

The background of the entire page is a semi-transparent image of a large, grey Terran battleship (DDTC) in space. The ship is viewed from a low angle, showing its complex hull with various panels, windows, and protrusions. In the upper part of the ship, a large, circular structure resembling a bridge or command center is visible. The ship is set against a dark space background filled with numerous small, distant stars. On the left side, a portion of a planet with a blue and white atmosphere is visible, suggesting the ship is in orbit or near a planet. The overall lighting is soft, highlighting the metallic textures of the ship.

DDTC

Version 1.4

For

X3 Terran Conflict

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Introduction & Overview

History:

The origins of DDTC go all the way back to X2 The Threat, and one of the very first graphics modifications for the "X" series of games – The Deadly Ship, Station & Galaxy Mod (aka SS&G). At that time, simply being able to add custom ship models into the game was a "big deal", and the small community of X2 modders had a great time reverse engineering the basic things we now take for granted...configuration files (TShips, TCockpits, etc), docking, animations...you name it. Remember, initially there were no tools or documentation! Of course it didn't take long for the "X" community to step up and take advantage of the incredibly "moddable" X2 game engine, and we soon had some very handy tools, and a great deal of useful information was being shared in the Egosoft forums. All in all, a good time was had by all!

With the release of X3 Reunion, the SS&G mod evolved further into DDRS (DeadlyDa and Red Spot). DDRS continued with the SS&G tradition of adding new ship and station models into the game, but instead of simply loading all the new ships into a shipyard, we made the player work a bit; ships were introduced gradually as the player completed missions. Perhaps even more important, DDRS introduced the very first true player HQ, with the ability to break down and manufacture ships.

...and of course, now that the "X" series of games has matured into X3 Terran Conflict, it shouldn't surprise you at all to find we have developed DDTC for your playing enjoyment!

Change Log:

Version 1.4 – 10/21/2011

- All ship and station models now include the collision mesh information to avoid/minimize NPC collisions.
- Updated and re-incorporated the Brand-X UniCap scripts from DDRS. Only the manual trigger has been included.
- Numerous MD code changes and updates.
- In order to ensure that text is properly displayed, dialogs now use abbreviations (MMRS & DTS) instead of spelling out the full faction name.
- Start threshold for both MMRS and DTS missions adjusted; to unlock the DTS missions you will need to reach a traderank of 80, and to unlock the MMRS missions you will need a fightrank of 100.
- New "scratch-built" TP ship model replacing the Teladi Cormorant. The mesh was designed to better reflect the Cormorant's ability to deploy boarding pods. Old mesh is still used as the Terran Chukker.
- The Charon TS has been resized.
- The DTS "return wares" mission (M04) has been altered such that it no longer always uses the Pirate Base in New Income as the source station.
- The 2nd reward ship for the Teladi changed to the Osiris TM, as the Cormorant is worth too much.

- The cost of the Teladi Cormorants reduced to 6m credits.
- Timings and mission probabilities for DTS adjusted.
- Added a new custom start: Zen Master. You start out in Elena's Fortune with a nicely tricked-out Starfury, 10 Salvage Insurance, and 50k credits.
- Moved MRB closer to the middle of Unknown Sector, thereby shortening the time required to reach the station from the gates.
- Changed/corrected background in sector Emperor's Wisdom.
- Altered interval timing between SY missions.
- Added the Yaki Tanto, a handy little M5P.
- New custom start: Knife Fighter. You start out in a fully loaded M5P Tanto in Savage Spur, and just about everyone hates you. This is a very tough & slow way to begin to the game.
- Rotated various SYs so they face the gates (again...not sure how it got reverted).
- Added another new ship model; Paranid M5P Theron. It is fairly fast, but with very light armament. For an M5 class ship, it has an unusually large cargo capacity and is well shielded. It is intended to be used for satellite deployment and small-wares fleet re-supply.

Version 1.3 - 3/20/2011

- Added four new ships:
 - Split M1 - Jabberwok
 - Terran M2 - Loki
 - Terran TM - Idun
 - Boron M3 - Kusangi
- DDTC Unleashed variant added. Jaga Telesin has kindly given permission to create a "low overhead" variant of DDTC, based on the Jobs and JobWings files from his Unleashed mod. The DDTC-specific elements have been merged.
- Fixed the lasers & turrets on the Achilles Gunship (M6).
- Toned down the "never-ending" sector patrols that tended to occur late in the game as the player's combat reputation increased.
- The Naginata received an extensive rework, including quite a bit of texture tweaking. Docking & un-docking from the large internal hanger is no longer a problem.
- The Venom textures have been fixed and no longer "wink in and out" of view.
- The Split and Teladi shipyards have been rotated so that ships now have a straight line shot from the gates. This should eliminate the problem with ships on autopilot crashing into the SYs.
- Numerous MD code additions, alterations and corrections.
- Numerous text errors corrected.
- Changes to the Boron Industrialist custom start:
 - Removed Silicon mine from the Poseidon. (With the 3.0 patch, there seem to be more silicon mines available.)
 - Increased eCells on Poseidon to 5000 to "kick start" the Wheat farm.

- Replaced one of the Firefly TS ships with a Sturgeon TS-SF. with all standard upgrades plus Trade Mk3. Allows the player to get a sector trader going early for some extra credits
- Added a Koi TP with all standard upgrades, as some early taxi missions could not be done without a luxury craft.

Version 1.2 - 8/22/2010

- Added the Boron M2 "Stonefish". It's current a bit over-gunned, but we'll tone it down a bit when we go an upcoming re-balancing effort.
- The Split Krait (TS-SF) and Banded Krait (TM) models have "squished" down a bit so they can fit into the TS docking bay on the new shipyard.
- Corrected the tuning & configurations for the docked M3, M4, and M5 in the Boron custom start, as they were not being set correctly.
- The "reset" logic used when the initial "recruiting" mission for the shipyards timed out was incorrect. Now fixed.
- The custom starts now correctly trigger the Terran Bridge Mission in Omicron Lyrae, if you have the necessary Argon and Terran notoriety.
- The MMRS missions that provide players with access to the SciFi-themed ships and crates of 'rare' weapons are now working. (The number of missions you need to complete is based on the size of the ship. For "big ships", it takes 9 missions, for smaller ships and weapon crates, less.)
- Fixed the "Destroy Convoy" mission for the MMRS faction, as it was causing massive race reputation hits.
- The PHQ code tweaked, and now seems to run quite well. The player must ensure that all hostile ships are destroyed in the current mission before the next segment will be triggered, and there is a really substantial wait between segments 1 & 2, and 2 & 3. (The 1st segment is pretty easy, the 2nd is fairly hard, the 3rd is a killer...and of course, once you're done, you still have to board the TL!)
- The tuning & configurations for the docked M3, M4, and M5 in the Boron custom start were not being set correctly. Fixed.
- The MMRS missions that provide players with access to the SciFi-themed ships are now implemented correctly.
- The "Destroy Convoy" mission for the MMRS faction was causing massive race reputation hits. Now fixed.

Version 1.1 - 6/19/2010

- Removed "infinite free M6" exploit. Also corrected similar problem where player was advised of multiple boardable TLs.
- Corrected problem with Teladi Eyrie (M1) where Gauss Cannons could not be installed.
- Fixed problem with front lasers not firing on Yaki Renegade
- Added new ships:
 - Terran M7 - Ragnarok. (Another cool new design from Idea.)

- Split M5 - S'Rakk M5+ Class Scoutship.
- Yaki Daimyo - M2 model from Idea.
- Replaced Paranid M6 model (the old Bab-5 Monsoon Gunboat) with the new Orpheus model from idea. (For Babylon 5 fans, the Gunboat is resurfacing as one of the possible rewards for completing missions offered by the MMRS faction on the MRB.)
- Replaced the Argon M2 model (the Omega B5) with the new Typhon mesh from Idea. (For Babylon 5 fans, the Omega B5 is resurfacing as one of the possible rewards for completing missions offered by the MMRS faction on the MRB.)
- Replaced the Boron M3 "placeholder" model (used to be the Advanced barracuda) with a new Swordfish model from Idea.
- Replaced the Paranid M2 model (the Nebulon-B) with the new Chronos mesh from Idea. (For Star Wars fans, the Nebulon-B is resurfacing as one of the possible rewards for completing missions offered by the MMRS faction on the MRB.)
- Replaced the Teladi M2 model (the Thunderbird) with the new Rook model from Idea. (the Thunderbird will resurface as one of the possible rewards for completing missions offered by the MMRS faction on the MRB.)
- Replaced the Split M2 model (the T'Loth) with the new Xihcoatl model from Idea. (For Babylon 5 fans, the T'loth-B is resurfacing as one of the possible rewards for completing missions offered by the MMRS faction on the MRB.)
- The Boron TS Super Freighter "Sturgeon" (aka Winkle) is now correctly named, and the ship's description has been updated.
- Changed command for enemy ships in the hostile taxi runs from "kill enemies" to "attack player ship".
- Updated TWareT to provide compatibility with the 2.7 version of EMP, and the 2.7 patch.
- Updated TShips to ensure that individual ship entries used the correct Engine FX for the associated race.
- Corrected "checkerboard" star background in sectors; Xenon Sector 534, Bluish Snout, Tears of Greed, Homily of Perpetuity, Shining Currents and Unknown Sector at (X=23, Y=19).
- Adjust main cockpit viewpoint on Terran "Thor" M3.
- Added custom wreckage model for optional Ship Loot script pack from Mailo.
- Corrected text/dialog errors in DTS mission pack.
- Fixed "out of time" text error in assassination recruiting missions
- Mission text & dialog restructured to fit within pop-up boxes. Additional updates & corrections as per bug reports.
- Adjusted turret cockpit viewpoints on Teladi Saker M7.
- Fixed SY undocking issues when player purchased M6/M8 ships.
- Altered the PHQ mission to increase delay between mission segments, and require all hostile ships to be destroyed before individual mission segments are marked as complete. New and added dialog to support changes.
- Corrected M7 and Capital Ship docking points on MRB.
- Adjusted turret cockpit viewpoints on Argon Charon M7.

- Introduced new Ship Yard model.
- Changed Yaki Renegade back to TP class to enable Marines for boarding.
- Added first 3 DDTC Custom Starts; Boron Industrialist, Split Merchant Prince, and Teladi Terror.
- The B-Wing has been rotated 90° so that it now flies on its side, as per Star Wars "canon".
- The Yaki M1 (Musashi) now loads Boarding Pods, as per its description.
- Corrected the scripts that control the random creation (and removal) of derelict ships, such that un-explored sectors are no longer made known to the player.

Version 1.0 - 12/6/2009

- Initial public release.

DDTC – What’s inside the box:

First you need to understand that the DDTC team actually like X3 Terran Conflict. It’s a well-developed mature game that does a good job of catering to a number of wildly disparate styles of game-play. Since we didn’t think it was broken, we didn’t feel any urge to use DDTC as a lever to “fix it”. Instead we saw DDTC as a way to extend what X3 Terran Conflict was all about, rather than as a vehicle to introduce radical changes to the game. In short, we like playing X3 Terran conflict... we just wanted more of it!

That said, DDTC does bring a great deal of new content to the game:

Custom Ships & Stations:

Yup...still at it. There are currently 87 custom ships, 8 new DAD drone models, and 3 custom stations. Once fully populated, there will be between 105 and 120 custom ship models.

In DDTC, there are 7 shipyards scattered around the universe; Argon, Boron, Paranid, Split, Teladi, Terran, and Yaki. There is also a “new and improved” Mercenary Asteroid Base (or MRB).

Click on the following links to our website to see screenshots and descriptions of each of the DDTC ships in the 8 fleets:

[Argon Fleet](#)

[Boron Fleet](#)

[Paranid Fleet](#)

[Split Fleet](#)

[Teladi Fleet](#)

[Terran Fleet](#)

[Yaki Fleet](#)

[Non-Aligned Fleet](#)

You will also find the current ship specifications in a sub-folder named *Ship Specifications* (surprise!). It can be found in the *Readme & Text* folder that gets created in your main X3 directory during the installation of DDTC.

Missions:

There are two basic types of missions that DDTC adds into X3 Terran Conflict; Shipyard missions, and Mercenary missions.

Shipyard Missions

At the launch of a new game, there are seven racially-aligned shipyards scattered around the galaxy, all of which start without any ships in their inventories. Assuming the player has a reasonably good

reputation with the race that operates a given shipyard, the player will receive a message inviting them to assist in stocking the shipyard with custom ships. (A message “pop up” is sent to the player, and the appropriate sector is exposed on the players galaxy map.) The mission framework is very similar to that used for the stock Egosoft Corporate missions; where the player undertakes an initial “recruiting” mission, and upon successful completion is offered a series of different missions which eventually populate the shipyard with a full array of ships.

It is not necessary that a player completes the mission sequences for all 7 shipyards. Instead, the player will generally identify the ships they most want to be able to purchase, and work their way through enough missions at the appropriate shipyard to get that ship loaded into its inventory.

The missions are intended to be played over time, and generally would be interspersed with standard Egosoft plot Missions. Accordingly a player might be actively doing missions for several DDTC shipyards, while working their way through one or more of the standard Egosoft plot mission pack(s).

Shipyards are stocked from the “bottom up”, starting with the M5 and ending with the M1/M2 Capital ships. In addition to having ships added to the shipyard inventory, players receive cash rewards...and on occasion a “slightly used” ship. Towards the upper end of the ship stocking mission sequence, the player may receive a damaged M6 for that shipyard. However this reward is only given if the player does not already own an M6. This makes for some interesting game play, as a burning desire to own a Naginata early in the game means you need to do a bunch of missions for the Yaki...which might not always please your other “allies”.

In addition to the M6, on the 2nd to last mission for a given shipyard, the player may be notified of a claimable TL (as sold by that shipyard). It is heavily damaged, and will need to be boarded in order to claim it...not always the easiest thing to do. Also, just like the “reward” M6, the claimable TL is only offered if the player does not already own one. Once a shipyard is fully populated, the player can continue to accept missions from it, but they only offer cash rewards.

Mercenary Missions

There are also three types of missions offered at the Mercenary 'Roid Base (MRB). The MRB has several "factions" in residence, of which two are enabled in DDTC Version 1; the Merry Mercenary Removal Service (MMRS), and Discount Trading Solutions (DTS). The missions are offered very rarely, and only once the player has reached an acceptable rank as a fighter or trader. The MMRS missions provide used combat class ships, and occasionally a crate of "rare" weapons, as rewards, while the DTS faction offers the player access to used TS & TP class ships.

For the MMRS missions, the player will be notified of the ship or weapon type on offer, as well as the number of missions required to "earn" it. Small M5 class ships and weapon crates usually take 2 missions, while an M1/M2 class ship would require 9 missions. All MMRS missions are "hostile" in nature, and are scaled to the player's combat rank. This means that they can be quite difficult if the player does not have the best ships and hardware available.

The third mission type (actually a one-time mission) that is currently available on the MRB is one that will reward the player with their very own PHQ. This is a multi-stage mission, and is all about combat. You need some serious firepower, and you **will** lose ships. If you prefer the commercial route, you can of course still follow the stock Egosoft Hub/PHQ mission sequence. However, if your game is all about blowing things up, then this is for you!

The mission won't even be offered until you have a reasonable combat rep and a decent ship. However, just because you meet the minimum criteria and the mission is offered, you should still make very sure you have enough of a fleet to deal with challenging combat situations. (er...also plenty of Salvage Insurance...) Once the player completes the missions, they will be notified of a boardable TL, which has the PHQ in its cargo hold.

Unlike DDRS, for DDTC we are using the stock Egosoft PHQ so we can take advantage of the stock game features related to it, and also for better integration with Pelador's Dedicated Assistant Drones.

Ah...did I say Drones?

Pelador's Dedicated Assistant Drones (DAD):

Pelador's DAD package is a significant piece of work in its own right, and is fully integrated into DDTC. For the most effective use, players should take the time to read and understand the accompanying documentation which can be found in the last section of this guide. The "data sheets" are also included, and can be found in the "readme" folder created when DDTC is installed.

DAD provides a wide range of drones, which can accomplish many useful tasks. However they are not "set and run" devices that automate the game, and require the player to be actively involved in their use.

Drones can be purchased at selected stations or manufactured at a player-owned station and/or selected DDTC ships. Further, DAD factories can be constructed at the PHQ (once the player owns one).

Types of Drones

- Spy Drone - A specialized drone used for various infiltration and information tasks
- Mine Layer Drone Ion - A Drone used to deploy Ion Mines in an array
- Mine Layer Drone Other - A Drone used to deploy Tracker or Squash Mines in an array
- Advert Drone - A trading drone that can analyze trading data and deploy income generating advert beacons
- Analysis Drone - A specialized drone used to obtain target ship blueprints over time
- EMP Drone - An experimental specialized drone that can be used to disable ship systems
- Jump Drone - A drone used to deploy a shortcut jump beacon
- Build Drone - A drone used to deploy a construction beacon to warn traffic of a new construction
- Constructor Drone - A drone usually deployed in teams to construct defense platforms
- Hacking Drone - A drone used to attempt to change hostile station relations to neutral
- Turret Drone - A drone used to deploy Laser Towers and a Satellite in a defense array
- Blitz Drone - A drone used to deploy a pre-inspective team of attack bots to soften ship internal defenses prior to boarding
- Sniper Drone - A drone used to kill small ships pilot leaving the ship intact
- Advanced Data Device - An advanced data storage device that slips time recording details in time as well
- Geology Drone - A specialized drone for analyzing asteroid yields and mining operations
- Jamming Drone - A drone using Electronic Counter Measures to attempt to defend a ship from missiles
- Escape Drone - A drone acting as a lifeboat used to escape from ships close to destruction

Constructing Stations at your PHQ

Overview: A new command is attached to the PHQ for use, "Factory Construction". To initiate constructing stations you have to use the station command, and once set it will automatically configure itself ready for use. This is required before you start using Espionage Drones to analyze stations. The PHQ is set-up with Complex Construction kits for each of the main races as default.

Once set you can then add a single station into the production queue at any one time. Production works in cycles per factory and the value of the station determines the number of cycles (each \$250,000 increment + 1). The PHQ will then commence building based on if sufficient resources are available for that cycle as follows:

- Teladianium x 160
- Ore x 80
- Silicon x 50
- Chips x 10
- Quantum Tubes x 6
- Computer components x 26

(This roughly equates to the value of 250K credits based on average values, cargo 2416)

The main menu's in the construction interface will show the current stock levels as follows (% : PHQ Amount / Needed Amount) and you will see a warning if stocks go below a single cycle amount. Note if this happens the current construction queue will simply wait until required wares are added.

The menu also allows you to monitor the production of the station showing cycles and % completed of current cycle. Here you can also Pause, Restart and Delete the production by selecting the station in the production monitoring area. Note Deleting simply removes the production and doesn't return any wares.

Once completed the PHQ will send the player a message and allow the player to move completed stations into the PHQ cargo bay ready for ships to collect.

Note: Stations are organized into maker race categories on selection to add to the production queue, to help better organize the lists.

Drone Manufacturing on Ships

Apart from Drones being manufactured in factories, a limited number of specialized ships have been engineered to be able to construct them as part of mobile fleet operations.

These ships are detailed in the information on the menu as to which ships have this capability as well as which types of drones they can manufacture.

This gives the above ships slight autonomy towards specific use with the drones, though you will still need to supply them with various resources. The resources used however are slightly more elaborate than raw materials utilizing more pre-manufactured technology in construction, the result of which manages to reduce the time required for manufacture.

DDTC Tech-Tree:

To support construction of Drones, and to add “life” to the game, we have developed a custom “Technology Tree” for DDTC.

New wares

- Drone Construction Equipment - Specialized equipment used in drone construction
- Sugar - Sugar is a class of edible crystalline substances, mainly sucrose, lactose, and fructose. Taste buds interpret its flavor as sweet, though the Paranid don't really make a distinction. Sugar as a basic food carbohydrate and primarily comes from sugar cane. It forms a common food substance all the races can utilize.
- Zorbazade - Zorbazade are soft drinks advertised as providing energy to improve the physical and mental activity of the drinker, as compared to a typical drink. Rather than providing food energy, these drinks are designed to increase a user's mental alertness and physical performance by the addition of caffeine, vitamins, and herbal supplements which may interact to provide a stimulant effect.

New factories

- | | |
|-----------------------------|--------------------------------|
| • Sugar Plantation | Zorbazade Factory |
| • Spy Drone Factory | Ion Mine Layer Drone Factory |
| • Mine Layer Drone Factory | Advert Drone Factory |
| • Analysis Drone Factory | EMP Drone Factory |
| • Jump Drone Factory | Build Drone Factory |
| • Constructor Drone Factory | Hacking Drone Factory |
| • Turret Drone Factory | Blitz Drone Factory |
| • Sniper Drone Factory | Advanced Data Device Factory |
| • Geology Drone Factory | Jamming Drone Factory |
| • Escape Drone Factory | Drone Construction kit Factory |

All the above are, of course, supported by an appropriate number of traders which you will see moving product around the universe.

Custom Factory Conversion

A new command Drop Custom station has been provided for player-owned TL class ships. It can only be used if the player ship is in the same sector as the TL. This allows you to obtain and deploy the alternative custom factories available in DDTC.

This is a conversion process that allows the player to transform stock Egosoft stations/ factories into the new factory types found in the DDTC Tech-Tree. There are specific stock factories that can be used. The relevant information is provided in the user interface menu, so the player can see which factories are eligible, and their associated costs. Also note, you will only be able to see options for stations and factories that are discovered and in the encyclopedia. This includes the custom technology you intend to convert to, as well as the standard stations and factories that can be used for conversion. As a result, some of the new custom factories may not incur any incremental conversion costs, while some of the more advanced technologies may incur an “uplift” cost for the conversion. This is partially to do with the actual conversion itself and also to do with licensing arrangements for the resulting infrastructure.

Conversion options:

These details denote for each custom factory area the appropriate stock Egosoft factories that can be used in the conversion process.

Sugar Plantation (M/L):

- Argon Cattle Ranch (M/L)
- Argon Wheat Farm (M/L)
- Boron Bio Gas Factory (M/L)
- Boron Stott Mixery (M/L)
- Paranid Soyfarm (M/L)
- Split Chelt Space Aquarium (M/L)
- Split Scruffin Farm (M/L)
- Teladi Flower Farm (M/L)

Zorbazade Factory (M/L):

- Argon Cahoon Bakery (M/L)
- Boron BoFu Chemical Lab (M/L)
- Paranid Soyery (M/L)
- Split Rastar Refinery (M/L)
- Teladi Sun Oil Refinery (M/L)

DAD Drones Technology:

- Argon Drone Factory
- Boron Recon Drone Construction Facility
- Split Drone Factory
- Teladi Drone Factory

Note: where sizes are specified (M/L), it denotes equivalent requirements.

DDTC Bounty Hunters:

Loads of fun for the whole family! Seriously, there are four combat elements to the bounty hunter scripts;

- 1) At irregular but widely-spaced intervals, a wing of bounty hunters from the race that is least friendly with you is sent in pursuit. Kill or be killed!
- 2) Firing on a station (accidently or otherwise) will likely result in wing of bounty hunters dropping by to discuss matters with you in an extremely aggressive fashion!
- 3) Attacking poor helpless TL's and TP's can bring a team of "civil defense" specialists to discuss matters with you. They will not be happy. (The endless source of TS & TP ships you've been enjoying by attacking those Duke's transporters will now have a cost!)
- 4) From time to time the player will be notified of random marauder invasions. There are no penalties, and no major rewards...feel free to ignore the notices, or jump in at see if you can cap a few ships.

The standard Bounty Hunter attacks and the Marauder Invasions are spawned randomly within a 1-10 game-hour window.

Each of the above "events" can be activated and de-activated from the standard X3 Artificial Life menu.

If you are engaged in another X3 mission or task, and do not want to be interrupted, you can simply go to the AL menu, and temporarily disable one or more of the plugins. Once you are ready to resume slaughtering bounty hunters, just turn it back on.

The DD Difficulty System:

The difficulty for the Bounty Hunters is controlled by 2 factors:

- 1) The difficulty setting selected by the player.
- 2) The largest player-owned ship in the player's current sector.

The DD Difficulty system is simplicity itself. Go to the General Command menu, and select the entry that says "Set Deadly Combat Difficulty Level". Choose one and you're good to go...

Derelict Ships:

We have removed all the "freebie" ships that were statically defined in the stock Egosoft galaxy map. Instead, from time to time there are a (very) few derelict ships spawned in various sectors. Older derelicts that have not been located and claimed are removed. The ships that are spawned can be anywhere, and the chance of the player finding one is not great. If you do find one, claim it quick, since you never know when it will "age" to the point where it will be removed.

Slave Exchange Contracts & Passenger Enslavement:

Peledor has created another nice little “extra” for DDTC, which extends the whole passenger/slave concept into something a bit more useful.

MRB Slave Exchange Contracts

The MRB has a special exchange program whereby you can exchange **slaves** for a contracted mercenary to work for you. The types of mercenaries depends on how much you want to pay both in credits and resources which will of course increase the skills of the sourced mercenary in general but there’s risk associated with this as contracts can be filled by lesser skilled mercenaries as you have little say as to who fills the contract, you get what you are given.

- For the simplest exchange you need to pay: 7500 credits and 1 units of space fuel.
- For an improved mercenary you need to also supply 1 unit of firearms of any kind.
- For a disciplined mercenary with improved skill all the above is applicable but with an increased cost of 2500 cr.

When docked at the MRB station, you can access the exchange process via the piracy menu. It takes a little while to set-up a contract and varies slightly whilst an appropriate mercenary is found.

Passenger Enslavement

Using a command in the piracy menu you can attempt to enslave passengers on board your ship using one of two methods:

- You use trickery and charm on your passengers with space fuel (1 unit) to subdue them, or
- You can attempt to kidnap them by force, by having firearms aboard the ship.

The space fuel process method is pretty certain. It uses up a small amount of space fuel, but you will lose influence with the passenger’s race by subduing them, and placing them into bondage.

Using the firearms process means there’s a chance they may attempt to defend themselves (racially influenced) and you could end up killing them in the process, succeed or fail, the passenger’s race will not be happy with your methods.

RS Turret Defense:

This is an “oldie but goodie” carried forward from the DDRS mod. This is a “lite” turret automation script, and combines energy management, target tracking and weapon switching. It doesn’t do anything very complicated, and does nothing to improve the turrets ability to hit targets.

It replaces the “Turret Attack Enemies” command, and when active:

- This script tries to keep the ships energy level up, but as shields and/or hull might go down energy becomes less of a priority. When the ships energy is low it will start firing in 'pulses', meaning it will fire a few shots at a time making sure the energy level doesn't go “critical”.
- There are 2 ways of using this command on your turrets.
 - Set the missile fire probability over 80% and the turret doesn't care about “friendly fire”,
 - Set the missile fire probability at 80% or lower and it will try and avoid “weapons of mass destruction”.

(Note: The turret always feels that it is more important than any “friendly”. Given a choice between no weapon and an area-effect weapon, then it will pick the area-effect weapon.)

- Mass Drivers are viewed as a “special case”:
 - If a ship's energy is low, or the target is a missile, M4, M5 or Drone, the turret will always attempt to switch to Mass Drivers.
 - If it has energy, or the target is a missile, it will fire with or without Mass Drivers.
 - It will not try switching to Mass Drivers when fighting larger ships, if it still has energy, as it would simply waste ammo which could be needed later.
- Targeting:
 - The turret will first of all give priority to an incoming missile,
 - It will then select any enemy the player has already targeted,
 - Next it will look for the nearest “already targeted” enemy, so that it can combine fire with other turrets,
 - ...and finally, it will look to see if the ship has an attacker, an attack target, or if there is any other enemy nearby that it can shoot at.
- Once an enemy has been located, the turret will always start tracking it. This way, once the target gets in firing range, the firing delay is minimized.
- Final thoughts, a couple of weapons no ships should leave home without are the PBE's and Mass Drivers. Make sure your ship has them, they are life-savers.

Eye Candy:

With the exception of the factories required to support the new Tech-Tree described above, and one new sector (to enable the Terran shipyard missions to function correctly), the layout of the X3 universe map is stock.

However you will notice that the visual elements are quite different than what was originally shipped with the game. With the permission of SpaceFuelAddict and Alex Vanderbilt, we have carefully applied a range of their custom objects and backgrounds to significantly alter the visual experience.

Hopefully you will find it to be an attractive addition to the game-play experience, and not simply “different”.

Credits:

- The DDTC Development Team –Hieronymos, Idea, Vayde, Draffutt, Yacek, Mailo, Pelador (emeritus).
- The “active” DDTC Beta Test Team – TigerBandit, Brian5001, rocstar187, and Russian Ranger.
- The “casual” Beta Test Team. Those who have downloaded the betas, but are either inactive or only rarely post comments – athelred, Baddieus, casper335, concor, DarthVain, dogamusprime, Geeky265, Kuruyami, rover109 1, summersa74 2, StarCrack, Street21309, skywalker2006, Treelor, zane80, alphacentauri, and Mingan.
- Alex Vanderbilt and spacefuleaddict for permission to use elements of their “eye candy” mods, to provide a unique DDTC visual experience.
- MQ (from the old X2 days) for his Bounty Hunter scripts which are the inspiration for the DD.BH scripts included as optional scripts. While the scripts are really new code (and all errors ours)...credit should be given where credit is due, it was his idea 1st.
- Doubleshadow for the best development "workbench" any modder could ask for. Without his tools, I simply would not have bothered.
- Red Spot for investing a significant amount of time and effort in developing the script set for the previous DDRS mod. We're still using his turret script, and he was instrumental in developing the concept behind using missions to introduce custom ship models, and let's not forget the 1st ever PHQ that could construct ships.
- The Naginata is based on original concept art by RustiSwordz (RustiSwordz@deviantart.com)
- Shade (shadowlands@mweb.co.za) - Original concept art for the Teladi M2 Grendel (aka Protector).
- For the inspiration on the B-Wing, Tie Defender, Tie Bomber, and Tie Interceptor, all credit to "Dr. Jones" <docteur.jones@wanadoo.fr>. This guy is one of the premier modelers of Star Wars ships, and it is unfortunate that X3 cannot handle polygon count in his original models...they are gorgeous! Being able to use his excellent work as reference "templates" has made many of my Star Wars ships possible.
- The Roger Young is based on a model by Gerard Dolan & Marc-Laurent "Magma" Magnier. While each part (mesh) is built from scratch, I would be remiss if I did not credit the excellent work of Gerard and Marc-Laurent.
- The Monsoon Gunboat and Starfury models are based on the work of Fabio Passaro. As with several other ships, the original meshes were starting points, and I have taken substantial liberties when remodeling the ships.
- The YT-2400 "Outrider" is based on a mesh by Sebastian Hirsch (Mojo).
- The Sulaco is based on a great mesh made by D. Procter (dproc@ozemail.com.au).
- The Eagle, while an original work I specifically built for DDTC, was based on a nice mesh originally done in TrueSpace by Arctorus back in 2003.
- The original model of the Base Star was done by David Kerin (davidkerin@yahoo.com). It's not as pretty as David's original work, but I tried to do it justice while building a mesh that would run in X3.

- The model of the Cotton Tender is based on an original work by Patrick Klevbrant, from back in 1997. The original mesh had 170k polygons, and cutting it down to the current 30k was an interesting exercise in using DDS textures.
- The Ranger is based on the work of Steve Wilson. Steve is an awesome talent, who does a lot of work in and around the old-style BSG style environment. Any errors you might find are mine, as I really had to work at producing a new mesh of this incredibly detailed model.
- The Nebulon-B was provided to me as a bare mesh by Schlachtschiff, from the German X3 community. It has been through quite a few iterations, and the mesh has been effectively rebuilt from the ground up. However since the Nebulon-B was pretty low on priority, you can thank Schlachtschiff for the fact that it is included in the inventory of ships.
- The Gorith Heavy Fighter is based on another model by Fabio (fabio@deepspaceline.clara.co.uk) which he produced back in 2000.
- The T'Loth was based on an original mesh by NadabGöksu (mailto:Nadab@Eon3D.com). Again, any errors are mine, as this was a major effort to reduce the polygon count.
- For the Omega Destroyer, I used several models as my starting point. The one that was most useful was created back in 1996 by a modeler with the email address of mstetson@aol.com. Unfortunately, there is nothing in the files that gives me his/her name.
- The Firefly, while heavily modified to reduce the polygon count, was based on the very nice model produced by Sean P. Kennedy (sean.kennedy@am.sony.com)
- The setup script for the CSCP equipment/software is based on Moggy2's great Xai setup library scripts.
- The inspiration for the Darkship came from the Heretic, a ship that was from the Privateer 2 game.
- The original Nuubari mesh was made by Arctorus in trueSpace. I had to alter and rebuild a number of elements, and any problems and/or errors are mine.
- The original mesh on which the Boron Tigerfish is based was called the USS Cheyenne, and was a non-cannon Star Trek model done by JörgGerlach.
- The G"Quan model is based on a very nice mesh by Rhys Salcombe (aka Meurig), which was completed in late 2004.

(If anyone notices any errors or omissions in the above list of credits, PLEASE let me know. The amount of effort it takes to create (and for that matter, port to X3) a high-quality model is immense, and the people who have made their work available to us in the X3 community deserve full credit.)

DAD: Dedicated Assistant Drones

Advert Drone

"The Teladi have struck a partnership with Boron Drone engineers for their particular use"

Overview:

With any ship equipped with:

- Special Command Software
- Best Selling Price Software

And has the following wares:

- Advert Drone

OR

Custom process:

- Freight Drone
- Teladianium x 100
- Promotional Plates x 3

The ship can launch a drone that will fly to a chosen sector position and then on reaching its destination will convert the drone into an advert beacon.

To order a ship that is equipped to do so simply go to the command console of the ship as normal, select special, then you will see a menu for the drones; select this interface and then "Deploy Advert drone".

It's a fairly intuitive process after that. Select sector and position.

The advert beacon will gain credits every 5 minutes (game time) up to a limit of 1,000,000cr when the contract will expire. There is a bonus for setting them up in core sectors however then the contract has a limit of 5,000,000cr. New contracts are only issued to new beacons. The total earnings will be displayed on the beacon.

Hints:

- 1) Placing them within 10km of a factory (NPC or Own) will earn a potential bonus if the price of the product is below average, i.e. buyers are wanted.
- 2) NPC factories give a better bonus.
- 3) Core sectors still have a better base rate.
- 4) There is some randomness to it.

Enemies will attack Advert drones and beacons. Beacons don't have any Gravidar sensor range, but they do allow best buy/best sell information to be relayed.

In V2.0 there is now a trade command on the console (Relay Navigation Beacon) used to communicate with the beacon (or any navigation beacon you own) if the ship is within 25km. The ship will require the Trading System Extension for this.

The resulting communications will allow the ship to download specific software from equipment docks and headquarters as applicable if within 10 sectors and install it. You will of course still have to pay for the upgrade.

The software selection is limited as it represents the software that is obscure. This initiative by the various suppliers is an attempt to help improve sales. The current list includes:

- Best Buy Locator
- Best Sell Locator
- Trade Command Software MKIII
- Explorer Command Software
- Carrier Command Software

As a bonus it ignores relational issues in the availability of these software items as you are plugging into a subspace data stream through the gates that the beacons can decode. The suppliers being more concerned about sales.

Analysis Drone

Overview:

With any ship equipped with:

- Explorer Command Software
- Special Command Software

And has the following equipment:

- Analysis Drone
- Advanced Data Device (Required for MKII)

Other associated requirements:

- Player Headquarters

The ship can launch a drone (on menu in special commands interface menu) at a ship in the same sector as the launching ship that will follow that "target" scanning it to then analyze and make schematic blueprints to be transferred to your HQ. However, if it loses scanning lock periodically it will cause anomalies in the scanning result causing potential errors, this usually happens when the distance goes beyond its scanning range. On losing contact it will attempt to re-establish contact with the target ship

and continue scans. Once a successful scan of a ship is completed the drone will attempt to fly back to the player HQ and transfer the schematic. Only certain classes of ship can be scanned (M7, M6, M8, TM, TS, TP, M3, M4 and M5), any alien technology such as Xenon, Kha'ak and some others is not compatible for the scanning process.

The target ship also has to have a current maximum speed below 200m/s as any speeds greater than these cause anomalies in the scan. Also hull integrity has to be above 87% in order to get a reliable scan. Cargo bay shielding on target ships will interfere with scan times. Messages will be relayed for any aborted scan commands due to restrictions. (Note: Plot ships cannot be scanned).

A SINGLE scanning time is normally 6.4s for small fighters, double for M8, M3, TM, TS, TP, triple for M6 and quadruple for M7. This is associated with the size of the vessel and therefore the quantity to scan. But it takes multiple scans to complete an analysis. There are ways to reduce overall scanning periods on Analysis drones but I will let you discover those secrets yourself.

As blueprints are involved you obviously require a Headquarters to return them to, the drone will abort the launch without one. The drone is set-up to transfer blueprints via any headquarters that you have but in the case of multiple HQs it will only transfer the data to the last HQ you placed, this becoming the master HQ for blueprint information. It's important to protect this Master HQ as if you lose it, any data transferred by the drone will be lost until you replace it with a new HQ to become the new master HQ.

As much as friendly ships may only be a moderate challenge to these drones, don't expect the drones to last long in enemy territory. Analysis drones can be viewed as "bothersome" to ships and especially more so to races that require licenses for scanning ability as a result any single scan attempt will now naturally incur a 1% chance of provoking a hostile reaction from the target ship. This changes if sector ownerships and legal conditions are as follows (note this is dependent on the sector the drone is in at the time of the scan, not the target ship):

Race - Bothersome %

- Terran - 2%
- ATF - 5%
- Main Race without license 10%

MKII details: the launch process requires a selection between MKI and MKII drones. MKII drones have to be equipped with an Advanced Data Device for the extra processing power and data storage. They operate in no different way from their MKI counterparts except that with the MKII you can target M1, M2 and TL class vessels.

Scan times and amounts are more for these larger ships.

So how can I get an Analysis Drone and an advanced data device I hear you say?

"You have to engineer them" or buy them (See below)

Engineer Analysis Drone:

Overview:

With any ship fitted with

- Navigation Command Software MKI
- Special Command Software

And has the following wares:

- Recon Drone x 5
- Microchips x 50
- Computer Components x 100
- Adv Sat x 50
- Quantum tubes x 20
- Tractor Beam x 2

Other associated requirements:

- A ship to build it on preferably with marines who have good engineering

(Total Cargo = 610, Wares Total Average cost = 3,246,316cr)

On a ship with the above requirements you can order (Special Drones Interface in special commands) part of the crew and any marines on board to begin cannibalizing the above wares to retro-fit an Analysis Drone. The larger the ship the more crew can get involved, in order of involvement from crew, with highest first: (TL, M1, M2, M7, TM then others), also the more marines the better. The engineering skill of marines has a direct correlation to how effective their contribution is.

During the build cycle you will notice the ships shield will suddenly deplete. Don't worry this is only the constructors using energy from the shield generators to supply work equipment, and the impact will reduce over time. They recharge still during these periodic energy transfers but the amount the shields reduce to can be a useful indicator as to the progress of the engineering.

The engineering process can be lengthy depending on type of ship and number of marines (and their skill) on board. Note, if you remove marines during build process this will impact the rate at which the engineering progresses. Also docking at stations will reduce engineering production as the shields cannot recharge without drawing energy from the station which isn't viewed favorably.

The engineering process also produces "waste" as a result of all the left over parts from the cannibalization process which will be deposited into the ship's cargo hold.

Engineer Advanced Data Device (Required for Analysis Drone MKII)

Overview:

With any ship fitted with:

- Navigation Command Software MKI
- Special Command Software

Wares required:

- Microchips x 25
- Computer Components x 50
- Crystals x 25
- Nividium x 100
- Software Signature Scrambler

(Total Cargo = 600, Wares Total Average cost = 2,992,196 cr)

The process is exactly the same as engineering an Analysis Drone. However less time is involved to engineer Advanced Data Devices.

However you will notice it uses Nividium and crystals, these are combined with regular technology to create a crystal matrix capable of capturing data into a 3 dimensional holographic array that exists in a subspace time compressed state and thus allows the device to slip time by a small amount and therefore record data in time as well as physical dimensions. As a result this significantly increases the storage capability. It also uses the Software Signature Scrambler in this way for the detailed calculations using quantum mechanics which is transferred to the device in the process.

Blitz Drone

Overview:

With any ship equipped with:

- Fight Command Software MKII
- Special Command Software

And has the following equipment:

- Blitz Drone
- Side arms(Optional)

With the above requirements met the command "Deploy Blitz Drone" can be used to initiate the attack, select target ship, then the optional force multiplier type (N, L, D or T).

A Blitz drone is a marauding drone that approaches a target ship closing to a range of 3km, once there it teleports its cargo of 5 Attack Droids across to engage enemy defenses. In order to do so the target ship's shields need to be at or below 10%.

The attack bots can be given optional force multiplier side arms to help them; you need 1 unit of the applicable sidearm to transfer to the drone. The options are in order of effectiveness (low to high):

- N - None
- L - Low yield Side arms
- D - Disruptor Rifles
- T - Terran EMP rifles

The more damaging side arms however can result in more damage to the target ship. This is negligible to large ships but against smaller ships can have a significant impact.

Attack Droids are suicidal in nature; they will attack in such a way using their built-in warheads to detonate at the defensive obstacle (sentry or marine) to help ensure effectiveness. There is damage to the target ship as a result. They have a tendency (only slight) to attack sentries over marines.

It is worth pointing out the obvious that they make no attempt to gain control of the ship, they are purely a pre-inspection force to help soften defenses before normal boarding operations with marines. Effectiveness depends on the defenses of the target ship naturally and they have limited kills potential due to numbers and suicidal tendencies.

Due to the complexity of carrying out orders, the ship that launched the Blitz drone maintains communication with the attack droids and therefore must be kept safe until the attack is completed. A loss of the command ship will halt the attack.

Blitz Drones are camouflaged by default to arrive secretly at their destination. Remember to ensure the shields are at or below the 10% threshold for boarding to commence. The Blitz drone will make 10 attempts to board based on shields with approximately a 30s to 60s delay between attempts. If the number of attempts exceeds 10 it will attempt to return to the command ship it was launched from and dock. You will then have to issue a new deployment. It will also abort and return if the target ship is destroyed before boarding can commence.

Tip: remember to scan a ship for defenses before deployment as the Drone does not check for defenses being absent.

Engineer Blitz Drone

Overview:

With any ship fitted with:

- Navigation Command Software MKI
- Special Command Software

And has the following wares:

- Recon Drone x 1
- Cleaning Robot x 5
- Weapon Interface chips x 5
- Fighter Drone x5
- Warheads x 5
- Cargo Bay Shielding x 1
- Transporter Device

Other associated requirements:

- A ship to build it on preferably with marines who have good engineering

On a ship with the above requirements you can order (Special Drones Interface in special commands) part of the crew and any marines on board to begin cannibalizing the above wares to retro-fit a Blitz Drone. The larger the ship the more crew can get involved, in order of involvement from crew, with highest first: (TL, M1, M2, M7, TM then others), also the more marines the better. The engineering skill of marines has a direct correlation to how effective their contribution is.

During the build cycle you will notice the ships shield will suddenly deplete. Don't worry this is only the constructors using energy from the shield generators to supply work equipment, and the impact will reduce over time. They recharge still during these periodic energy transfers but the amount the shields reduce to can be a useful indicator as to the progress of the engineering.

The engineering process can be lengthy depending on type of ship and number of marines (and their skill) on board. Note, if you remove marines during build process this will impact the rate at which the engineering progresses. Also docking at stations will reduce engineering production as the shields cannot recharge without drawing energy from the station which isn't viewed favorably.

The engineering process also produces "waste" as a result of all the left over parts from the cannibalization process which will be deposited into the ship's cargo hold.

The resulting Blitz drone is a fast drone containing 5 Attack droids ready for deployment.

Build/Constructor Drones

"The Argon have struck a partnership with Boron Drone engineers for aid in constructing defense platforms".

Build Drone

Overview:

With any ship equipped with:

- [Special Command Software](#)

And has the following wares:

- [Build Drone](#)

OR

Custom process:

- [Freight Drone](#)
- [Navigation Satellite \(not advanced\)](#)

The ship can launch a drone that will fly to a chosen sector position and then on reaching its destination will convert to a navigational beacon from the drone.

To order a ship that is equipped to do so simply go to the command console of the ship as normal, select special, then you will see a menu for the drones; select this interface and then "Deploy Build drone." It's a fairly intuitive process after that. Select sector and position.

This JUST deploys a hazard warning beacon to others as to where you intend to construct your defense platform.

Constructor Drones: Orbital Weapons Platform (OWP)

Overview:

With any ship equipped with:

- [Special Command Software](#)

And has the following wares:

- [Constructor Drones x 4 \(For Small OWP\)](#)

OR

Custom process:

- Freight Drone x 4
- Teladianium x 400
- Computer Components x 160
- Microchips x 56
- Quantum Tubes x 40
- Adv. NavSatellites x 40
- Construction Equipment x 4

Associated needs:

- A construction beacon to work on

Note:

- For a Medium OWP; double the number of resources required.
- For a Large OWP; quadruple the resources.

Again using the drones interface you will see on the menu a selection for Deploy Small OWP, Medium OWP or Large OWP constructors. So with a ship that has the above requirements met this instructs a team of drones to transport the necessary resources to the beacon to then convert into an Orbital weapons platform (OWP). You simply need to select the construction beacon.

Note whether you are using bought wares or a custom process the required number of construction equipment is still required for the process in addition to the drones requirements.

It is constructed with only shielding as equipment (approximately 500m for SOWP and 1km for MOWP or LOWP vertically above the beacon), but you can transfer shields, weapons, systems and missiles to the OWP like any other ship to ship transfer with a transporter device. The OWP can be given settings just like regular ships.

The beacon manages the process so as long as you have the right number of freight drones with the required resources in total within them within a range of 1km of the beacon, it will be able to project and manage the construction. Useful in case any or all constructor drones are lost. In the case of a complete team being lost you can re-issue a new construction command to the beacon.

Overall this makes the average construction cost of a "naked" SOWP approximately 1,850,000 cr, with a cargo requirement in total of about 2,650 units for the custom process.

(MOWP x 2, LOWP x 4)

Cargo Bay Shielding (CBS) Engineering

Overview:

With any ship fitted with:

- Navigation Command Software MKI

Special Command Software

Wares required:

- Teladianium x 10
- Computer Components x 5
- Crystals x 2
- Nividium x 1

This makes a batch of 10 CBS. (Average resource cost = 27,796 cr so a unit cost of 2,780 cr. (168 cr Profit or 6% per unit).

The process is exactly the same as engineering an analysis drone or an advanced data device.

Due to manufacturing processes in fractional composition of minerals CBS is traditionally made in batches. The process still takes some time as configuring the active surfaces takes some time to calibrate and ensure a correct matrix for use.

Collection Drone

Overview:

With any ship equipped with:

- Special Command Software

And has the following wares:

- Freight Drone
- Cargo Bay Shielding (Required for MKII)

The ship can launch a drone to collect flying wares within a sector like the standard drone but in a more intelligent manner. It has 3 modes:

- 1) Ordinance: Collects only weapons, missiles and shields in value order.
- 2) Value: Collects all wares by value.
- 3) Mines: Collects "disarmed" mines of a particular type.

To order a ship that is equipped to do so simply go to the Special Drones menu under trade commands in the command console. It's a fairly intuitive process after that.

The Collection drones can be used as a team and sensibly they will co-ordinate with each other, if used together, so as not to chase after the same ware (based on settings).

They will also only collect wares and volumes that either the home ship can carry or the drone itself.

They will also automatically return and dock with the home ship when no more possible (based on the above) target wares are in the sector or their energy becomes too low.

Careful use has to be applied with settings as enemies will still attack Collection drones.

MKII Collection drones are a little bit more secretive in their work. As a result all communications are lost and no details are received from its Gravidar scanner to prevent possible detection.

MKII drones need 1 unit of Cargo Bay Shielding (CBS) to be applied to the drone.

Economic Drone

"The Teladi have extended the purpose of the advert drone."

Overview:

With any ship equipped with:

- [Trading System Extension](#)
- [Special Command Software](#)

And has the following wares:

- [Advert Drone](#)

OR

Custom process:

- [Recon Drone](#)
- [Teladianium x 100](#)
- [Promotional Plates x 3](#)

The ship can launch a drone to a particular sector, where it will eventually deploy its advert drone.

To order a ship that is equipped to do so simply go to the Special Drones menu under trade commands in the command console. It's a fairly intuitive process after that. Select sector, then number of analysis cycles (10 - 100).

The drone will then complete a number of cycles as specified travelling to all factories that have one product (so trading stations, docks and other stations are ignored) where it will compare the stock against maximum each time in every cycle.

Upon completion of the analysis it will write a report to the players log book giving analysis details and also an average stock % for each factory's product so that useful supply sources can be identified. It will then deploy its Advert Beacon (same as the regular Advert Beacon) at its best factory based on the analysis. You have to have knowledge of the factory and good relations to include it in the analysis.

Analysis times can be lengthy and relative to the number of factories in the sector, though delay times still exist for small factory numbers to get a good study. (Analysis times are measured in an order of IG hours) but more cycles means a better statistical representation over time.

Careful use has to be applied with settings as enemies will still attack Economic drones.

EMP Drone

Overview:

With any ship equipped with:

- [Fight Command Software MKII](#)
- [Special Command Software](#)

And has the following wares:

- [EMP Drone](#)

OR

Custom process:

- [Recon Drone](#)
- [Ion Disruptor](#)
- [Ion Mine](#)
- [Cargo Bay Shielding \(Required for MKII\)](#)

Other associated requirements:

- E-cells to charge the drone

On a ship with the above requirements it can launch an EMP drone to attack a particular ship. To do so go to the fight area of the command console and under special you will find the Special Drones interface the option to Deploy EMP Drone is there. The command orders are as follows:

1. Select ship
2. Select either MKI (1) or MKII (2).

3. Select whether safe (1) or fire and forget (2).
4. Select number of e-cells to charge the drone with (from 500 - 800).

The drone will then attempt to get within a desired range (varies with ship sizes) and then use the e-cells to detonate causing a powerful electromagnetic pulse and ion burst within a 10km radius. Which will not discriminate between friend and foe. The safe mode checks to see any of your own ships are within the blast radius and if found will detonate harmlessly.

The potential of the blast to effect in terms of a % can be calculated as follows:

$$\%Potential = ((K \times E) / (R^2)) / S.$$

- K is a constant associated with the energy co-efficient and is 2,500,000.
- E is number of e-cells.
- R is the radius in meters from EMP burst to target(s).
- S is the effected ship(s) shielding in MJ.

The %Potential is then the chance for various systems to be "zapped". These include shields, missiles, installed equipment, installed upgrades and any tech wares. (Note: it doesn't at the moment sufficiently discriminate some pre-installed systems). And each individual type is checked to see if it is affected. It also has a similar potential to set shield energy and laser energy to 0, but they will still recharge. Weapons systems seem unaffected by this new experimental weapon as this is due to them being used to rapid changes in fluctuating energy use.

So far the experiments of this tactical weapon have been limited, and findings show that whilst extremely effective against smaller ships. The shielding on vessels that are M7 and above tend to provide sufficient protection and it is extremely unlikely to affect them. The M6 class ships are somewhere in between. Boron Scientists are interested in feedback from its use.

This is not a secret weapon, leaks have been provided to others about the nature of the weapon and as such it is frowned upon in its use, and any "accidents" to neutral affiliations are viewed as unfavorable. However, the MKII version can be used to conceal the weapons owner resulting in no associated loss of influence. The MKII as a result can also be used to attack enemy targets where the MKI would be simply "dealt with" and is the military option.

Escape Drone

Overview

With any ship equipped with:

- [Special Command Software](#)

And has the following wares:

- [Escape Drone](#)

Or

Custom process:

- [Recon Drone](#)
- [Cargo Life Support System](#)

The escape drone is essentially a player lifeboat. You can instruct the escape drone to become active by setting it ready to use on a ship with a setting which hull integrity value between 10% and 50% when you would like the escape drone to become active. You can also reset it.

When activated the drone will deploy taking the player with it, it will then use its once limited jump capability to jump to the nearest station's sector where you have docking permission within a range of 9 sectors. It will then fly to and dock at that station.

If the above conditions cannot be met it will jump to a random sector within a range of 3 jump gates.

As a result it is a very fast drone with limited amenities for life support to be used temporarily until the player can transfer to an alternative ship.

Espionage Drone

Overview:

With any ship equipped with:

- [Explorer Command Software](#)
- [Special Command Software](#)

And has the following equipment:

- [Analysis Drone](#)

Other associated requirements:

- [Player Headquarters](#)

IMPORTANT you must first set-up your PHQ to be ready to accept station blueprints. (See Constructing Stations).

The ship can launch a drone (found in special commands interface menu) at a station in the same sector as the launching ship. The drone will move to the "target" scanning it to then analyze and make schematic blueprints to be transferred to your HQ. However, if it loses scanning lock it will periodically create anomalies in the scanning result causing potential errors; this usually happens when the distance goes beyond its scanning range. On losing contact it will attempt to re-establish contact with the target station and continue scans. Once a successful scan of a station is completed the drone will attempt to fly back to the player HQ and transfer the schematic.

Only certain classes of station can be scanned (Equipment Dock, Trading Station and Factories) and it is limited to player orientated factories so certain types are currently not set as valid, also alien technology such as Xenon, Kha'ak and some others is not compatible for the scanning process. Any converted tech stations are also not included in the above process, as it has to be a pre-fabricated factory bought from a shipyard.

The station must have hull integrity above 87% in order to get a reliable scan.

Messages will be relayed for any aborted scan commands due to restrictions. (Note: Plot stations cannot be scanned).

A SINGLE scanning time is normally 6.4s but this is multiplied by 4 or 5 depending on the type of station. But it takes multiple scans to complete an analysis. There are ways to reduce overall scanning periods on Espionage drones but I will let you discover those secrets yourself.

As blueprints are involved you obviously require a Headquarters to return them to, the drone will abort the launch without one. The drone is set-up to transfer data to any specified HQ, transferring its data to the one specified in the case of multiple HQs. Unlike ship blueprints this data is specific to the HQ. As much as friendly/neutral stations may only be a simple challenge to these drones, don't expect the drones to last long in enemy territory.

Espionage drones can be viewed as "bothersome" to stations and especially more so to races that require licenses for scanning ability as a result any single scan attempt will now naturally incur a 1% chance of provoking a hostile reaction from the target station. This changes if sector ownerships and legal conditions are as follows (note this is dependent on the sector the drone is in at the time of the scan, not the target station):

Race - Bothersome %

- Terran - 2%
- ATF - 5%
- Main Race without license 10%

See Analysis Drones for how to custom engineer them otherwise they can be bought.

Geology Drone

Overview:

With any ship equipped with:

- Explorer Command Software
- Special Command Software

And has the following wares:

- Spy Drone

OR

Custom process:

- Recon Drone
- Mineral Scanner
- Cargo Bay Shielding (Required for MKII)

The ship can launch a drone that will fly to a chosen sector where it will begin to scan all asteroids.

If it finds a 'roid of special interest (Yield \geq 50 or if it's Nividium) it will send details to the logbook. But all 'roids are scanned.

To order a ship that is equipped to do so you will find the deployment command in the Special Drones Interface under Trade and Navigation. It's a fairly intuitive process after that. Select Sector. Then select whether to deploy a MKI or MKII drone.

MKII Geology drones are a little bit more secretive in their work. As a result all communications are lost and no details are received from its Gravidar scanner to prevent possible detection. In order to use MKII Spy drones, they will need 1 unit of Cargo bay shielding to be applied to the drone.

Geology Drones can be recalled, they will return on completion of their last sub-instruction.

Mining Drone(s)

Overview:

With any ship equipped with:

- Special Command Software

And has the following wares:

- Geology Drone(s)

OR

Custom process:

- Recon Drone(s)
- Mobile Drilling System(s)

The ship can launch a drone or team of drones that will fly to a chosen asteroid where they will begin to extract the mineral (Ore, Silicon, Ice or Nividium).

They will continue to shuttle between the 'roid and the home ship until the ship becomes full (leaving space for the drones and their final cargo on return).

This process is in a sense very similar to a mining factory in the sense that they process the mineral extracted for use without disturbing the 'roid and it is based on yields. However the equivalent times are significantly longer than a factory and in the case of Nividium this time is increased noticeably further due to the complex nature of extracting it.

To order a ship that is equipped to do so you will find the deployment command in the Special Drones Interface under Trade and Navigation. It's a fairly intuitive process after that. Select previously scanned 'roid then how many drones.

Mining Drones can be recalled.

Hacking Drone

"With some back handers and dodgy dealing the Pirate factions have managed to modify the Drones tech for use."

Overview:

With any ship equipped with:

- System Override Software
- Special Command Software

And has the following wares:

- Hacking Drone

OR

Custom process:

- Recon Drone
- Tractor beam
- Hacking chip
- Cargo Bay Shielding

(Average cost = 810,116 cr and cargo 54)

The ship can launch a retro fitted drone that will fly to a chosen sector and then move to within 3km of its target station. There it will attempt to interface with the station computers to change the relations you have with it to neutral. Note due to version control and security procedures in the hacking chips there is a 5% chance that the station will have upgraded its security protocols and the hack attempt will fail as a result.

To order a ship that is equipped to do so simply go to the command console of the ship as normal, select special, then you will see a new menu called Special Drones then select "Deploy Hacking drone." It's a fairly intuitive process after that. Select hostile station.

Hacking drones are secretive by default in getting to their destination. As a result all communications are lost and no details are received from its Gravidar scanner to prevent possible detection.

Jamming Drone

Overview:

With any ship equipped with:

- [Fight Command Software MKII](#),
- [Special Command Software](#)

And has the following wares:

- [Jamming Drone](#)

OR

Custom process:

- [Recon Drone](#),
- [Hackerchips x 3](#)

Linked Resources:

- [Energy Cells](#)
- [Cargo Bay Shielding \(CBS\) for MKII](#)

A new command in the Tactical Sub-menu will allow a drone to fly in close proximity to its target ship it intends to defend (varies with class).

On approach and subsequently when it get within a range of 8km of the ship it will then scan for any aimed missiles that come into this area. The drone is the origin point not the ship.

Within this area every second it will attempt to confuse the guidance system, using Electronic Counter Measures (ECM), of the missile to cause it to explode. There is a 4% chance it will succeed on each attempt.

Therefore speed of the missile and the range from launching point becomes a factor, also the relation of the vector of the missile and the ship E.g. if you are approaching it a missile you need to add speeds (depending on angles) to get the closing speed, the opposite for retreating. So you can immediately see it has more of an advantage when used as an evasion tool.

For each additional drone within the same range area the base chance is reduced by 1% due to interference and corruption with the ECM process. This produces an effective binomial distribution for 1 to 3 drones, where 4 drones will negate possibility.

This allows for multiple ships to be protected in a similar area but overuse will cause too much interference.

Another balancing factor is longevity. The drone will take up to 25 e-cells from the mother ship. Each e-cell provides 25 uses of the ECM. Energy is used per missile interruption attempt regardless of success or failure.

Camouflaged MKII variants are available for use and this drone can be recalled.

(Please don't expect this drone to have a major impact to missile protection and thus make you invulnerable to them, it is intentionally only designed to have minimal effect. Current testing has shown it is more effective against slow moving individual missiles at extended range than swarms, faster types or close proximities.)

Jump Drone

Overview:

With any ship equipped with:

- Special Command Software
- Navigation Command Software

And has the following wares:

- Jump Drone

OR

Custom process:

- Freight Drone
- Advanced Satellite
- Cartography Chip

The ship can launch a drone that will fly to a chosen sector position and then on reaching its destination will convert to a jump beacon from the drone.

To order a ship that is equipped to do so simply go to the command console of the ship as normal, select special, then you will see a menu for the drones; select this interface and then "Deploy Jump drone." It's a fairly intuitive process after that. Select sector and position.

The Jump beacon once deployed can be jumped to using the same interface with the command Jump to Shortcut beacon. A ship still needs to be equipped with a jumpdrive of course, but the beacons focus allows for a fixed use of energy cells based on ship class:

- M1, M2 = 150 e-cells
- TL, M7 = 100 e-cells
- M6 = 75 e-cells
- M4, M5 = 30 e-cells
- Others = 50 e-cells

The beacon is one way and isn't included in the automatic jump processes for trading purposes. You can only have one beacon active at a time, so when a new one is deployed the old one will shut down and self-destruct. When jumping, ships arrive in the center of the sector where the beacon is deployed.

Mine Layer Drone

Overview:

With any ship equipped with:

- [Explorer Command Software](#)
- [Special Command Software](#)

And has the following wares:

- [Mine Layer Drone \(Ion\)](#)

Or

- [Mine Layer Drone \(Other\)](#)

OR

Custom process:

- [Recon Drone](#)
- [Warheads x 6](#)
- [Navigation Satellites x 6](#)
- [Disruptor Missiles x 18 \(Required for ion mines\)](#)
- [Cargo Bay Shielding \(Required for MKII\)](#)

The ship can launch a drone that will fly to a chosen sector position and then on reaching its destination will convert to 6 mines in a 3d Cross (+) orientation a distance of 1km from the drone. Note: you still have to arm the mines manually.

To order a ship that is equipped to do so simply go to the command console of the ship as normal, select special, then you will see a new menu called Special Drones tasks from which you can select "Deploy Mine layer drone." It's a fairly intuitive process after that. Select sector and position. Then select whether to launch a MKI or MKII Mine layer drone. Then the type of mine you wish to deploy: T = Tracker, S = Squash or I = Ion.

Careful use has to be applied with using mines as they have no friend/foe discrimination once armed. And enemies will still attack drones or mines if discovered.

MKII Mine Layer drones are a little bit more secretive in getting to their destination. As a result all communications are lost and no details are received from its Gravidar scanner to prevent possible detection. MKII drones need 1 unit of Cargo bay shielding to be applied to the drone.

Minfields

With the use of the mine layer drone a command is available for deploying a number of mine layer drones in various shapes to conveniently create minfields.

The shapes include:

- C - Cube

A box shape consisting of 27 points spaced a sensible distance apart to deploy the star arrangement as specified by the mine layer drone.

- Q – Square

Similar to the Cube shape above, but only on 1 level with 9 points.

- S – Large star

This array is the same as the minelayer drone star shape. But now extending those individual stars to 7 points including the origin.

- L – Line

A straight line where you specify the start and end point up to 50km long and the drone points will be spaced along it.

The normal separation of each of the points is roughly 2.5 km.

Intermixing field types and mine types will give you interesting arrangements of overlaid operation as required.

Privateers Drone

Overview:

With any ship equipped with:

- Explorer Command Software
- Special Command Software

And has the following wares:

- Spy Drone

OR

Custom process:

- Recon Drone
- Advanced Satellite
- Microchip
- Cargo Bay Shielding (Required for MKII)

The ship can launch a drone to a particular sector location (gates or traffic chokes points being the obvious choice). The extra components are used to convert a freight scanner on the drone.

To order a ship that is equipped to do so simply go to the Special Drones menu under information commands in the command console. It's a fairly intuitive process after that. Simply select the sector position, whether or not it should be a distinctive race, then whether to analyze by price/value or a specific ware.

Once at its location it will scan up to 10 ships (of class TS, TP, TM and M3) in an 8km range and report back details based upon the desired programmed settings. The entries are sent to the players log book. Note duplicate ships or no ships may be reported as a result.

Information is sent about the type of ship, its destination (if it has one, sometimes not set), offensive and defensive capabilities and its cargo as applicable. Careful use has to be applied with settings as enemies will still attack Privateer Drones.

Privateer Drones can be recalled. The command for this is found in the universal command menu of the interface. Interrupting with a recall means the drone will attempt to return to its home or launched from ship. In the case of a lost home ship it will hang in sector and a message of the location is sent.

MKII Privateer Drones are a little bit more secretive in their work. As a result all communications are lost and no details are received from its Gravidar scanner to prevent possible detection.

MKII drones need 1 unit of Cargo Bay Shielding (CBS) to be applied to the drone.

Repair Drones

Overview:

With any ship equipped with:

- [Special Command Software](#)

And has the following wares:

- [Freight Drone](#)

Linked Resources:

- [Teladianium](#)

With this new command in the Engineering and Construction menu the player can launch a drone or team of drones at a damaged ship or station. The drones will fill up with repair resource as much as they can then fly to the ship/station and in the case of a ship follow it.

Once within a suitable range they will then commence to use the Teladianium to repair the target. Teladianium is used at a rate of 1 every 2 seconds and each unit of Teladianium will repair 60 hull points. It's a little different than just a linear operation. As this change is based on whether the target is stationary and how much the drones have to move in relation to getting to and from their target with supplies of Teladianium.

As stated above drones are required to return to the mother ship if and when they run out of Teladianium. Freight Drones have cargo storage of 1000 XL so this means they can accommodate 200 units of Teladianium or 12000 hull points in one go.

When drones complete repairs or run out of energy they will simply return to the mother ship. So in the case of large ships the preference of using more drones is advised, although you can top up supply with a transporter device before it runs out to maintain a smaller team. Any surplus stock of Teladianium is returned when drones come home.

Shadow Drone

Overview:

With any ship equipped with:

- [Explorer Command Software](#)
- [Special Command Software](#)

And has the following wares:

- [Spy Drone](#)

OR

Custom process:

- [Recon Drone](#)
- [Advanced Satellite](#)

The ship can launch a drone that will "track or follow" a selected target ship, revealing information about the sector through normal travel operations. The advanced Satellite is used to convert a triplex scanner on the drone.

To order a ship that is equipped to do so simply go to the Special Drones menu under special commands in the command console. It's a fairly intuitive process after that. Select ship.

Careful use has to be applied with settings as enemies will still attack Shadow drones.

Shadow Drones can be recalled. The command for this is found in the universal command menu of the interface. Interrupting with a recall means the drone will attempt to return to its home or launched from ship.

The drone will also return if the target ship is "lost". In the case of a lost home ship it will hang in sector deploying the satellite to mark its location and a message of the location is sent.

Sniper Drone

"The Split have engineered another violent Drone"

Overview:

With any ship equipped with:

- [Fight Command Software MKII](#)
- [Special Command Software](#)

And has the following wares:

- [Sniper Drone](#)

OR

Custom process:

- [Recon Drone](#)
- [Weapon Interface Chip](#)
- [Mass Driver & Ammunition x \(1 to 12\)](#)
- [Cargo Bay Shielding \(Required for MKII\)](#)

A ship with the above requirements can launch a Sniper drone to attack a particular target ship in the same sector. To do so go to the special area of the command console, there you will find the Special Drones interface with the option to Deploy Sniper Drone. The command orders are as follows:

1. Select ship
2. Select either MKI (1) or MKII (2).
3. Select number of Mass Driver sets (weapon + ammo) (from 1 - 12).

The drone will then attempt to get within a desired range (500m) and then use the Mass drivers to attempt to assassinate the pilot leaving his ship derelict in space. The chance of success depends on the number of Mass drivers in use (6% per set to a maximum of 72%). This base percentage is altered yet again by small adjustments in the amount of hull of the target ship so that thin hulls offer less resistance and increase the odds of success whereas the larger hull values will reduce probabilities.

Due to the drone being secretive in attempting to assassinate crew it's usage is limited to TS and M3+ class fighters or smaller which are recognized as single occupancy vessels. Also for effective accuracy the target ships current maximum speed cannot exceed 300m/s. The drone auto-destructs after firing to hide any incriminating evidence.

If a failure occurs then the pilot of the target ship will become hostile and report the incident, and as a result other craft may come to his aid. Regardless of failure or success the use of the Mass drivers will damage the ship's hull proportional to the number in use.

The MKII version can be used to conceal the drone's owner resulting in no associated loss of influence. The MKII as a result can also be used to attack enemy targets where the MKI would be simply "dealt with" and is the preferred military option.

Suitable feedback messages are given and in the case of a successful strike the drones last known position is reported giving co-ordinates in km relative to the sector vectors.

(Sensible checks for plot ships are in effect, so it is pointless to attempt using this on "Exterminator" etc.)

Spy Drone

Overview:

With any ship equipped with:

- Explorer Command Software
- Special Command Software

And has the following wares:

- Spy Drone

OR

Custom process:

- Recon Drone

- [Computer Component](#)
- [Cargo Bay Shielding \(Required for MKII\)](#)

The ship can launch a drone that will fly through a chosen gate in the current sector to a neighboring sector. It can also launch to the current sector. Once arrived at the destination sector it will fly to the center of the sector (x:0, z:0), stopping at approximately 15km above the sector 0 point. Once there it will convert itself using the computer components into an advanced satellite after a very brief period.

To order a ship that is equipped to do so simply go to the Special Drones menu under special commands in the command console. It's a fairly intuitive process after that. Select gate. Then select whether to deploy a MKI or MKII drone.

Careful use has to be applied with settings as enemies will still attack spy drones or deployed satellites if discovered.

MKII Spy drones are a little bit more secretive in getting to their destination. As a result all communications are lost and no details are received from its Gravidar scanner to prevent possible detection. MKII Spy drones need 1 unit of Cargo bay shielding to be applied to the drone.

Turret Drone

Overview:

With any ship equipped with:

- [Explorer Command Software](#)
- [Special Command Software](#)

And has the following wares:

- [Turret Drone](#)

OR

Custom process:

- [Recon Drone](#)
- [Laser tower x 6](#)
- [Computer component](#)
- [Cargo Bay Shielding \(Required for MKII\)](#)

The ship can launch a drone that will fly to a chosen sector position and then on reaching its destination will deploy its cargo of 6 laser towers in a 3d Cross (+) orientation a distance of 1km from the drone. It uses the computer component to convert into an Advanced Satellite to provide the strategic feedback of this defensive placement at the center of the towers.

To order a ship that is equipped to do so simply go to the command console of the ship as normal, select special, then you will see a new menu called Special Drones tasks, then select "Deploy Turret drone." It's a fairly intuitive process after that. Select sector and position. Then select whether to launch a MKI or MKII Turret drone.

MKII Turret drones are a little bit more secretive in getting to their destination. As a result all communications are lost and no details are received from its Gravidar scanner to prevent possible detection. MKII Turret drones need 1 unit of Cargo bay shielding to be applied to the drone.

Installation instructions:

In order to run correctly, you need to make sure that your X3 Terran Conflict game is updated to the current Egosoft 2.7 patch.

Installation is fairly simple:

1. Download the mod package (at the present time, it is only distributed as a RAR archive).
2. Extract the mod package to your X3 directory.
3. Make sure that on the initial X3 start menu, you click on "Select Mod Package" and select the DDTC mod package. If you don't see the DDTC mod, then it did not install correctly.
4. Because of the new "eye candy" and the fact that the custom shipyards and initial set of DDTC factories are statically placed on the galaxy map, you will need to start a NEW game.
5. Once you are at the "new game" menu, you can select whatever type of game start you wish to play.

Note: Do not attempt to run the EMP mod over the top of DDTC. The DDTC mod incorporates the TWareT file from EMP (compatible with patch 2.7), and overriding DDTC will result in serious errors with Pelador's DAD package.