

Shattered Suns

Cheat Sheet

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MISSION OVERVIEW

Mission	Challenge	Your Fleet	Allies	Time	Reward	Optional
Statia						
Refugee Repairs	Ship Repairs	Station		10 min.		✓
Pirate Hunt	Combat	Single Ship				
Mining Job	Mining	Station		30 min.	100 credits	
Kali Resistance	Combat	Small Squad				
Hao	Combat	Single Ship	✓			
Marion	Combat	Yours + more				
Kam in Hao	Ship Design	Station			200 credits	✓
Miwd						
Miwd	Combat	Yours				✓
Ramia						
Miku	Combat	Yours + more	✓		2 ships	✓
Aurog	Ship Design + Combat	Station			2 ships	✓
Astoria						
Quatol	Combat	Single Ship				
Kam in Astor	Ship Design	Station			2 ships	✓
The Knife	Combat	Single Ship			100 crystals	✓
Oridia						
Phyl	Combat	Yours	✓			
Chi	Diplomacy + Combat	Yours + more				
Indchi	Diplomacy + Combat	Yours + more				
Trexon	Combat	Yours + more				
Afiria						
Arbika	Combat	Yours				
The Hog	Combat	Yours			500 credits	✓
Midia						
Isham	Combat	Yours				
Inday	Mining	Station		30 min.	1,000 ore	✓
Chops	Combat	Single Ship			100 crystals	✓
Oxidia						
Boorsh	Combat	Stations	✓			
Faars	Combat	Small Squad	✓			
Kam in Boorsh	Ship Design	Station			300 crystals	✓

Legend:

Combat Win by destroying enemy vessels
Diplomacy Using diplomacy is important to winning
Mining Win by mining enough resources
Ship Design Win by designing an effect ship squad
Ship Repairs Win by repairing damaged ships

Your Fleet Vessels you command at game start
Allies Ally faction will help you win
Time Time limit before you are defeated
Reward What you earn when you win
Optional Not required to finish the campaign

MISSIONS IN STATIA

Statia is the last free sector at the end of the second Imperial War and the home of Captain Max. The single-player campaign begins as the two empires of Qalan and Trexite invade Hao, one of Statia's three star systems.

REFUGEE REPAIRS

This optional mission gives you a way to ease into the game without jumping straight into a battle. You'll have 10 minutes to repair 30 ships damaged by the Trexites during in the invasion of Hao. Your space station has no builders to perform the repairs and no resources to train them.

Tips to Beat It: Dock as many ships as you can as fast as you can to take the credits, crystals, and ore from the ships' cargo holds. With more resources now on your station, upgrade the station with as many builders as the station's preexisting research will allow. Also upgrade the station to have as many docks as possible. Once your station has the builders and docks it needs, start repairing by docking as many ships as you can at once. When ships have been repaired, dock them on the planet to separate them from the ships that still need repairs.

PIRATE HUNT

Destroy 6 pirate ships plaguing a merchant named Nvii. This is an easy early mission to get your feet wet with 3D combat. Use this mission to get used to 3D space combat and controlling the camera.

Tips to Beat It: There are no special puzzles to solve in this mission. Just attack as best you can. You may want to start by destroying the ship with direct weapons since it can damage your ship faster if it gets into close range. Take this opportunity to learn good tactical dog fighting techniques. Keep your camera focus on the next ship you want to destroy so it's easier to right click on it. This is especially useful when you need to keep commanding your own ship to move somewhere to avoid being attacked, but want to return quickly to attacking your target again. Dogfighting is the hardest thing to do in all 3 dimensions, since there's no planet or moon to focus the camera on. Pick up good camera and 3D flight skills in this mission and they'll serve you well for the rest of the game.

MINING JOB

Earn 100 credits every time you help the merchant Nvii deliver 3,000 each of credits, crystals, and ore to Nvii's top customer within 30 minutes, despite the pirates attacking his customer's station.

Tips to Beat It: Immediately start mining the moon with the most resources. Send your military ship to destroy the pirates, but don't lose track of time so much that you don't mine enough resources. You'll need to find the right balance and timing of conducting research, building mining ships, and later building transport ships. Whenever you finish research that lets you build a better mining ship, use the Del key to order older mining ships to self-destruct. This will free up your population limits so you can build the newer, better ships.

KALI RESISTANCE

Command 6 volunteer ships from the Kali resistance fleet to destroy 10 Trexite ships. Use guerilla tactics to pick off isolated Trexite ships. Watch out for reinforcements from the main Trexite base.

Tips to Beat It: This level requires classic guerilla tactics and an acute awareness of where the planets are orbiting. One of the planets has a powerful Trexite base. Avoid going anywhere near the base. Instead, attack Trexite ships near planets that are far away from the main Trexite base planet. If you're careful about where the planets are and where you attack next, you can pick off up to 9 ships without invoking the main Trexite base to send reinforcements. Then, all you need to do is destroy 1 more Trexite ship to accomplish your mission of destroying 10 Trexite ships.

HAO

Help Ahulu, the leader of the Hao rebels, wage a full-scale revolt against the Trexites, driving them completely out of the Hao star system.

Tips to Beat It: First do the obvious and help the Haoan rebels destroy the Trexite military ships. Then pin down the Trexite builder ship that keeps building new space stations. As long as the Trexites can build stations, they can regain control over Hao. The builder ship can build new space stations faster than the Haoan rebels can find each new station and destroy it, leading to a never-ending chase around the star system. You can pin the builder ship down by destroying its new space stations as soon as they're launched into orbit. This will keep the builder ship docked on one planet or moon until the Haoan rebels are able to destroy all other Trexite stations and join your ship.

MARION

Command your own fleet plus 4 ships and 2 stations from the Marion resistance to liberate Marion from the Qalani Empire.

Tips to Beat It: With a big enough fleet, you can achieve victory with overwhelming firepower. Protect your ships with shield jammers and computer shockers above all else.

KAM IN HAO

Earn 200 credits from Kam, a shadowy Trexite outlaw, by designing a squad of Qalani ships to defeat a Trexite invasion force.

Tips to Beat It: Use a fast, maneuverable ranged ship design to defeat these close-range enemy ships. Design one ship class with normal explosive ranged weapons. Design another ship class with powerful ranged weapons that deliver a shield jammer payload. By working together, the shield jammer ship will temporarily lower enemy shields while the destructive ships lay waste to the enemy's armor and hull. Build 1 or 2 shield-jamming ships and use the rest of your population to build the destructive ships. When fighting the close-range enemy ships, focus the camera on your next victim so it always stays in the middle of the screen where you can quickly right click to attack it. Use numbered ship groups so it's easy to select your ships quickly. This way you can easily use intense dog fighting tactics. When an enemy ship starts to get close to one of your ships, quickly command your ships to fly away to safety, then immediately right click again on your target ship to keep the pressure on your target until it is destroyed. Using these tactics, you can use the superior maneuverability of your ships to avoid close-range combat while still keeping the enemy ships within scanner range.

MISSIONS IN MIWD

Miwd is a distant sector with only one star system, but directly links Statia to Trexon in Oridia. Miwd was conquered by the Trexites on their march to Statia.

MIWD

Use your fleet to destroy all Trexites in Miwd. If you need a bigger fleet, try talking to Jack of All Trades. He'll offer you a mission to liberate Miku and earn a couple more ships for your fleet.

Tips to Beat It: Add more ships to your fleet to win this mission through overwhelming firepower. Visit Jack of All Trades in Kali to get a side mission to help Miku. Don't forget to return to Jack of All Trades after you have liberated Miku to collect the 2 ships you have earned. For 2 more ships, you can also liberate Aurog if you like.

MISSIONS IN RAMIA

Ramia is a two-star sector conquered by the Trexites. Both star systems have grass roots guerilla groups waiting for the right moment to strike the local Trexite occupation forces.

MIKU

Add 2 shiny new ships to your fleet from Jack of All Trades by helping the Mikuine guerillas liberate Miku from the Trexite empire. You'll have 4 Kali resistance volunteers at your command in addition to your own fleet.

Tips to Beat It: First help the Mikuine guerillas destroy the first space station. When the Mikuine guerillas start racing back and forth between two planets to fight the Trexites and a trail of Trexite ships chase after them, pick off the Trexite ships at the rear of the line of ships until most have been destroyed. Then drive the battle home for final victory.

AUROG

Try to build an entire fleet of ships under the noses of the Trexite occupation in Aurog by taking command of a Trexite space station governed by a rebel sympathizer.

Tips to Beat It: First create mining ships to gather resources. One trick you can pull is downgrading your space station as much as possible to redeem its components for credits, crystals, and ore that you can spend on building mining ships. As you conduct research so that you can build better and better mining ships, use the Del key to command obsolete ships to self destruct. This will make room in your population limit to build the new ships. Once you have plenty of resources, replace your mining ships with powerful military ships. When you're ready to go to war, be careful which planet you attack. One planet is very strong and another is much weaker. Conquer the weak planet first. This will enable you to put your own space station into orbit there and increase your population limit, allowing you to build a bigger fleet before taking on the stronger planet. If the AI designs exceptionally powerful ships, you may also need to use good dog fighting tactics to win the battle with the Trexite stronghold.

MISSIONS IN ASTORIA

Astoria is home to the star systems Astor and Quatol. Having fought back against the Trexite Empire, Astor won its freedom, but only for a limited time. Uncomfortably close to Oridia and Trexon, Astor awaits the inevitable Trexite re-invasion that will come through Quatol.

QUATOL

Sneak into Quatol with only 1 stolen Trexite ship armed only with a drill to deliver Capture Virus Bots (CVBs). An entire Trexite fleet will attack your lone ship from the moment you enter Quatol. Against great odds, capture destroy every last Trexite vessel in Quatol.

Tips to Beat It: This is a fun mission that clearly shows how ship design can triumph over unit spamming. Use your ship to capture the nearest Trexite station. Depending on where the

station is when the mission begins, you may actually start getting attacked by Trexite ships before you capture the station. Don't give up. Make sure you capture the station as fast as you can. The instant you capture the Trexite station, order your ship to run for its life. Now you'll need to use the Pause key a fair amount to conduct 2 parallel missions: (1) Keep the space station safe while the Trexites attack it and (2) run your ship to the other end of the star system to capture the other 2 Trexite space stations while the Trexite ships are distracted trying to destroy the first station you captured. To keep your space station safe while under intense attack from the Trexite ships, first convert all the resources on the station into ore. Then continuously upgrade the station's armor as the Trexites try to break through it. Just keep upgrading the armor before it goes below level 1. That way the hull of the space station will never be damaged, because the Trexites will never get past the armor. Of course, if your ship doesn't capture the other 2 space stations fast enough, you'll run out of ore and won't be able to protect your space station anymore, so be careful about timing. Once your ship has captured the other 2 Trexite space stations, use them and their captured resources to build yourself a powerful fleet of ships. Once you have your fleet, attack and destroy all the Trexite ships to win the mission.

KAM IN ASTOR

Earn 2 new ships for your fleet by helping the mysterious Trexite outcast Kam to design a squad of Trexite ships capable of defeating the personal security squad of a rival Trexite general.

Tips to Beat It: Use a close-range design to defeat these longer-range enemy ships. Design a close-range ship with scanner jammers as ranged weapons, tractor wave autoemitters, shield-jamming pulse weapons, and a ramdrill direct weapon with an explosive payload. Such a ship design will allow you to first fire ranged weapons on a target, knocking out the ship's scanners. When the enemy ship's scanners are gone, it will have to come closer to your ship to get a lock and fire its blasters at your ship. When it gets close enough, your ship's tractor wave will pull the ship into close combat where the pulse weapon will knock out the ship's shields and the direct weapon will drill into the ship causing direct damage. This is just one design capable of winning this mission. You may discover others as well.

THE KNIFE

After assassinating the pirate syndicate boss known as The Knife, his goons don't appreciate you very much. Defeat the pirates who attack you. Since you're operating under cover, you'll be all alone and won't be able to use your fleet.

Tips to Beat It: The dirty little secret is that you can't lose this mission. If you're destroyed, you'll escape in your escape pod. Then you can continue in the campaign interface along the same storyline you would encounter if you had won the mission.

MISSIONS IN ORIDIA

Home to Trexon, the Oridia sector was the first sector to fall to the Trexites. Although the Trexites hold an iron grip on Phyl, the star systems of Indchi and Chi remain fractured by various warring factions.

PHYL

Use your fleet to defeat the Trexite occupation in Phyl along with your local Phylite allies, establishing your own base from which to attack Trexon itself.

Tips to Beat It: Use overwhelming firepower to win this mission. You can accumulate more ships in your fleet in places like Miku, Aurog, and Miwd before entering Phyl.

CHI

Use a mix of diplomacy and combat to conquer all 4 warlord factions and the Trexite faction as you search for information about where the Trexites imprisoned Seeng-Si.

Tips to Beat It: Diplomacy can make a big difference in this mission. Negotiate with enemy factions to sign contracts that turn them into your allies while you devastate your other enemies. When your other enemies are defeated, then turn on your allies. Just be aware that other factions can be as deceitful as you can. For this reason, it's often a bad idea to give another faction a lot of resources up-front, since they can take the resources and then immediately break their contract with you. The more powerful you become and the weaker another faction becomes, the easier it is for you to convince the other faction to form an alliance with you. If you shoot a faction's ships and stations, you will cultivate that faction's hatred for you, making it harder to convince the faction to become your ally.

INDCHI

To find information about Seeng-Si's whereabouts, you'll need to conquer the local Trexite fleet, the pro-Oxidian colonialist faction, the pro-Independence faction, and a rising Indchiite dictator. When Indchi is finally subdued, it will be up to you to choose the future of the Indchiites. Will they return to being an Oxidian colony? Or will you give them independence? Each option has its costs.

Tips to Beat It: See the tips for Chi. The same tips apply here in Indchi.

TREXON

In this final battle of the single-player campaign, you must defeat the Trexite Empire on their home turf. While your fleet fights the Trexites, they will build reinforcements to hit you with an unending barrage of fighters. Can you lead your fleet to victory against such odds?

Tips to Beat It: Reinforcements are your worst enemy in this mission. First, you'll need as many ships as you can get to beat this mission. Since your fleet is mostly destroyed in Qalan, you may need to perform a few side missions, such as helping negotiate peace in Espala, to earn more ships before entering Trexon. Even with overwhelming firepower, you'll run into a big problem with Trexite space stations pumping out reinforcements for the ships you destroy while you have no reinforcements to rely upon. One solution is to capture a Trexite station to create your own reinforcements. The Trexites will try hard to stop you from capturing a station. Another approach, perhaps easier, is to get the Trexite ships to chase after one of your ships. Then run them around all over the star system on a wild goose chase while the majority of your ships destroy the Trexite stations. When the Trexite stations are destroyed, you can then go into direct battle with the Trexite ships, knowing that reinforcements will no longer be built each time you destroy a Trexite ship.

MISSIONS IN AFIRIA

Afiria is a two-star sector on the fringes of the Qalani Empire. With a long history of occupation by Oxidian forces, Afiria was easily conquered by Qalan and requires few Qalani forces to enforce order, since the Qalani were seen as yet another in a long line of conquerors.

ARBIKA

In this easy combat mission, quickly destroy the Qalani ships in Arbika. A local Arbikan leader will send his liaison, Muunt, to thank you. Muunt will lead you to the orb, the super weapon Laag has been researching.

THE HOG

After wiping out all other top-level pirate syndicates, assassinate the one remaining pirate boss, The Hog. Just one problem: You don't know where The Hog is, so you'll have to wipe out all of the pirates in Arbika to make sure The Hog is dead. Since you've already wiped out every other pirate boss, blow your cover and use your entire fleet to wipe out The Hog's fleet.

Tips to Beat It: Unlike the other missions you fight in your Anti-Piracy Enforcer quest, you must win your battle against The Hog. If you lose, your escape pod will redock in a replacement ship and you'll rejoin the battle until you do win. You won't need to destroy The Hog's space station, so stay away from it. You'll achieve victory once you have destroyed all of The Hog's ships. First concentrate your firepower on the ships with shield jammer payloads in their ranged weapons to destroy them first and minimize your own losses.

MISSIONS IN MIDIA

Divided between the two empires, the sector of Midia includes the Qalani-occupied Isham star system and the Trexite-occupied Inday star system.

ISHAM

Prove your loyalty to Maamd and beat the Qalani to the orb super weapon by wiping out the small Qalani force in Isham. With your fleet, this should prove to be a quick and easy mission. Accomplishing the mission will help you find the orb.

INDAY

Mine 10,000 crystals in under 30 minutes for Mayor Shaami, a local political leader who desperately wants to keep the peace with Inday's Trexite occupiers. Succeed and you'll earn 1,000 ore. Fail and the Inday people will pay in blood and enslavement.

Tips to Beat It: The station you are given is not orbiting a planet with enough resources for you to be successful. As soon as the mission starts, send 1 builder ship and all the mining ships you can build to the outermost planet in the star system. The outermost planet has more resources than all other planets or moons. Immediately build a station in the outermost planet's unused orbit. Start your mining ships mining the planet. Make sure they don't go back to their original station to drop off the resources, but instead deliver their cargo to the new station. Continue sending your builder ship to build new stations all over the star system. The reason for building more stations is not to use the stations, but to increase your population limit. As your population limit increases, continue to build more mining ships. Also, upgrade the space station at the outermost planet so to build mining ships with bigger cargo holds and more mining crew. Before long, you will have lots of mining ships with lots of miners hauling lots of crystals from the outermost planet to a nearby station. If you acted fast enough, victory will become inevitable.

CHOPS

Assassinate Chops, the pirate boss based in Isham, but beware. His gang of pirates will immediately descend upon you. Defeat them before they destroy you. Since you're on a covert mission from the Anti-Piracy Enforcers, you won't be able to use your fleet.

Tips to Beat It: Like The Knife, the dirty little secret is that you can't lose this mission. If you're destroyed, you'll escape in your escape pod. Then you can continue in the campaign interface along the same storyline you would encounter if you had won the mission.

MISSIONS IN OXIDIA

Home to Qalan, Oxidia was the first sector to fall to the Qalani Empire. The last star system to fall to the Qalani, Boorsh has hidden its fleet from the Qalani, planning for the day when they can launch a decisive battle to drive the Qalani from Boorsh permanently.

BOORSH

Command 3 space stations in the battle to rid Boorsh of the Qalani occupation using inter-planetary missiles (IPMs) to provide long-range artillery support for the Boorshi fleet.

Tips to Beat It: Make sure 1 of your stations uses a shield jammer or computer shocker while the others use explosive payloads. Keep all 3 stations concentrated on the same targets at the same time for maximum impact. Concentrate your fire on enemy ships with direct weapons to destroy them before they destroy too many of your ally's ships. After the enemy's close-range ships are destroyed, concentrate your firepower on enemy ships with shield jammers.

FAARS

Command an elite squad of captured Qalani ships to help the Boorshi fleet liberate Faars. Your ships are outfitted with unique Qalani technology that lets them upload a computer virus to enemy vessels using ranged blaster weapons. Once fully uploaded, the virus initiates the enemy's self-destruct sequence.

Tips to Beat It: You can have the biggest impact on the outcome of the battle by destroying the enemy space stations. The biggest problem your allies have is that the enemy's space stations continually build new reinforcements to replace the ships your allies destroy. Since the AI actually learns what ship designs do the best job of destroying you and your ally, the reinforcement ships are often far more powerful and effective against you than the original ships. Since your squad has ranged self-destruct viruses, you have an advantage your allies doesn't have. Viruses can be uploaded through the enemy's shields, and the station cannot upgrade itself to undo the virus upload. Once the virus is fully uploaded, the station's self-destruct sequence is initiated and the station is completely destroyed all at once. The only defense the enemy stations have is an advanced defense, which only slows the upload process. In other words, your allies cannot destroy stations nearly as fast as you can. So, it's up to you to destroy all enemy stations as fast as you can to stop the flow of enemy reinforcements. Once the enemy stations have been destroyed, you will most likely still need to help your allies destroy the remaining enemy ships.

KAM IN BOORSH

Earn 300 crystals from the Trexite renegade Kam for designing a squad of Station ships to defeat a new, advanced, and deadly Qalani attack squad.

Tips to Beat It: Refer to the tips for the other 2 missions with Kam in Hao and Astor. In Astor, Kam asked you to design ships that would defeat a squad of ranged ships. In Hao, Kam asked you to design ships that would defeat a squad of close-range ships. Now in Boorsh, you will face a balanced squad of both ranged and close-range ships. You will need to use all of the ship designs you made in both previous missions for Kam. To further improve these designs, you may also want to change your shield-jamming ranged ships into computer-shocking ranged ships.

MISSIONS WITHOUT GAME PLAY

Some missions in Shattered Suns do not involve loading a game play level. These missions take place entirely in the IM-like campaign interface. Here's a summary of some of these missions.

THE ORPHANS

After you've liberated some star systems in Oridia, you may run into a slaver in Indchi named Khlai Kvash who becomes offended by your attitude towards slavers. He'll challenge you to trade members of your crew in exchange for war orphans he has taken as slaves. If you want to save the orphans, you'll need to find a way to trade with Khlai to win their freedom.

Tips to Beat It: Go to Quatol where locals will offer Mot some Trexite soldiers as war prisoners. Return to Khlai Kvash in Indchi and trade these POWs for the orphans. Then go to Phyl to ask Maora Moy to take care of the orphans as if they were her own. Phylites will be impressed with what you have done and 2 new ships will join your fleet.

MYSTERIOUS CARGO DELIVERY

In Boorsh, you may be approached by Thomas Prentice to carry secretive cargo to Matthew Kraft in Marion for a payment of 500 ore. If you accept the mission, you'll be in for a little more than you sign up for.

Tips to Beat It: In Marion, you won't be able to find Matthew Kraft, but Citron will discover a company specializing in finding people. Contact the company. The customer service operator, Neoice, will help you find Matthew if you do her a favor and scare her ex-boyfriend in Kali. After she helps you, you'll find Matthew Kraft, but he won't be able to take the cargo. You'll learn the cargo is a screech, an endangered species native to Arbika which emits acids capable of eating through most metals. The screech can only be let out of the special cargo container once Matthew's station has a screech habitat made out of a highly specialized substance known as X37. Go to Jack of All Trades in Kali to obtain X37 and give it to Matthew Kraft. He'll finally be able to accept the cargo and you'll be able to collect payment from Thomas Prentice back in Boorsh. You'll earn 100 credits as commission from Jack of All Trades, 200 crystals from Matthew Kraft for all the trouble, and of course the 500 ore originally promised to you by Thomas Prentice.

ESPALA POLITICS

After Espala is liberated from the Qalani Empire, you'll discover a new conflict is brewing there. An ancient conflict between the people of the planet Phiro and the rest of the Espala star system. Will you bring a lasting peace to Espala or allow Espala to descend into centuries of internal warfare?

Tips to Beat It: Be careful how you handle this diplomatic mission. If you say the wrong thing, you may be locked out of Espala or unable to complete the mission because you have offended a faction too deeply. Negotiate between Espala Admiral D'kir Virkasha and Phiri rebel leader Bwaksi to get both parties to agree to a power-sharing coalition government. When you leave Espala, you may run into someone named Nayshyoont in Kali. He'll let you know that the negotiations have broken down. Return to Espala and negotiate with the admiral and Bwaksi again until you promise to find a former Phiri leader named Kwanaw. You'll find Kwanaw in Kali. Convince him to return to Espala. The next time you return to Espala, you'll find that Kwanaw has bridged the diplomatic gap and a lasting peace is now in place. Since Bwaksi is able to disarm the Phiri rebels, he will donate 4 ships to your fleet.

YOUR QALANI P.O.W.

After destroying the Qalani Empire, a Qalani woman named Loitha will beg you to release her husband, a Qalani soldier captured by your fleet as a prisoner of war. Will you release the prisoner now that the war is over? Will you keep him prisoner? Or will you have him executed?

Tips to Beat It: Releasing the prisoner will cause 4 ships to leave your fleet in disgust, wondering what they fought for. Keeping the POW imprisoned or executing him will have no tangible consequences.

ANTI-PIRACY ENFORCERS

In Marion, you may run into Officer Benn with the Anti-Piracy Enforcers (APE). He offers you a bounty of 500 credits to hunt down the top 5 pirate bosses throughout the known universe, assassinating them, and bringing Officer Benn their heads.

Tips to Beat It: After accepting the mission, you'll meet Knuckles in Hao. He is an under-cover APE agent who will introduce you to the first pirate boss, The Hacker. Promise The Hacker you'll help him by delivering a package to a second boss, The Hog. Go to Arbika, deliver the package, and then promise The Hog you'll assassinate The Hacker for him. Return to Hao, collect your 100 ore from The Hacker, then assassinate him and return to Arbika to collect your 100 crystals from The Hog. Agree to do the next job for The Hog, assassinating The Knife in Astor. This time, the pirates in The Knife's syndicate will attack you as soon as you assassinate The Knife. You'll only have one ship to defend yourself. Next, return to The Hog in Arbika, collect your 100 crystals, and agree to the next job, assassinating Chops in Isham. Again you'll be attacked by Chops' pirates after you assassinate their boss. When you return to The Hog in Arbika for your reward, he'll reveal he knows who you are. Convince him to give you the location of the last pirate boss. The Hog will pay the 100 crystals for killing Chops and tell you where to find Giggles, the last pirate boss aside from The Hog himself. Assassinate Giggles. His men won't attack you. Then return to The Hog to assassinate him. The only way to assassinate The Hog is to use your entire fleet to destroy The Hog's entire fleet, so the battle will be bigger than those with the other pirate bosses. When you're done, return to Marion to collect your 500 credit bounty from Officer Benn.

HACKING IMPERIAL BANK ACCOUNTS

Use logic to crack security codes and gain access to Trexite and Qalani bank accounts through abandoned terminals. But watch out. Every time you enter an incorrect code, the terminal's security protocol will destroy one of your fleet's ships.

Tips to Beat It: In Batu, crack into a Qalani bank account using the code 45, taking credits. In Phyl, crack into a Trexite bank account using the code 271, taking 700 credits.

TRADE ROUTES

Earn extra resources as you travel the known universe by transporting goods between companies in different sectors.

Tips to Beat It: Bok in Phyl trades with Woilam in Kali. Kanoaku in Hao trades with Jaaphi in Boorsh. Gorph in Marion trades with bMoil in Isham. Once opened, trade routes stay open until the end of the campaign, giving you a way to earn extra resources repeatedly until the campaign ends.

QALAN AFTER THE ORB

Qalani refugees who survive your super weapon attack beg for your forgiveness and help. Will you save them by giving up 3 of the ships in your fleet, leave them to die, or execute them yourself?

Tips to Beat It: Helping the refugees means giving up 3 ships from your fleet, which will make the upcoming battle with Trexon more difficult. Doing nothing for the refugees has no tangible effect. Executing the refugees disgusts your own fleet so much that 4 of your ships decide to leave the fleet.

THE TREXITE SPAWN

What will you do when you're given 3 Trexite spawn that have just recently hatched? Will you execute them simply because they're Trexites? Or will you try to return them to Trexon before they die from prolonged separation from a Trexite hive?

Tips to Beat It: This side mission has no good answer and no rewards. After you are given the spawn in Astor, you can try to return them to Trexon by asking a Chiite captain to take them to Trexon on a routine supply route. However, you'll find out later in Astor that the Chiite captain was a member of the Chiite guerillas, who killed the spawn in an act of vengeance instead of returning them to Trexon.