

# Trade Wars 2002

## Notes

Scenario	Details
Getting Killed	Loose half alignment and experience when getting killed.
Transwarp Ship	Cost 3 ore/hop
Transwarp Planet	Cost 400 ore/hop
Quasar Cannon	Once in sector, you can see the QCannon reaction level before landing if not shielded.
Quasar Sector Attack	3 ore = 1 point damage
Quasar Atmosphere Attack	1 ore = 1 point damage
Calculating Planet Ore From Quasar Damage	Hit with 1,000pt damage, Planet uses 3,000 ore. If Sector level set to 10% , then the total planet used $1,000 \times 3 = 3,000$ ore, Planet has 30,000 ore
Player Leaves/Expires	Player's assets are assigned to Rogue Mercenaries
Player in your Corp Leaves/Expires	Half of the assets are assigned to Rogue Mercenaries!! (NOT GOOD)

## Tricks

Can Transport to a hostile sector if you have a ship there already. The quasar cannons will not fire unless you move.

Towing an unmanned ship into a hostile sector will not be destroyed by quasar cannons and can be teleported to without the quasar canons reacting!

## Calculating Ore of a Planet

*Quasar Blast!*  
*The console reports damages of 1000 battle points!*

Hit with 1,000pt damage, Planet uses 3,000 ore.

If Sector level set to 10% , then the total planet used  $1,000 \times 3 = 3,000$  ore, Planet has 30,000 ore

Damage 1st Time entering sector(F)	Damage 2nd Time entering sector(S) D=(F-PF)	Percentage $P=(F-S)/F$	Ore Remaining on Planet after 2nd Time $O = 3S/P$
607	589	$= (607-589)/607 = 0.03 = 3\%$	$= 3 \times 589 / 0.03 = 58,900$
589	571		$= 3 \times 571 / 0.03 = 57,100$

## Equations:

$$P=(F-S)/F$$

$$O=3S/P$$

### Planet Percentage

Landing sequence engaged...

This is a SHIELDED planet, you must destroy the shields to land!  
Quasar Blast!  
The console reports damages of 10441 battle points!  
Life Support knocked out! Energy generation shut down!

Planet % =  $10,441 / 57,100 = 18\%$

## Does it make Sense to Warp with Cargo Tran to get Colonist?

**Short Answer: No**

Getting Colonist Using Imp. Starship

- Turns =10, Col=129 | Col/turn = 12.9

Getting Colonist Using Cargo Tran and Imp. Starship

- Turns=39, Col=250+84=334 | Col/Turn = 8.5