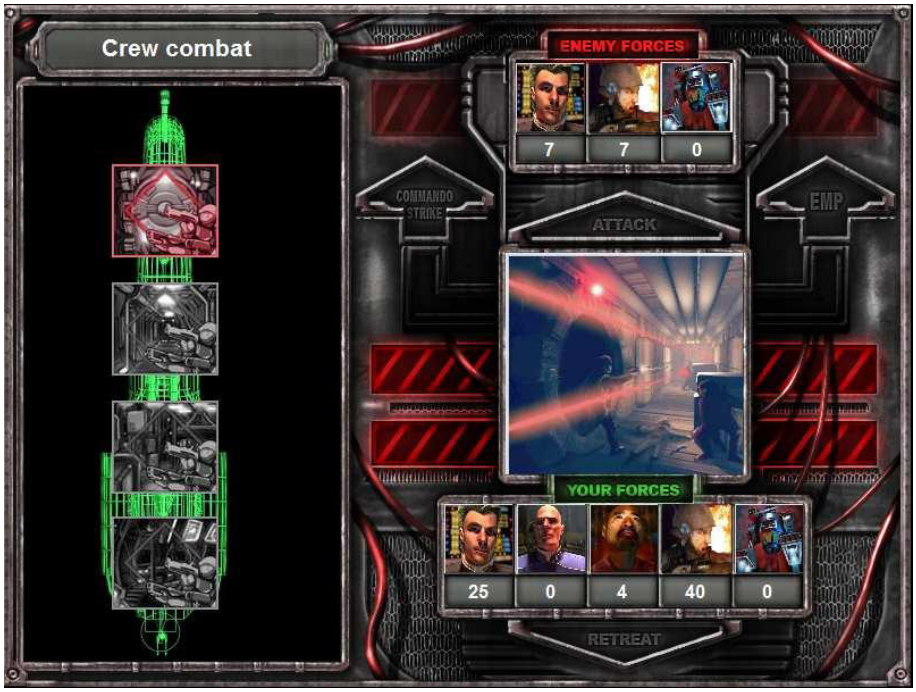
- It is the only way in the game to get a battleship, which in turn is required for the end-game content.

- In case you decide to sell a captured ship, you can earn a lot of money.
- Stealing unharmed cargo from a captured cargo bay is much more valuable than picking up cargo boxes after you have destroyed the enemy ship.

What is the difference between capturing a ship and stealing cargo? At the moment you approach the bridge the captain will engage the self-destruction mechanism of the ship. While you will be able to turn it down in time to prevent the whole ship blowing up, the enemy ship will always be severely damaged. You will have to tow the ship to the next star port in order to make the necessary repairs to either sell it or keep it. Towing a ship slows down everything a lot making you very vulnerable to multiple attacks. Plus capturing the bridge might cause you many casualties.

II. Boarding screen:

When you have succeeded in boarding the enemy ship the ship boarding screen will pop up. At the left part of the screen you can see the wire frame of the enemy ship with a colored display of the different ship sections and who controls which area. When you have captured one ship area, you can select the next ones. At the right part your total number of crewmen and the amount of enemy combatants in this area of the ship.



You can choose between three different kinds of attacks:

1. Commando assault:
In a commando assault you will only order your space marines and battle droids to fight the enemy crew. This means that your normal crewmen and officers will not take most of the casualties (but can still take some!).

2. Attack:
This is a standard attack where all your crew members will fight the enemy defenders except your battle droids, which are hold back for a later commando assault. This is a good choice if you are trying to spare your battle droids for a later boarding attempt of a battleship. This does not mean that your battle droids cannot be hit, it´s just less likely.

3. EMP strike:
Finally this third kind of attack puts all your crew members except battle droids at risk, but with a successful attack you can capture enemy battle droids and use them against the enemy (and collect them for a later boarding attempt of a battleship).
Again this does not mean that your battle droids cannot be hit.

4. Retreat:
Using this button will simply end your boarding attempt. Your crew will return to it´s ship.

III. Special hints: How to capture a battleship?

This topic has caused some confusion among players in Smugglers 4, while in reality it´s quiet easy. Battleships are extremely large vessels with an awesome firepower. It´s crew is much larger than of the second largest ship class – the cruiser. This makes it difficult for a cruiser captain to successfully board a battleship, because even if he get´s a boarding crew onboard of the batleship, this boarding crew has to fight it´s way through hordes of enemy space marines. With your crew being limited in numbers, you will have to increase their close quarter combat abilities. Having a large contingent of space marines alone though, won´t do the job. You will need battle robots, which are able to successfully wade through enemy forces virtually unharmed while bringing their deadly laser gatlings to the party. The problem is that you cannot simply buy battle robots, because they are too rare and powerful to be simply sold at a space port. You can get battle robots by certain special events or – much more calculable – by capturing them from enemy space ships using the “EMP strike” option during boarding. This means in order to capture a battleship, you will most likely first have to board a lot of other ships in order to get your hands on their battle robots. In contrast to Smugglers 4 you can sometimes repair a couple of your lost battle robots, which makes it easier to get to the number of robots required. Also you should consider getting some of those nuclear mines in order to kill enemy crewmen by radiation. There is other useful ship equipment available as well. Maybe you want to first capture a cruiser that is especially capable in boarding enemy ships.

Use your brains! Still it is difficult to acquire a battleship, but it was never meant to be easy. Getting a battleship is the gate holder for the warrior-part of the end-game content of Smugglers.

In Smugglers 5: Invasion the players of the new alien Jalkath race are able to buy a battleship at the ship yard.

F. Trading

I. Introduction:

Trading in Smugglers 5 is similar to that of the previous Smugglers titles. The trade prices are not created randomly, but instead are based on supply and demand. However to keep the game interesting a small percentage also depends on luck.

II. Production plants & factories:

Each planet is producing a certain kind of good. The more planets of a certain kind in a star system, the more this star system will produce of this kind of good. The availability of goods strongly influences the price (supply & demand).

In the game you will find:

1. Agricultural planets

These planets are very fertile and can produce great amounts of agricultural products.
Produced goods: Supplies, medicals, delicacies (few), rare pets (few).

2. Mining planets

Very resourceful planets and asteroid belts inhabit a mining outpost. Produced goods: SuperOre, diamonds, anti-matter.

3. Luxury planets

In Smugglers the planets that have specialized on the production of luxury goods and/or have a major R&R base (military slang for rest and relaxation).
Produced goods: Jewelry, delicacies, rare pets.

4. Industrial

Planets with this specification are major industrial centers.

Produced goods: Weapons, synthetics, robotics, engines.

5. Local capital

Local capitals are the economical and political center of a star system. They are very versatile and produce a bit of everything.

Produced goods: All goods, but few.

6. Capital

These faction capitals (Earth, Hyraxan VII, New France and New Moscow) are major economic, political and military centers and can be considered the "heart" of every faction. They produce a bit of everything.

Produced goods: All goods, but as much as at specialized planets.

III. Stock:

Each planet has only a limited amount of goods available, which is regenerating over time. In Smugglers you have to constantly change your trading lines in order to fill your cargo bay.

IV. Trading lines / TDV:

Every planet in the game has a natural demand of certain goods and is producing a certain kind and amount of goods (some planets even produce several goods). The difference between both is the ***trade demand value (TDV).*** The TDV of a planet influences the TDV of the other planets or systems along trade lines. **Note that trade lines cannot pass the borders of factions at war.** In this case the TDV cannot influence the systems behind the border.

V. Prices:

Prices are generated taking into account the general price of that specific good and the TDV of the specific planet. The prices may change randomly within certain

limits.

However these random price changes are much lower than the TDV influence. The influence of TDV strongly overrides any random factors.

VI. Asteroid storages

It is now possible to have hidden storages in asteroid fields. The use of those storages is to have a large number of goods available to react to sudden price changes. To built such a storage fly to an asteroid and click on "sell all".

VII. Why trade?

Trading goods will not increase your fame or reputation within your faction, but it is an excellent way to make money (more money than you can make by fulfilling missions). To succeed you should try to combine both.

VIII. Important hint:

If you travel to planets by double-clicking on them, you can trade between planets without closing the trading screen, which makes trading goods easier.

Since Smugglers 5 the trading screens are freely moveable.

As you can imagine the cargo space of your ship determines greatly your profit. The Galaxy class freighter is the largest cargo ship for sale and has a cargo space of 1000 units. You can increase this amount by equipment upgrades or specific skills. However it might be interesting for you to know that the mighty treasure fleet ships actually have a cargo space of 2000 units and can be boarded and captured.

G. Factions:

I. Overview:

After the declaration of secession the Federation has split into four different factions: The parts of systems still loyal to the Federation, The Outer Rim Alliance, The Syndicate and The Coalition. These factions are the major powers in the known part of the galaxy, but not everyone you encounter will have sworn allegiance to one of those factions (i.e. pirates).

Each faction has a **very different** set of abilities and features. Study them carefully and join the faction that fits your playing style best. You will probably enjoy playing the game several times with different factions.

There are unique uniforms, medals for each faction. Certain ships will also be only available to one or two factions. Each faction has a different ship painting.

II. Reputation, Promotions & Awards:

One of the most exciting features of Smugglers 5 is the possibility to receive a higher military rank, medals and campaign ribbons.

Click on your portrait (“personal status”) on the main screen (travel screen) to view your uniform with the appropriate rank signs, medals and ribbons. The look and name of these items are determined by your faction, this means if you want to see all of them you need to play the game several times starting with different factions.

Whether you are promoted to a higher rank depends on your reputation. Your reputation is your standing within a faction. It is always displayed on the progress bar below your portrait. If the progress bar is full you will receive a promotion or a new campaign ribbon.

Medals are awarded for heroic deeds.

1. **Silver medal:** If you destroy a ship of a higher ship class (e.g. you fly a fighter and destroy a corvette) you receive a silver medal.
2. **Gold medal:** To get the gold medal you have to destroy an enemy star base.

III. War & Cease-fire:

During the game the relationships between the different factions will change. This can have a huge impact on the game. During war all trading routes between the factions are cut, which will seriously affect the price of goods. You might also be attacked by ships of that faction – even in your own territory. Mercenaries should look out for battles occurring as the fleets of both factions start to invade enemy space. You can find out more about the wars in Smugglers in the next chapter.

H. Ship sensors:

I. Overview

In Smugglers we decided to greatly reduce the amount of random encounters in order to increase the game flow. However for the pirates and bounty hunters we needed to find a way to be able to force encounters with helpless (but rich) traders and wanted criminals. The ship sensor screen fulfils this purpose and has become one of the major new features of Smugglers.

II. How to plunder a ship:



When you use your ship sensors by clicking on the radar-like image at the top right part of the travel screen or by using the appropriate icon in your control panel a special display will pop up. On this screen you can watch some radar blips on the sensor screen popping up. Browse through them until you find a nice helpless transporter, which you then choose as your next victim.



Please note that – in addition to ship class and faction – there are differences between the different freighters you can encounter. Carefully read the description, which gives you some hints about the value of the carried cargo. If you are very hard working you might even find one of those rare treasure ships.

When you have chosen your victim just click on the “Attack” button.



After you have – hopefully – destroyed the enemy ship you’ll be able to loot some of their cargo. If you shoot it up you will have less cargo to loot (and it’s quiet some work gathering it up from space). The more professional way is to board the enemy ship and seize their cargo containers. But you will need to have a ship capable of carrying a crew (corvettes or bigger ships) and you might have some casualties doing so.



As a pirate the loot is your primary source of income. How much loot you can carry depends on your free (!) cargo space. This is the reason most pirates prefer weaker ships with more cargo space instead of heavily armed ships that could not even carry a simple can.

Of course you can not only encounter freighters on the ship sensors screen, but different kinds of friendly or hostile military ships, wanted criminals, important military transports and even some VIPs. For the lucky adventurer it is even possible to find and board one of the famous treasure ships transporting riches from the planets in the Outer Rim back to the core worlds.

I. Missions:

I. Overview:

Fulfilling missions is one of the best way of making money in the game and – if it's a mission given to you in an embattled system – will tremendously effect the outcome of the war.

There are many different kinds of missions ranging from search & destroy missions and transport missions up to abductions and leading a whole fleet into battle. So even if you have chosen the profession of a mercenary you might still want to take a look at the mission screen.

You can open the mission selection screen by clicking on the mission button on the control panel of the travel screen:



II. Different available missions:

Getting a bigger ship class will unlock different kinds of new missions.

1. Search & Destroy



e.g.: "We have reports of merchant ships disappearing in this system. Intelligence suggests that this is due to pirate activity. Your mission is to investigate this issue and destroy all hostiles should you encounter any."

2. Patrol



e.g.: “Keeping our support and trading lines safe is crucial for winning this war. Your mission is a standard three NavPoint patrol in this system. Engage and destroy any enemy spacecraft you encounter.”

3. Transport



e.g.: “In order to provide supplies for our outposts, we need you to transport goods to the location named below. You can buy them wherever you like, but get these goods shipped fast.”

4. Ambush



e.g.: “We have a situation here. An enemy capital ship has jumped into the system and is causing trouble. Your mission is to make sure that these troubles stop. We know this ship is bigger than yours, so we are willing to pay you kindly. We also believe that you can succeed.”

5. Bounty



e.g.: “Your mission is to look for a certain criminal that has been raiding our support lines in the past. Use your ship sensors to detect him. He can be in this system or in a system nearby. We want this man dead or alive.”

6. Supply



e.g.: “The government needs you to transport the goods specified below to this location. You can buy them wherever you like, but get these goods shipped fast.”

7. Special forces



e.g.: “High Command wants to deploy a team of Special Forces at this location. Your mission is to transport the team safely and quietly. Try to avoid enemy contact.”

8. Report for duty



e.g.: “As you may have heard in the news there is a major battle going on in a nearby system. You are ordered to report for duty at the local battlegroup commander. Many new missions and tasks await you!”

9. Analysis



e.g.: “Our market analysts require new data. Your mission is to visit at least 50% of all colonized planets and save their current price data to your ship computer.”

… plus 18 other unique missions available that will not be revealed in the manual to not spoil your game experience!

J. Fleet battles:

I. Overview:

As soon as you are able to acquire a battleship a complete new range of missions and possibilities arises. Some of those missions will require you to lead a fleet into battle. Finally if you want to attack enemy space stations and conquer the system you have to engage the heavily defended station with a fleet escort.

The fleet battle screen will automatically come up if your fleet and an enemy fleet engage in a huge space battle.

II. How this screen works:



At the left side of the screen you can see the position of the enemy fleet (red symbols). Left-clicking on them you can browse through the different kinds of ships and plan the battle accordingly.

At the right side you can see the ships of your own fleet and your own ship (at the example screenshot your own ship is hidden by the info window).

You now have different options:

1. Attack target yourself:
After you have selected an enemy ship by left-clicking on it you can engage it yourself by clicking on this button. A space combat screen will come up and you can fight it out.

2. Selected escort attacks:
The good thing of having a fleet supporting you is that you do not have to fight every single ship yourself. Just use this button to delegate the attack and hope for the best.

3. Emergency shield recharge:
It’s possible – your chief engineer said – to bypass the safety systems and directly reload your shields with raw reactor energy. However the radiation can kill a lot of your crew.

4. Retreat:
If you find you cannot win this battle you can retreat and let your fleet cover your back.

III. Victory conditions:

You win when every single enemy ship is destroyed. You lose when your ship is destroyed.

K. The galactic banks

I. The different banks:

In the game you can find:

- Federal bank (Federation)
- Bank of Freedom (Outer Rim Alliance)
- Bank of the Empire (Syndicate)
- Bank of Trade (Coalition)

Beside the name there are not many differences between the different banks. All of them are loan sharks and have specialized on daylight robbery (credit business). If you are doing business with them you will either like or hate them – and most of the time probably the last one. However they can be a valuable help if you just need those couple of extra credits to buy a new ship.

II. Lending money

The banks manage the financial infrastructure of their relevant faction. They are more than willing to lend you some money – but due to the risk involved this venture capital comes at a high price. Extortion is legal in all four factions and the banks make use of this privilege. You can expect to pay interests rates in excess of 150% a month! On the other hand a successful pilot can make twice as much in this time so its not as bad as it sounds.

If you cannot pay back the loan in time the interest rates will double.

It is not advised to retire with a huge loan because this will obviously have a very negative effect on your score and your retirement.

III. War bonds

Banks also sell war bonds. These investments make it possible to influence the

outcome of the war without firing a single shot. The influence ratings and their actual impact can be described like this:

- Low influence = Your investments will hardly be able to win a single star system.
- Good influence = Some less important star systems could be successfully conquered with your help.
- Great influence = Many battles will be decided in your favour. However you would have to constantly spend a great deal of money to keep this influence over a significant period of time.
- Decisive influence = The investments you make incredibly increases the strength of your fleet. You can expect your supported forces to win almost every decisive battle. It is possible to win the war alone by keeping this amount of influence over the necessary amount of time. But it will cost you a fortune!

The amount of influence depends on the current war progress of your faction and the amount of money invested. The fewer systems your faction controls the greater the impact of your money. Large empires will need a lot more money for their vast armies than factions just controlling one faction and having a tiny fleet.

The problem with war bonds is that they bring no profit, but instead are reduced in worth every turn. You should never believe that this is any kind of real investment. You will always lose all your money. However it is clear that real patriots don´t care about this.

L. The governor:

I. Overview:

The governor of a planet is your connection to a faction. You will have to interact with him to thrive and rise up the social ladder.



II. War status:

In the greeting text the governor explains to you the current status of the war. This can be interesting if you want to get to know with which factions your nation is at war with. You could also look at the galaxy map.

III. Amnesty:

If you are flagged criminal, the Governor can grant you amnesty. This will cost you a large amount of money, but you will no longer be hunted as a criminal. This feature required the "amnesty" skill.

IV. Missions:

Completing missions is the normal way to rise up ranks and one good way to earn money. There are quite a lot of different kinds of missions. Depending on your ship class, more and more missions will be unlocked during the game. Of course you can use the mission icon on the control panel of the travel screen to enter the mission selection menu without having to go through the governor menu first.

V. Popularity & Marriage:

The more popular you are with a governor the more events can happen when you choose to talk to the governor. This ranges from an offer of buying surplus battle droids, to being introduced to the governors daughter (and marrying her) and even up to convincing the governor of treason. Visit the governors often, talk to them, bribe them and you might find out about some very useful new game features. Please note that you might have to first join his faction in order to get to the more useful features.

VI. Own empire & system management:

When you have convinced a governor of treason and to support your own rule, you can access the system management screen from the local governors of those systems under your command. The "system management" button replaced the "bribe" button in this case. Read more about ruling your own empire and system management in the specific chapter of this manual.

M. Spaceport bar:

I. Overview:

All kinds of people meet in the spaceport bar. You can find scoundrels, soldiers, traders, smugglers and even common people looking for the thrill of adventure. It is here that you can find the proper crew for your ship, retire from your adventures or just relax with a drink. Enjoy!

II. Order a drink:

Of course you can get a drink at the bar. Probably the barkeeper will also tell you a bit about what has been going on in the system. If you are looking for a pirate hideout in this system – he will most likely be able to help you. Since Smugglers 5 this feature has been silently much expanded and although at first it just looks like it´s not that useful, there are some hidden gems available for those that use this feature often during the game.

III. Hire crewmen

Using this option you can hire different kinds of crewmen for your ship. Please note that each ship requires a certain minimum amount of crew. If you don´t have this amount of crewmen your ship will fly very, very slow. Only crewmen, officers, pirates and droids count for this minimum crew – marines are the best boarding party you can get, but they are lousy at navigation.

Crewmen:



Crewmen are the cheapest and most versatile members of your crew, but they are trained in navigation not in combat.

Officers:



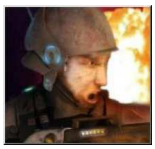
Officers are highly skilled and experienced soldiers that can navigate a ship and can increase the fighting force of your crew by 5% (max. 50%).

Pirates:



If you are committing crimes all other kinds of crew members might rally and leave your ship. Pirates will be used to this kind of foul deeds.

Space marines:



Space marines are the toughest fighting force humans can muster. They are trained and equipped for combat.

Battle droids:



Heavily armed and even better armored these monsters are almost unstoppable. Capture some during crew combat!

Important hint: There are some combinations of crew members that are working especially good together and give a bonus on combat skills or travel speed. This bonus is displayed on the ship status screen (accessible from the travel screen by clicking on the ship wireframe). There are four different combinations possible. We don´t want to reveal them here. Find them out yourself!

IV. Aging & Retirement:

During the game you will become older and ultimately you might become too senile for adventuring, find no enjoyment in further adventuring or have won the civil war. In this case you should retire at your preferred bar.

Although not understood by some players, we consider aging to be an important feature of the game. You can prolong your life using illegal age drugs (which you can get at bars when you have the appropriate age), but ultimately every balanced game must have a turn-limit.

Wondering what you might do in your civil life? This is depending on your final score.

N. Spaceships:

I. Overview:

In Smugglers you can choose from a great range of different ships. Your local ship dealer has everything available from little fighters up to huge cruisers.

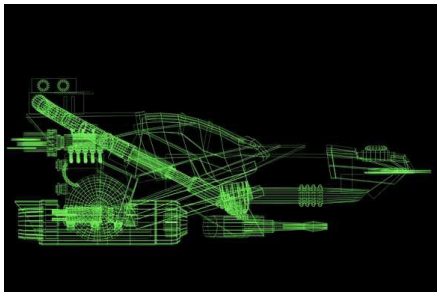
Battleships cannot be bought in Smugglers. You have to find and board a hostile battleship in order to get one yourself.

In Smugglers 5: Invasion you can encounter gigantic carrier ships, which have unique skills.

II. Available fighters:

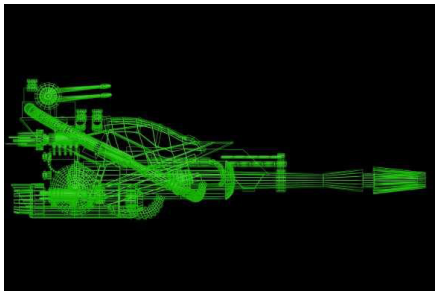
Fighters are the smallest spaceship in Smugglers and can be controlled without a crew. They are not equipped with jump-engines and cannot leave the space system without the help of a larger ship transporting them.

1. Starwolf



Ship class: Medium fighter
Available factions: Federation, Outer Rim, Coalition, Syndicate, Pirates
Description: The Starwolf class is the standard spaceship for all freelance traders, pirates and smugglers. It is a cheap and sturdy fighter, with a relatively large cargo bay.
Special ability: No special ability

2. Stargun



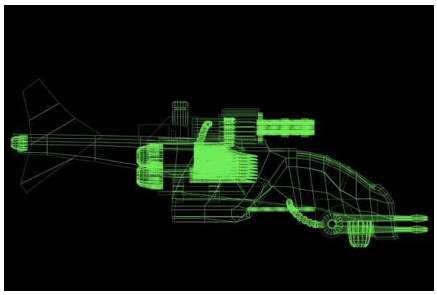
Ship class: Heavy fighter

Available factions: Outer Rim, Coalition, Pirates

Description: In need of a heavy fighter, yet lacking the necessary resources, the Outer Rim Alliance and the Coalition initiated a joint project to modify the old Starwolf class. The new Stargun packs a devastating punch at the expense of cargo space and shields.

Special ability: Energy transmitter - These high-grade and state-of-the-art energy transmitters increase your gun damage by 100% while activated.

3. Avenger



Ship class: Heavy fighter

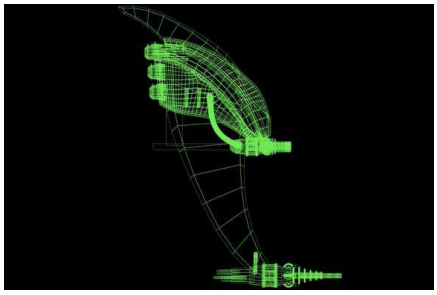
Available factions: Federation, Pirates

Description: The Avenger is the Mars Corporation´s state-of-the-art heavy fighter, with powerful engines, convincing firepower, and durable shields.

Special ability: Minigun - This ship is equipped with a minigun. While activated this ability reduces your action point costs for firing your gun to 1 AP.

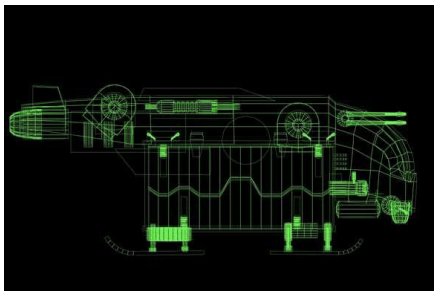
4. Sabre

Heavy fighter



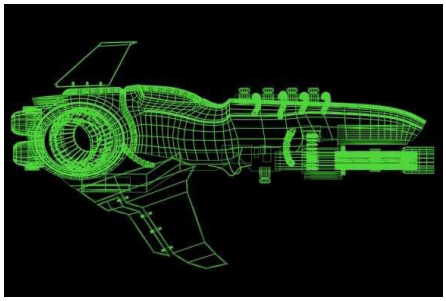
Ship class: Heavy fighter
Available factions: Syndicate
Decription: The design of this cutting-edge Syndicate fighter is unlike anything ever before seen and possibly based on alien technology.
Special ability: Drop all missiles - In emergencies this ship can drop all it´s missiles to increase it´s manouverability and get an additional action point (AP) each turn.

5. Orion



Ship class: Shuttle craft
Available factions: Federation, Outer Rim, Coalition, Syndicate
Description: The Orion II shuttle is essentially an engine and a cockpit build around a large cargo container. It is perfect for transporting goods.
Special ability: ShieldPlus device - By transfering all gun energy to the powerful ShieldPlus device, the ship regenerates 5% of max. shield each turn.

6. Black widow



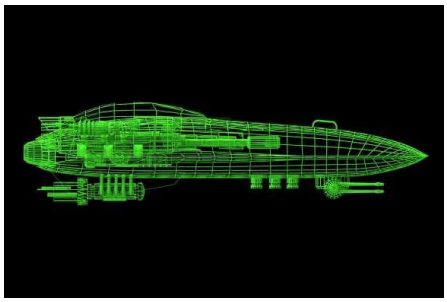
Ship class: Fighter

Available factions: Pirates

Decription: The Black widow ship class has been built for overwhelming the enemy with the superior firepower of built-in turbo lasers.

Special ability: Minigun - This ship is equipped with a minigun. While activated this ability reduces your action point costs for firing your gun to 1 AP.

7. Dart



Ship class: Fighter

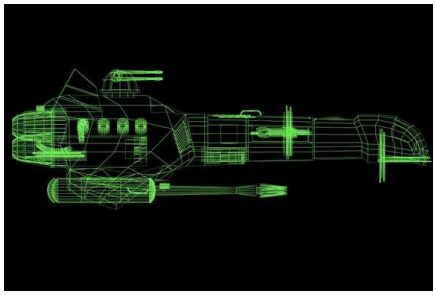
Available factions: Federation

Description: The modern Dart class is a light and very agile fighter. It is known for it´s lightning fast evasive manouvers.

Special ability: Engine boosters - Engine boosters give you a higher manouverability during combat. While activated this ability will decrease the enemies accuracy by 75%.

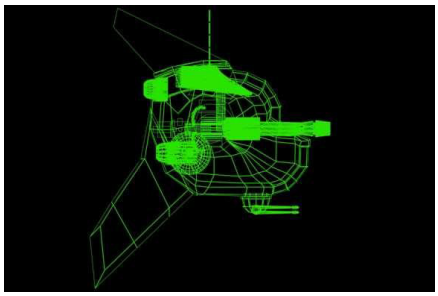
III. Available corvettes:

1. Shadowcat



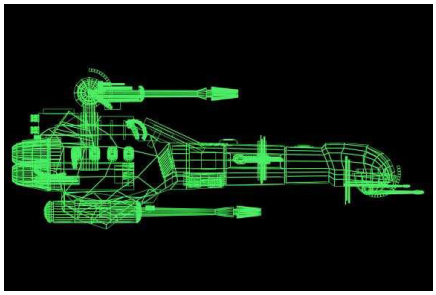
Ship class: Corvette
Available factions: Federation, Outer Rim, Coalition, Syndicate, Pirates
Description: The Shadowcat class is a corvette - a combination of a small trading ship and a fighter. Its the smallest ship known to have jump engines.
Special ability: AECM missiles - This special computer is able to safely guide missiles. While activated the chance to ECM your missiles is reduced.

2. Paladin



Ship class: Corvette
Available factions: Federation
Description: After years of testing, the Federation finally pushed this advanced heavy corvette with supreme shields and tactical systems into production.
Special ability: Fast ECM - While activated this special ship ability reduces the action point cost for using the ECM ability to 1.

3. Hellcat



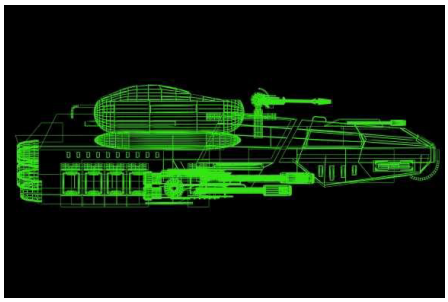
Ship class: Corvette

Available factions: Outer Rim, Coalition, Syndicate, Pirates

Description: The Hellcat - a modification of the old Shadowcat class - has tougher weapons and armor, but comes at the cost of speed.

Special ability: Gun volley - While activated you will need +1 AP for firing guns, but the gun damage is increased by 100%.

3. Thug



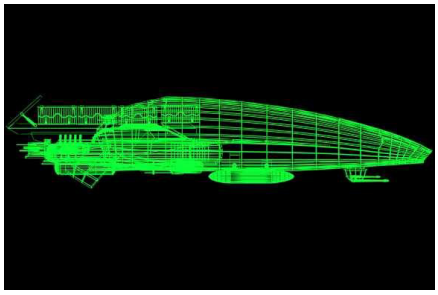
Ship class: Corvette

Available factions: Outer Rim

Description: The Thug class is a heavily armored corvette designed for massive frontal assaults or blockade running.

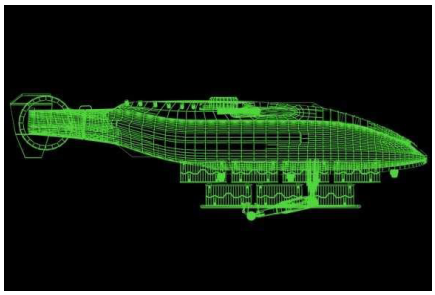
Special ability: Hidden cargo bay - With hidden cargo bays the chance of being caught smuggling contraband is reduced by 25%.

4. Ikazuchi



Ship class: Corvette
Available factions: Syndicate
Description: The Ikazuchi class is a stealth corvette for smuggling or secret operations deep behind the enemy lines.
Special ability: Extended sensors - The extended sensors of this ship will decrease the chance of hostile encounters during travelling by 25%.

5. Merchantman



Ship class: Corvette
Available factions: Coalition
Description: The weakly armed Merchantman corvette has a large cargo space, but is only available in the Coalition and fits the gap between the Orion transport shuttle and the Ferendar freighter.
Special ability: Extended sensors - The extended sensors of this ship will decrease the chance of hostile encounters during travelling by 25%.

6. Orca



Ship class: Corvette

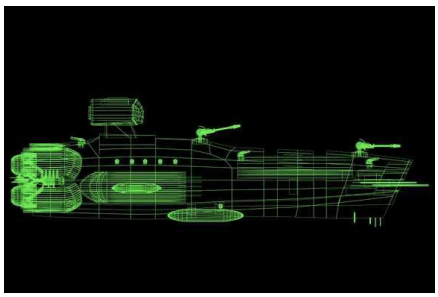
Available factions: Pirates

Description: The Orca ship class is a missile corvette based on the Merchantman ship class where the weak guns and extra cargo containers have been removed in favor of large missile launchers.

Special ability: AECM missiles - This special computer is able to safely guide missiles. While activated the chance to ECM your missiles is reduced.

IV. Available destroyers / transports:

1. Patton



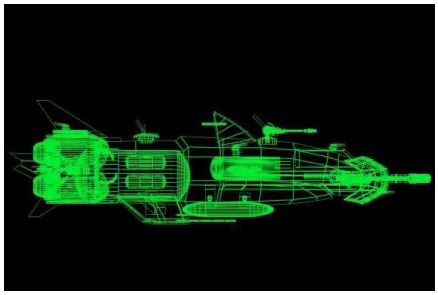
Ship class: Destroyer

Available factions: Federation, Outer Rim, Coalition, Syndicate, Pirate

Description: The Patton is a sturdy destroyer in service for more than thirty years. A proven design that has gained a reputation throughout the galaxy.

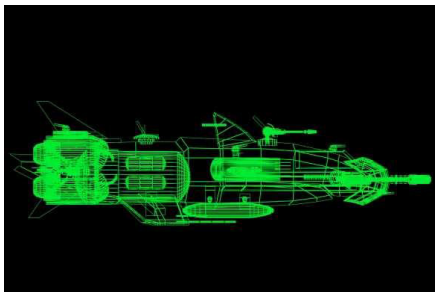
Special ability: Fast missile racks - Fast missile racks reduce reloading time and the action point cost for firing a missile by 1. Recharge time and ability duration is doubled.

2. Shark



Ship class: Destroyer
Available factions: Syndicate, Pirate
Description: The secessionists rely on the Shark for blockade running, smuggling and fast spearhead attacks in enemy territory.
Special ability: Battle droids - A full compartment of battle droids stands ready for boarding attempts.

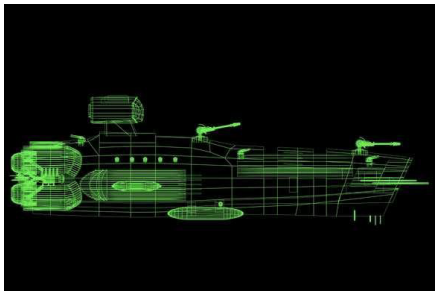
3. Ferendar



Ship class: Transport
Available factions: Federation, Outer Rim, Coalition, Syndicate
Description: The Ferendar class is a cheap medium freighter designed for the more peaceful regions of space. Captains should avoid enemy contact.
Special ability: Extended sensors - The extended sensors of this ship will decrease the chance of hostile encounters during travelling by 25%.

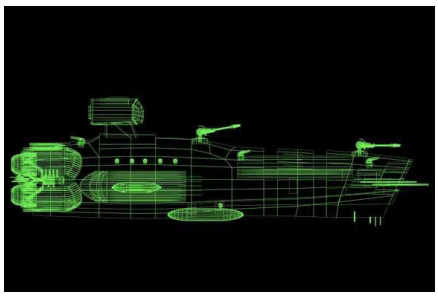
V. Available cruisers / freighters:

1. Neptun



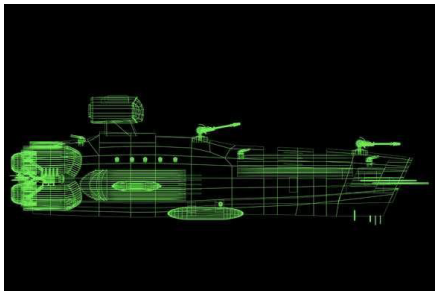
Ship class: Battle-cruiser
Available factions: Federation, Outer Rim, Coalition, Syndicate
Description: The Neptun class is a large battlecruiser with impressive firepower and speed. It has served all factions valiantly for over two decades.
Special ability: Anti-phase emitter - The anti-phase emitter allows you to remove your ship for one turn from this dimensional realm avoiding any damage.

2. Galaxy



Ship class: Freighter
Available factions: Federation, Outer Rim, Coalition, Syndicate, Pirate
Description: The Galaxy class is the largest freighter ever built. In addition to its great capacity, it is able to defend itself should the need arise.
Special ability: Extended sensors - The extended sensors of this ship will decrease the chance of hostile encounters during travelling by 25%.

3. Corsair



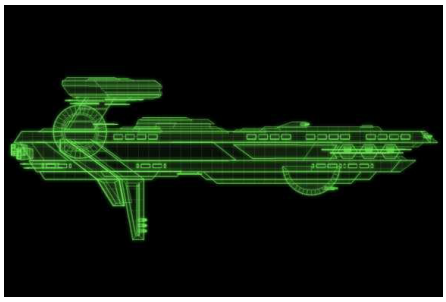
Ship class: Cruiser

Available factions : Coalition, Syndicate, Pirate

Description: The Corsair class is an armed combat transport for high risk operations such as blockade running or smuggling.

Special ability: Hidden cargo bay - With hidden cargo bays the chance of being caught smuggling contraband is reduced by 25%.

4. Avalanche



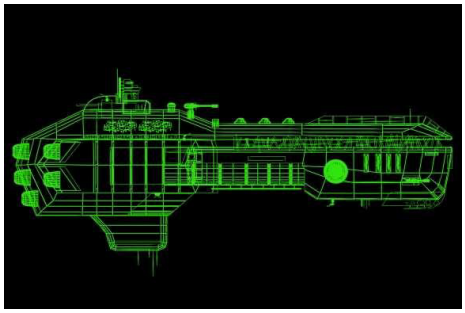
Ship class: Cruiser

Available factions: Federation

Description: The Avalanche cruiser has exchanged missiles against extra large energy cannons and a higher speed and manouverability.

Special ability: Engine boosters - Engine boosters give you a higher manouverability during combat. While activated this ability will decrease the enemies accuracy by 75%.

5. Treasure ship



Ship class: Freighter

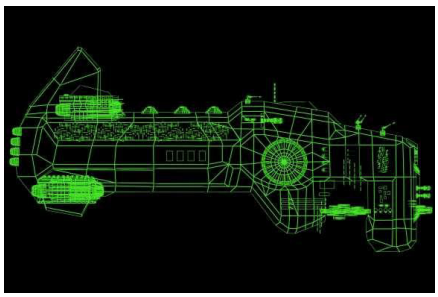
Available factions: Coalition, Syndicate, Pirate

Description: The Treasure ship class is a special transporter built just for the purpose of transporting valuable Federation cargo from the colonies to Sol. You can board and capture it. It has a tremendous cargo space.

Special ability: Extended sensors - The extended sensors of this ship will decrease the chance of hostile encounters during travelling by 25%.

VI. Available battleships:

1. Marauder



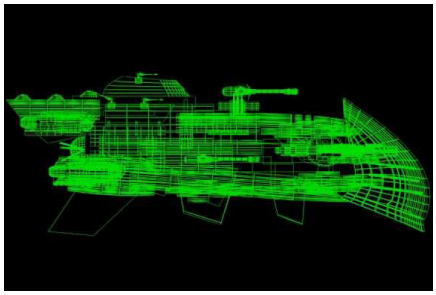
Ship class: Battleship

Available factions: Federation, Outer Rim, Coalition, Syndicate

Description: Strong and trustworthy, this venerated battleship has seen the smoke and scars of countless battles.

Special ability: Energy shifting - While activated the special wiring in this ship allow easier energy shifting giving you +2 action points (AP) every turn.

2. Gettysburg



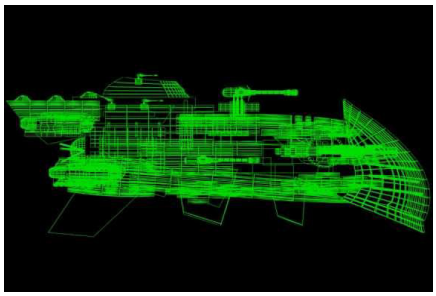
Ship class: Battleship

Available factions: Federation

Description: With the most prevailing shields and the firepower to match, the Gettysburg is the most formidable ship in the Federation fleet.

Special ability: Gun volley - While activated you will need +1 AP for firing guns, but the gun damage is increased by 100%.

3. Stonewall



Ship class: Battleship

Available factions: Outer Rim, Coalition, Syndicate

Description: Named after a famous brigade in the American Civil War, this fearsome ship with its impressive firepower is the sole hope of the secession.

Special ability: Miniguns - This ship is equipped with miniguns. While activated this ability reduces your action point costs for firing your gun to 1 AP.

VII. Other encounters:

1. Starbases



Description: Star bases are the military headquarters of star systems. In order to conquer a star system you can attack a star base directly - if you have the "fleet control" ability only available to fleet officers and bounty hunters.

2. Interplanetary missiles



Description: Interplanetary missiles are as large as any battleship and are usually launched from a planet surface.

3. Asteroid bases



Description: This hidden asteroid base is used for supporting the fleet in this system. A destruction would influence the war. If you are lucky you can find one on the radar.

4. Pirate bases



Description: Pirate bases are heavily defended, but it´s destruction could make this system a bit safer. To attack and plunder a pirate outpost you need to have the skill "pirate buster" only available to bounty hunters. With the right skills you can even buy and command a pirate outpost.

5. Orbital turrets



Description: Orbital turrets are packs of large and deadly turrets with no or limited manouverability, which makes it impossible for them to counter any missiles.

6. Squadrons



Description: Smugglers 5 also features squadrons consisting of a couple of ships.

O. Ship equipment:

I. Overview:

Smugglers offers a wide-range of upgradeable equipment for your ship. Please note that not all equipment is available for every ship.

II. Ship cannons:

1. Laser guns:



Class: Focused energy beam

Description: Laser guns are standard weapons firing a focused laser beam capable of cutting through even the thickest armor.

Availability: Fighters, corvettes, destroyers, cruisers.

Special: No speciality

2. Turbo-Laser guns:



Class: Rapid-firing energy beam

Description: Turbo-Lasers are automatic weapons firing rapid bursts of laser beams. They have lower accuracy and lower damage, but can be fired very fast. Ideal for close-quarter combat, asteroids and mines.

Availability: Fighters, corvettes, destroyers.

Special: Rapid fire

3. Fusion guns:



Class: Strong energy beam

Description: Fusion guns are derived from laser guns, but use a more raw type of energy. They cause more damage, while being less accurate and requiring more action-points (AP). There is a chance of it causing double damage.

Availability: Fighters.

Special: 2x damage chance

4. Particle guns:



Class: Super hot particle beam

Description: These high-end weapons are extremely expensive, but are the best guns you can get for a fighter or corvette. They combine the strength of a fusion gun with the accuracy of a laser weapon.

Availability: Fighters, corvettes.

Special: No speciality

5. Leech cannons:



Class: Sub-dimensional beam

Description: Leech cannons are capable of drawing energy from the enemy shields on a sub-dimensional level. While most of the energy is dispersed, some of it can be used to strengthen your own shields.

Availability: Corvettes, destroyers, cruisers, battleships.

Special: Energy leech

6. Disruptor cannons:



Class: Anti-matter

Description: Disruptor cannons are feared weapons based on anti-matter technology and are able to disintegrate matter. When fired there is a chance that the enemy ship is stunned due to a sudden electro magnetic pulse (EMP).

Availability: Destroyers, cruisers, battleships.

Special: EMP pulse

7. Laser gatling:



Class: Rapid-firing energy beam

Description: Laser gatlings are large automatic turrets firing rapid bursts of advanced laser beams. They can overheat, but the bursts are coming so rapidly there is a chance of intercepting incoming torpedos.

Availability: Destroyers, cruisers, battleships.

Special: Intercept torpedos

8. SuperFusion cannon:



Class: Super strong energy beam

Description: This is an experimental and unstable weapon. It causes great damage, but doing so it uses up so much energy that shields of the firing ship are decreased as well.

Availability: Cruisers.

Special: Own shield decrease

9. Quantum cannon:



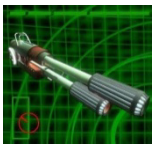
Class: Super strong energy beam

Description: Not much is known about these modern high-tech weapons. These beasts cause unbelievable damage, but there is a chance the own ship is stunned due to a sudden electro-magnetic pulse.

Availability: Battleships.

Special: High damage

10. Long-range laser cannon:



Class: Long-range weapon

Description: Long-range laser guns and cannons are firing focused laser beams over large distances. They are more accurate than standard laser guns and do not have long-range penalties.

Availability: Battleships.

Special: Long-range

III. Missiles:

1. Standard Mk. I:



Class: Missile

Description: Standard-issue missiles that use a combination of image recognition and heat-seeking technology to lead a nuclear warhead to its target.

Availability: Fighters.

Special: No speciality

2. Long-range:



Class: Missile

Description: These long-range missiles are very fast and deliver a good punch. It is reported that the warheads are unstable and sometimes detonate too early.

Availability: Fighters.

Special: Long-range, but unstable.

3. Dummy missile:



Class: Missile

Description: These dummy missiles carry only enough nuclear material to make enemy sensors believe it to be a real missile. Due to its much lower weight this can be reloaded and fired very fast.

Availability: Fighters, corvettes.

Special: No damage

5. Photon missile:



Class: Missile

Description: The photon missile is a greatly improved version of the standard missile technology. It is lightning fast using a quantum based engine and even has some ECM resistance.

Availability: Fighters,
corvettes

Special: More ECM resistance

6. Standard Mk. II:



Class: Missile

Description: The need to equip corvettes with larger missiles lead to the construction of the Standard Mk. II torpedo. It simply carries a larger warhead and has an improved engine.

Availability: Corvettes.

Special: No speciality

6. Photon torpedo:



Class: Torpedo

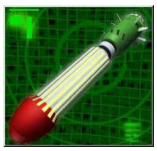
Description: The Photon torpedo is a large missile designed to be used only against capital ships. Setting its semi-active homing system requires the full attention of the crew.

Availability: Fighters,

corvettes

Special: No speciality

7. Proton torpedo:



Class: Torpedo

Description: The Proton long-range torpedo takes twice as long to load due to its large warhead, but the missile itself is very fast.

Availability: Destroyers, cruisers

Special: Long-range

8. Mine Mk. I



Class: Mine

Description: Mines have been developed to counter enemy tractor beams. When deployed they are pulled by the enemy tractor beam to it´s target. The enemy has the choice to turn off the tractor beam or risk great damage.

Availability: Destroyers, cruisers,

Special: Not self-propelled

9. EMP torpedo:



Class: Torpedo

Description: The neutron warhead on this photon torpedo vessel causes an electro magnetic pulse (EMP) to stun the enemy ship.

Availability: Destroyers, cruisers, battleships

Special: More ECM resistance

10. Nuclear mine



Class: Mine

Description: Upon impact this self-propelled nuclear mine causes massive radiation that can kill enemy crewmen.

Availability: Cruisers, battleships

Special: Kills crewmen

11. Anti-matter:



Class: Torpedo

Description: This is the largest and slowest torpedo ever deployed, using the latest in anti-matter technology to cause unbelievable amounts of damage. A battleship can only fire one volley of these large torpedoes.

Availability: Destroyers, cruisers, battleships

Special: Extreme damage

IV. ECM:

ECM is the abbreviation of “electronic-counter-measures”. Those gadgets can be used to destroy or mislead enemy missiles.

1. Standard Mk. I:



Description: This standard ECM system is the most common ECM available for all ship classes.

Availability: Fighters, corvettes, destroyers, cruisers, battleships.

Special: No speciality

2. Standard Mk. II:



Description: This is an improved version of the standard ECM system.

Availability: Fighters, corvettes, destroyers, cruisers, battleships.

Special: No speciality

3. Advanced Mk. I:



Description: The Advanced Mk I ECM-system uses a very complicated and time consuming algorithm to mislead enemy missiles.

Availability: Fighters, corvettes.

Special: No speciality

4. Advanced Mk. II:



Description: For the paranoid captain this ECM system provides the best protection available.

Availability: Fighters, corvettes, destroyers, cruisers, battleships.

Special: No speciality

5 . Anti-Mine:



Description: This ECM is especially useful against space mines (efficiency is doubled).

Availability: Destroyers, cruisers, battleships.

Special: Anti-mine

6. Plasma net:



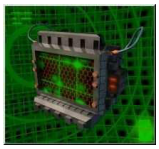
Description: The plasma net ECM casts out a wide-spread net of plasma that physically destroys all missiles on it´s way. It´s a 100% success, but it costs shield energy.

Availability: Battleships.

Special: 100% success rate, but shield leak

V. Targeting system / computer systems:

1. Basic:



Description: This cheap targeting computer is far away from being the best of it´s class, but for most pilots it´s doing the job

Availability: Fighters, corvettes, destroyers, cruisers, battleships.

Special: No speciality

2. Advanced Mk. I:



Description: This advanced version was specifically designed for space fighters and offers several state-of-the-art targeting algorithms.

Availability: Fighters, corvettes, destroyers, cruisers, battleships.

Special: No speciality

3. Advanced Mk. II:



Description: This further development is available in different sizes for all ship classes and provides the best targeting available on the market. Due to it´s experimental nature there is a chance of a gun malfunction.

Availability: Fighters, corvettes, destroyers, cruisers, battleships.

Special: Unstable

4. Price Algorithms:



Description: This special computer browses the local news channels and calculates the current economic situation. You will know the prices of commodities on distant planets, similar to the “trader” ability available in the skill tree.

Availability: Fighters, corvettes.

Special: You get the “Trading” ability

5. Advanced sensors:



Description: This special computer increases the range and quality of your ship sensors. You will be able to detect more blips on your ship scanners.

Works similar like the “tracking ability” available in the skill tree.

Availability: Corvettes, destroyers, cruisers.

Special: You get “Tracking” ability

6. Spy sensors:



Description: Spy sensors allow you to receive and decrypt secret data on the system map.

Availability: Destroyers, cruisers, battleships. **Special:**

Spy sensors

7. Command HQ:



Description: This costly equipment allows you to set up a complete command headquarters on your battleship increasing the victory points you receive from successful missions.

Availability: Battleships.

Special: Increases your influence on war

VI. Engines:

1. Basic Mk. I:



Description: This basic engine is a common sight and available for all ship classes – in different sizes of course.

Availability: Fighters, corvettes, destroyers, cruisers, battleships.

Special: No speciality

2. Basic Mk. II:



Description: This improved version of the basic engine has an increased travel speed. Very useful if time is an issue.

Availability: Fighters, corvettes, destroyers, cruisers, battleships.

Special: Increased speed

3. Basic Escape:



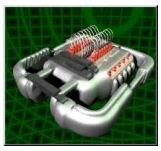
Description: This engine uses a sudden particle burst to enter an unstable sub-hyperspace for a couple of seconds making it possible to escape combat. When equipped it grants the "Flee" skill ability.

It works similar to the “Flee” ability available in the skill tree.

Availability: Fighters, corvettes.

Special: You get “Flee” ability

4. Experimental Combat:

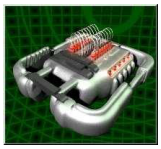


Description: An experimental engine providing an extreme agility at the expense of travel speed. This engine increases the chance of evading enemy fire.

Availability: Fighters.

Special: Combat evading

5. Experimental Compact:



Description: These very compact engines are so small that 50% additional space in your cargo bay becomes available.

Availability: Corvettes, destroyers, cruisers.

Special: More cargo space

6. Experimental Emergency:



Description: This engine is slow, but it is able to bring up an emergency shield when your primary shields drop below a certain degree (you get the "shield boost" ability).

Availability: Destroyers, cruisers, battleships.

Special: Emergency shields

7. Experimental Booster:



Description: This experimental technology increases your maximum shield strength. However due to it´s size your cargo space is limited.

Availability: Battleships.

Special: Stronger shields

VII. Cargo bay:

1. Cargo bay:



Description: Just a plain, big cargo bay filled with endless columns of containers. Several smoke and hazard detectors make sure that even dangerous freight can be shipped safely.

Availability: Fighters, corvettes, destroyers, cruisers, battleships.

Special: No speciality

2. Cargo management:



Description: This special cargo management system is run fully automated by robots, which are able to increase the effective cargo space through the use of highly advanced packing algorithms.

Availability: Fighters, corvettes.

Special: More cargo space

3. Auxiliary shield unit:



Description: This additional reactor is placed in the cargo bay and connected to your primary ship engines. It is able to increase the effective maximum amount of shields significantly, but at the cost of available cargo space

Availability: Fighters, corvettes, battleships.

Special: Stronger shields

4. Cloaking device:



Description: Nobody really understands how this technology works, however this device is able to move the ship from the current space/time continuum. The “cloaking” ability is needed to make use of this device!

Availability: Fighters, corvettes, destroyers, cruisers, battleships.

Special: Allows cloaking

5. Ship hospital:



Description: This useful equipment is a fully automated ship hospital run by materialized holographic projected medics. It is able to bring back 50% of crew members and droids having been put out of service during crew combat.

Availability: Destroyers, cruisers, battleships.

Special: Save crewmen

6. Boarding shuttle:



Description: The boarding shuttle upgrade makes it possible to board enemy ships and increases the amount of crew your ship can carry. You will still need to reduce the enemy shields before starting such an attempt though.

Availability: Destroyers, cruisers.

Special: Allows boarding

P. Abilities:

Since Smugglers 5 every profession has their own unique skill tree, which includes combat and non-combat abilities. For every new rank you are promoted to you will be able to choose one new skill. There are some special events during the game that will allow you to acquire a new skill as well.

Hint: To get more information about a particular ability all you have to do is to right-click on the icon in the game!

Q. Winning the secession

I. Introduction:

The Secession War is basically a set of events and large battles, which your faction will either win or lose. Of course you will want your faction to win the war. Not only would you support their political cause, but you would get the huge score bonus at the end of the game too.

II. Victory conditions:

The faction that is the **first to control 18 or more star systems** will immediately win the war. This represents about two-thirds of all colonized worlds. In such a case this faction will have received such a great influence over the other factions that mankind will unite under their flag.

A faction controlling more space systems has to spread its fleet to cover a vast area of space and its lines will be rather thin. This makes large factions rather ineffective, while smaller factions can focus their fleet on single spots giving their forces maximum impact. So watch out for the small factions!

III. Invasions:

To achieve this, your faction will start invasions of enemy star systems. Every day (= game turn) Smugglers will calculate the outcome of the invasion and either the invader or the defender will receive victory points. The faction with the most victory points at the end of the invasion will have won the battle. In case the invader is successful the star system will join his empire.

IV. How to influence a battle:

In Smugglers you can influence the outcome of the war and a battle through many ways.

1. Successful missions:

Each mission given by the local battle commander and successfully completed will give your faction additional victory points. The amount of victory points is reduced in steps depending on the amount of accomplished missions in this system. So the impact you can get on the battles will reduce with the number of missions accomplished in this system.

Hint: If you have a battleship then you can do twice as many missions before your influence will decrease.

2. Bounty hunting / pirating:

You might notice certain ships using your ship sensors that will for example transport a VIP or certain important goods. In this case the ship description on your ship sensors will tell you that the destruction or capturing of this ship will have a great influence on the war.

3. Trading:

You can influence the war as a trader by fulfilling combat trading missions given to you by the local battle commander. Most traders will rely on war bonds to support their faction though.

4. War bonds:

War bonds can heavily influence the war and are a useful addition to any other efforts you might make. You can acquire war bonds at any local bank (see above for more information).

5. Many other new ways:

Since Smugglers 5 there are many other ways to influence the war ranging from capturing important VIPs, destroying an enemy flag ship, plundering enemy planets and even finding and destroying hidden enemy supply outposts. Explore the game! Since version 1.1 winning a fleet mission battle decisively (that is with as few losses as possible) will hugely influence the battle in the current system.

V. Attacking a star base:

Star bases control and guard a star system. They are heavily armed fortifications similar to the castles in the medieval times on earth. When you are commanding a battleship and your faction is invading a hostile star system you can attack the enemy star base directly and win the enemy star system for your faction. To do so you first need to reduce the enemy strength (for example by fulfilling missions, see above). Then you just click on the “Attack star base” button on the campaign screen. Attacking a star base is a part of the new end-game content first introduced in Smugglers 4. In case of such an attack your fleet will rally around you and you will be given the command of a small fleet battlegroup. On the other hand the enemy star base will be heavily defended by the rest of the enemy fleet and you can look forward to an exciting space battle. You can read more about fleet action in the specific chapter in this manual.

VI. A faction´s capital:

To keep the game balanced the enemies capital cannot be conquered in Smugglers 5: Secession. This means you can never completely eradicate a faction completely. Believe me, the game is much more fun that way.

In the expansion Smugglers 5: Invasion the capitals of the Federation or the Jalkath Empire can be conquered, which immediately ends the war. An exception is when you are ruling your own pirate empire and conquer the capital of your race.

R. Managing companies

I. Introduction:

A new feature since Smugglers 5 is that you can buy and manage your own companies. There are three kinds of companies in the game: agricultural, industry and mines.



II. Production:

A company produces a certain kind of good and uses up a certain kind of resource.

You can see which is which on the left side of the screen. In the example picture above the company requires “super ore” and produces “synthetics”. You can either supply the resources yourself or give the order to automate the purchase of resources. But beware! The more you automate, the less money you will make. It is fairly easy to go aneuver, so you might want to save the game before trying out something new.

III. Debts:

The production of the goods costs money, which is deducted from the companies balance. While you cannot deposit money, you can withdraw surplus money at any time. When your company is indebted you have to pay the debts before withdrawing any stock. Furthermore if the debt becomes too high, the company will go aneuver.

IV. Upgrades:

Each company has five different production levels. With each level the exclusivity of the produced goods and the quantity produced changes. Make careful choices! While at lower levels a fully automated company might work, it will I not at higher levels (that is especially because the company then requires more supplies than can be found in the system alone).

V. Hints:

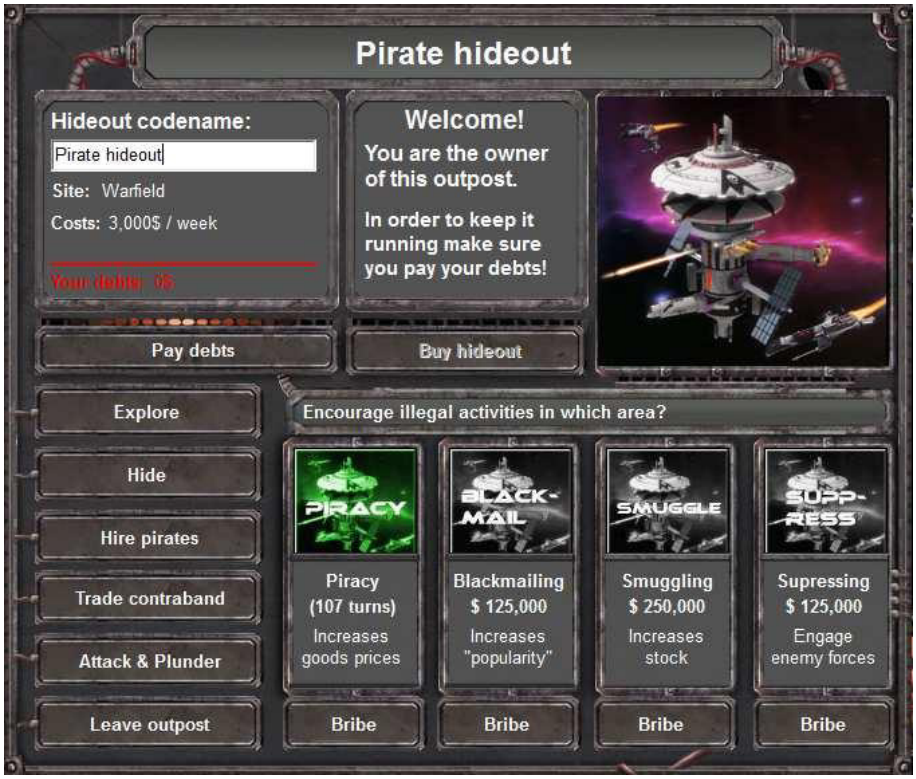
When a system is conquered by an enemy faction you might not be able to access your company for some time. Depending on itßs orders

S. Managing pirate outposts

I. Introduction:

Since Smugglers 5 the options available at pirate hideouts have been dramatically increased. Besides being able to attack & plunder pirate hideouts (only bounty hunter professions!), you can now buy the outpost. It´s required though that you have the necessary skill, which is only available to smugglers and pirates.

What´s important to understand is that the additional options do not per se make you rich or famous. They enable you to influence the game universe and give you the possibility to use other game content to get rich AND famous at the same time.



II. Debts:

Every turn the pirate outpost generates costs (imagine what damages all those drunken pirates must cause!). If you own the hideout, it is your responsibility to pay those debts. If you don´t, you cannot expect the pirates to listen to you.

III. Piracy:

If you let loose the band of pirates from your outpost, you can expect them to wreak havoc on the trading lines in this system. This will result in prices skyrocketing. It´s the same event that can happen randomly.

IV. Blackmailing:

This will increase your popularity with the local governor over a certain period of time.

It can not be increased over 70%. If you want to have a higher popularity you will have to bribe him directly or increase popularity by other means.

V. Smuggling:

This increases the stock by a good amount (roughly x2 or x3). This can be useful if you want to export the contraband to a different system with very high prices and you urgently need a supply base.

VI. Suppressing:

In case the system is under attack by invaders you can ask the pirates to attack and suppress the enemy forces.

T. Your own pirate empire

I. Introduction:

Since Smugglers 5 you can now start your own pirate empire and try to become the scourge of the galaxy (or the first galactic emperor – your choice and not much difference, isn´t it?).

To start your own empire you first have to convince some poor souls that they would be better off under your reign. When you have a very high popularity with a governor there is a chance he asks you about your opinion of seceding. This is your chance to convince him to support you.

II. System management:

You can access the system management by visiting the governor of a system.
The button “system management” replaces the “bribe” but ton.

Since version 1.1. you can access the fleet command of a system from any place in the galaxy by clicking on “fleet command” on the system management screen. The system management screen of any system can be opened on the galaxy map by first selecting the relevant system and then clicking on “managing”.



Please note that every system has a certain amount of tax income depending on the tax rate. If you spend more money than you earn, you will have to pay the expenses from your own pockets (nobody said being an emperor is easy!).

You can spend the tax income in three different ways: For infrastructure, production or defense.

Infrastructure:

Money spend on infrastructure will increase the population and their loyalty to you. A high population increases the tax income.

Production:

A high production output increases the stock of the planets (and pirate outposts) in the system.

Defense:

Quiet logically the more money you spend on defenses, the better the chance to fight off an enemy invasion.

Tax rate:

A high tax rate will decrease the loyalty of the population to you. If the loyalty drops below a certain point, the population might rebel against you and join a different faction.

Debts:

Debts are dangerous for any ruler. At a certain point high debts will significantly decrease the loyalty of the population to you and might cause revolts.

III. Fleet management:

Every system under your rule supplies a fleet to your cause. If you haven´t ordered it on a mission, it stays in the system. In order to check it´s status, upgrade it or give it a command, you have to fly to it´s location.

Since version 1.1. you can access the fleet command of a system from any place in the galaxy by clicking on “fleet command” on the system management screen. The system management screen of any system can be opened on the galaxy map by first selecting the relevant system and then clicking on “managing”.



Status report:

The commanding officer (CO) of the fleet will give you a status report.

Upgrade fleet:

The more important the system is, the larger the fleet they can support. However if you spend cash, you can upgrade the fleet up to a battleship battlegroup. Obviously the larger the fleet, the better it fights.

Order invasion:

You can order an invasion of a neighboring system by using this command button. Note that you can only attack a neighboring system and only if your fleet isn´t just fighting off an invasion.

IV. Conquering the galaxy:

As you are a pirate empire you are constantly at war with every other faction. They are not going to negotiate with you. As you can only start a pirate empire as a smuggler or pirate, you won´t have the “fleet control” skill only available for fleet officers and bounty hunters. This means you cannot attack star bases directly. Still there are many ways how you can help your fleet to successfully invade the enemy system. Beside fulfilling missions or buying war bonds, you can use your radar screen to look out for valuable targets (especially hidden supply bases).

U. Complete list of changes and new features

I. Update to Smugglers 4 V. 1.5:

This update was never released, but still is the backbone of the Smugglers 5 development.

- Reinforcements firepower has been modified: Player reinforcements get more firepower if player has “Combat patrol” or “Deep space patrol” abilitie s. Enemy reinforcements are stronger if enemy ship is a trading vessel or the combat takes place in the enemies capital or region capital. (Completed)
- Reinforcement info changed on ship combat screen (Completed)
- Additional popup info added when getting a reward for destroying a ship from the radar (Completed)
- You can not find enemy traders within the borders of your own faction (except if it´s in a war zone). This is supposed to make pirating more difficult, because you now have to cross borders or risk attacking your “home” faction. (Completed)
- There is now a warning message if your tractor beam has timed out so you can re-activate it before the enemy escapes. (Completed)
- Text display of approaching reinforcements changed. Some text changes concerning reinforcements. (Completed)
- Beta test version of the new ship combat log included (Completed)
- In the options menu you can set that the game shall adjust your screen resolution for “fullscreen” mode (Completed)
- Description of skill “manouvers” is changed (Completed)
- Skill “Discipline” and “Target lock” change positi on in the skill tree.
- Mercenaries now have the ability “Target lock” at the beginning of the game instead of “Discipline”.
- Skill “Focus beam” and “Focus beam II” now require s an active “Target lock” ability to work.
- Skill “Focus beam” and “Focus beam II” now require one additional action point (AP). The total AP needed now is 3 (plus the AP always needed to fire your weapon). For most guns this will make it not possible to use “Target lock” and “Focus beam” in the same turn.
- Game difficulty in general increased (Completed)
- Game difficulty increased for “Veteran” mode, which can be turned on in the options menu (Completed)
- A glitch on the galaxy screen related to the “New Germany” system tag has been fixed (Completed)
- Fix for graphical artefacts on Syndicate and Federation Starwolf pictures (Completed)
- Fix for wrong governor picture displayed on planets from Outer Rim, Syndicate, Coalition (Completed)
- Fix for reinforcements not always making damage (Completed)

- Closing the mission selection screen does not automatically execute a mission event if player has landed on planet (Completed)
- Galaxy map trading screen freely moveable (Completed)
- Info screens on travel and galaxy screen freely moveable (Completed)
- In the fleet battle mode the strengths of your and the enemy forces are determined by the current campaign, e.g. if your forces have almost lost,
- you will only start with a very tiny battlegroup. (Completed)
- End-game content completely checked, rebalanced and revised. (Completed)
- If invasion fails after having lost fleet battle, the “Danger! Invasion!” sign is removed from travel screen (Completed)
- Critical hit damage in fleet battles has been reduced
- Bug fixed with highlighting buttons on trade and info popup screens (Completed)
- Self-damage each turn for “Double speed” ship ability has been Decreased.
- Glitch fixed with the “Wormhole to Carse” text being cut off by the invasion info button (Completed)
- Glitch fixed with the display of text on the TV screen being cut off by the border
- Bug fixed where the use of the built-in dual turbo lasers on the Avenger fighter resulted in a glitch where there was displayed the wrong damage amount for all guns.
- A graphic glitch on the personal status screen has been fixed.
- Bug where you got a report for duty mission to a battle that is not aneuvera (not fixed yet)
- Bug where you still encounter Shadowcat corvettes although your ship is much too big. (not fixed yet)
- Bug where the ZEUS EMP missile (Battleship class) has a negative or weird price number?? (not fixed yet)
- Glitches on graphical display of the galaxy map have been fixed.
- Bug where the dummy missiles took two times as long to reload as normal (originally they should have been two times faster).
- Bug fixed where the enemy didn´t received the AP bonus from the double-speed skill.
- Exploit fixed where you could sell illegal goods at a planet and immediately re-buy and sell them for getting XP.
- Bug fixed where you could still trade when flagged criminal as long as your trade panel is open.
- Bug fixed where the trade prices weren´t always correctly influenced by news.
- Bug fixed where the equipment prices were not calculated correctly
- Bug fixed where Python missile disappeared

II. Update to Smugglers 5 from V. 1.5:

- For replayability the text engine has been greatly expanded and the amount of different mission texts, war declarations etc. have at least been doubled and sometimes there are ten times as many new texts!
- 4 new hero character pictures
- Female uniforms
- 3 new sound effects for hostile encounters
- New skill selection screen with more infos about skills
- Each profession now has their own unique skills and skill trees
- New unique skills & abilities
- Re-design of skill acquiring: You now get a new skill for every promotion you receive.
- Each skill now displays a unique historical or game related quote.
- Complete re-designed ship equipment with exciting new capabilities (a lot less fiddling than in Smugglers 4)
- Each ship gun now has their own sound effects (in design)
- Each faction now has their very own rank titles (like Coalition has German navy rank titles and the Syndicate those of the Japanese navy in 2nd World War)
- Revision and rewriting of the planet and system descriptions including corrections of a couple of mistakes.
- Mission popup screen now freely moveable for easier handling.
- Much more detailed ship status screen displaying you all the statistics you ever wanted to get
- Background planet stories influence pricing up to two systems away.
- Guns and turrets in the game have been rebalanced. To encourage upgrade of guns, any negative effect have been removed. Each weapon now only has a positive side effect.
- Gun special effect message have been removed (not the special effects). This is to avoid interrupting the combat every time the effect happens. Effect is still in combat log.
- Added a new gun: Long-range laser. It features long-range capabilities, which are important for the new combat special event “Long-range combat”.
- The Federation Avenger fighter has got a new scene picture.
- One new torpedo and one new missile have been added to the game.
- Missiles and torpedos now have different impact times depending on type.
- Missile stats rebalanced.
- Rebalancing and redesign of ships special abilities to make them a lot more useful. Most of them can be used like normal abilities, but have a 2 AP cost, a duration of 3 turns and a recharge time of 6 turns. They are powerful, but due to recharge time cannot be used all the time.
- Many skills have been changed, but for example the old “overload gun” skill is now called “scattergun”, has a higher hit chance AND the chance to intercept enemy missiles.
- New ships: Dart and Thug added.

- Your characters age is now displayed on the personal screen. If you get older, your character will look older. By 70 years your hit accuracy and navigation skills (travel speed) decline. There is a cheat to turn aging off – if you really don´t like this feature.
- Illegal good pricing changed making it profitable to smuggle between the borders. The closer to a capital, the more expensive illegal goods are. Syndicate systems now have even cheaper illegal goods.
- Flee chance has been increased.
- Chance of encountering hostile ships has been slightly decreased.
- Encountered patrol ships when being detected smuggling contraband is now weaker (= beatable).
- Chance of being detected shipping illegal goods has been slightly reduced.
- Very low chance of contraband being detected while travelling (especially high in capital systems, jumppoints and battled systems). Speed now matters too when smuggling (the faster you travel, the less likely you are detected).
- Influence of news on goods prices dramatically increased.
- Skill selection – Close button blocked until selection is made.
- Chance of random encounters reduced (traders can use special skills to reduce it even more).
- Chance of random encounters low in capital systems [because they are much better protected]. Chance increased in agricultural and mining systems.
- The combination of different crew members (officers, crewmen, pirates etc.) now not only influences crew vs. crew combat, but navigational speed and ship vs. ship abilities.
- You can now join a different (or if you´re independend your first) faction by visiting a foreign governor.
- The value of used equipment has been increased to 50% (former 25%). This is supposed to make upgrading more attractive.
- Trading legal goods now gives some experience reward.
- Experience reward for trading illegal goods has been increased.
- You can now browse through the trade window using the up and down arrow key on your keyboard (more comfortable comparing of prices).
- Promotions of independents should be not ribbons, but cash rewards (?).
- You can build hidden outposts on asteroids as a hidden storage for trading goods.
- Chance of finding secret data spawns when having spy equipment and the “spy” or “traitor” skill is increased. With traitor skill the maximum amount of possible data found is doubled. Overall amount of data found increased a lot to make this skills more worthwhile. Price for spy equipment has been reduced.
- The effect of the equipment upgrade “Command HQ” on the war effort has been tripled.
- Governor seats are only at the local capitals of a system.
- Tractor beam abilities wear off after 3 and not 4 turns. This increases the incentive for a trader to prolong the fight in order to flee while the tractor beam is turned off.

- Equipment and ship prices for fighters and corvettes have been reduced a lot to make it more interesting to upgrade equipment in early gameplay AND to shorten the first game phase where you have no jump engines.
- Equipment prices for all ships have been reduced a lot.
- Missile dummies now only require one action point making this more useful as a diversion device.
- Now the enemy ships have different experience levels, skills and equipment making them more versatile and forcing the player to adapt his playing style.
- The cargo space of the Shadowcat ship class has been increased to 100 units.
- Missile impact time has been reduced by one turn. This makes missiles more deadly. Do not ignore them!
- You can now leave your faction by swearing allegiance to a different one.
- If a system is cut off from other friendly systems, the prices sky rocket.
- Criminal flags are now faction dependend; this means instead of hiding until your flag wears off, you can cross borders and follow your sinister plans in a different region. That is if you can escape the border police!
- Fleet officers and bounty hunter professions now encounter more experienced enemy pilots requiring them to use their superior skills more carefully.
- Missiles now have another stat: Impact time. For some missiles like the X-ASM you just have one turn to disarm (ECM) them.
- When you are EMPed you are not anymore asked if you really want to end the turn without using up all AP (because you cannot use them).
- Early game has been rebalanced and shortened to reduce the time you need to leave your first star system.
- Each profession starts off with 6 abilities now (Traders, smugglers and pirates get more combat skills to spice up the early game combats. To balance that fleet officers and bounty hunters start with additional travel abilities.)
- You can now found an manage your own companies in the game. There are agricultural farms, mining operations or industry available in different upgrades. You can now grow your own wine in Smugglers 5!
- You can now buy and manage your own pirate outpost. Influence the game world by encouraging smuggling, piracy or blackmailing. You can also use your pirate friends to suppress invading enemy forces.
- Get married to a governor daughter (or if you´re female to the governor himself)!
- If you´re married you can now visit your family and get children.
- It´s possible to change factions at a foreign governor by talking to him.
- If your popularity is high enough, you can now persuade a governor to commit treason and join a different faction or start a new faction under your command.
- In your own pirate faction every system you control will set up a militia fleet. You can upgrade and then deploy those fleets and start invasions of enemy systems.

- In systems under your control you may manage the infrastructure, production and defense of a system as well as the tax rate.
- The better the infrastructure the higher the loyalty of the systems will be to you.
- A good infrastructure promotes the increase of the population and the loyalty to you.
- A high population increases tax income and makes it possible to upgrade a system to a higher production level (e.g. agricultural -> industrial).
- A high production output increases the stock of the planets in the system.
- You decide about the diplomatic relationships of your own faction to other factions and can make peace, declare war or form an alliance.
- As a fleet trader and fleet officer you are older, but start off with a larger ship with jump engines to leave the first star system (a corvette).
- Another new ship added: The “Ikazuchi”, which is a Syndicate exclusive stealth corvette.
- In-game cheats adapted to the new game systems
- You can now try to hunt down and plunder the treasure fleet, which is wandering through the galaxy.
- It is now possible to have more than 8 active combat skills. Player can now switch to a second page of skill listings.
- Freely moveable skill icons on the combat screen. Make up your own skill bars. [This is excluded from the blind compatibility mode, because it is believed that this would complicate matters for blind people]
- Boarding and capturing the cargo bay of an enemy ship gives you now two times as much cargo than if you just destroyed the ship and picked up the remains.
- The newly added nuclear mine kills enemy crewmen (making it easier to board the ship later)
- If you have captured a ship, it´s severely damaged so you first need to tow it to a friendly star port in order to sell it or repair & keep it.
- You now only get the silver medal if you destroy a ship with a higher ship class than yours AND there is no special event (because some special events make it actually easier to destroy the enemy).
- There is a new sound effect when a ship is immobilized (e.g. by EMP hit).
- Added a new pirate spacefighter called “Black widow”, which features a powerful machine gun like turbo laser. Pirate players will start
- with this spaceship.
- Added a new pirate missile corvette called “Orca”, which has only (but very powerful) AECM missiles and a large crew. It´s the new starting ship for Syndicate pirate players.
- Added a new transport corvette for the Coalition called “Merchantmen”. It´s the new starting ship for Coalition fleet traders.
- Added a new Federation cruiser called “Avalanche”, which has exchanged missiles against extra large energy cannons and a higher speed and aneuverability.
- Additional sound effects added for EMP strikes, EMP miss and ECM hit.

- If you don´t have the skill “Syndicate” (then you know the locations of all pirate hideouts from the beginning) and you get criminal flagged for the first time, you get to know ONE pirate hideout automatically
- in order to give you the chance to sit it out.
- With the skill “plundering” you can now raid enemy planets for riches and to influence an ongoing invasion. Owning a pirate hideout in this system will give you reinforcements.
- The game now limits the number of I missions available at the same time to allow more diversity.
- Invasion missions are canceled if invasion ends
- Age restrictions have been rebalanced, but you can now prolong your life with age drugs. I strongly believe in this feature to be an important restriction to promote a more strategic approach to the way you spend the turns in the game.
- You can buy age drugs in the bar (when your hero is 70 years or older).
- You can now get to know the location of pirate hideouts talking to people in the bar.
- You can now get to know the current location of the treasure fleet in the bar.
- More texts added to the bar screen.
- Spy sensor upgrades for the targeting systems are now available for all ship classes
- The governors of the systems part of your own empire have now three different pictures.
- You can get to know the location of hidden storages with secret data in the bar.
- Interplanetary missiles (like cruise missiles) have been added as a new ship class to the game. Destroy them within the short time left before they hit your
- battleship.
- Orbital turrets have been added to the game as a new ship class defending planets against pirate raids.
- With the skill “pirate buster” you can now raid and destroy pirate hideouts for a high reward and to influence the war (if there is currently a battle in this system).
- There are some planet stories that not only let you get to know the location of a pirate hideout, but – if it has already been destroyed – get you to know the location of a new one.
- With the skill “pirate buster” you can now raid and destroy pirate hideouts for a high reward, to influence trade prices and to influence the war
- (if you are on the side of the defending party of an invasion).
- Many new communication options added for communcations with other spaceships.
- You can now increase your chance to find a bounty mission target by communicating with other spaceships and or exchanging gossip in a local bar.
- You can now get to know the location of the treasure fleet by communicating with other spaceships.
- If you are criminal flagged in the specific system you can get to know the location of a pirate hideout by communicating with pirate vessels.
- Even more variation have been added to the kinds of fleets you command or fight against on the fleet battle screen.

- If you are lucky you can find a hidden asteroid base on the radar, whose destruction hugely influences the war.
- Prices for cruisers and battleships have been doubled. This has became necessary as the amount of money you can gather in the game has increased a lot compared to Smugglers 4.
- After plundering a planet you have to wait 360 days until it can be plundered again.
- Combat transport mission (which you get during an invasion) now only feature goods that are useful for the attackers or defenders. New: A black ops variation of the mission where you have to transport illegal stolen data.
- New Save/Load dialog included; Savegame files and general settings are saved in a Smugglers 5 folder in “MyDocuments”.
- Your ships on the fleet battle screen get an advantage to reduce the times you have to really fight yourself in the end-game to the more interesting matches.
- The civil war now ends if one faction owns at least 16 of the 24 space systems.

For changes since the release of the Smugglers 5 beta, please see the changes.txt in the game folder.

- The End -

“Only the dead have seen the end of the war… ”

Plato