

Two Clusters – Security?

Incomplete, for version 0.0.6, date Nov 24, 2017

As you exist in Kain's frigate from Jupiter assault outpost, you may notice something like "Max security" on top left.

This file exists to explain.

↳ Max security: Absolutely no chance of random encounter. Only scripted, event, battle may occur. Lots of NPC traffic.

↳ High security: As long as you stick to nav beacons, no chance of random encounter. Veer outside of influence of nav beacon, there is a very low chance of pirate random encounter. Any random encounter in this zone is weak.

↳ Medium security: You need to stick closely to nav beacons to avoid random encounter. Expect some decent pirate encounter.

↳ Low security: Nav beacon path will no longer protect you.

↳ Anarchy: Scant beacons and high chance of pirate encounter.

↳ Deep space: No random encounter. No traffic, either. No BGM as well.

Supply (AKA attrition) (current max value is 1,000)

Once in space, your ship will begin to consume supply points. Its max value is 1,000 and docking at major stations will replenish it for free. You will also be able to purchase extra supplies for a large fee which will automatically replenish some of your supply points before they run out completely.

*Not implemented! : In max and high security, if your supply points run out, you will be given an option for emergency supply for a large fee.