



I'm using the Guardian Interceptor as my current ship and wondering what is a good weapon loadout? I generally try and board once I've done a bit if damage, so my torpedoes get a bit of use then my lance beam is used once close enough. I was looking upgrading to better weapons, but the increase in stats don't seem all that impressive. Along with that I think I have too many weapons, 1 med torpedo, 1 med lance, 2 small railguns, 2 small railguns, 2 small torpedoes... I never use them all so what would be a good replacement for them along with the optimal weapon loadout? Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Ship encounters are common in Star Traders: Frontiers. Whether you are a Merchant traveling on your target, you will encounter ships of all types from various factions, even Xeno ships. Many times you will just pass by and continue on your journey, other times you will be thrust into battle. Or maybe, that's exactly what you wanted, and lay in wait or initiate it. Good luck, Captain. This section shares some Basic Strategies (general high level ideas and templates) and some of our wiki's pages (not the norm), it will walk you through step-by-step for the common Ship Combat scenarios. To study the rules of ship to ship engagement, see Ship Combat and the types of Talents and maneuvers you might use to succeed as a Captain who avoids or embraces the risk of battle. As a Captain, you will develop your own strategies based on job skills, talents, ship type and configuration, ship weapons, and more. Tips on Avoiding Ship Combat[] If you do wish to completely avoid ship combat, consider the ECCM Module. It gives you a bonus to escape, however it does weigh more than other mods. There are many talents that allow you to avoid ship combat. You should be able to easily recruit crew members or officers and Zealots) - When encountering a Military Officer or Zealot Captain, a respectful military salute automatically ends the encounter with a Draw; Reputation penalties may still apply Merchant (5): Jettison Cargo (versus Pirates) - Dumping one randomized type of our ship's cargo into space buys time to escape a Pirate before Ship Combat starts Smuggler (5): Forged Permit (versus Military Officers) - Well-forged documents can open doors; can be used to reduce the hostility of military ships encountered in travel Pirate (5): Terrifying Extortion (versus Merchants) - Frighten non-violent merchants into turning over their cargo in return for a promise of being unharmed at cost of Reputation loss Pirate (8): Faked Signature (versus Bounty Hunters) - Confusing or forged credentials are enough to throw even the most dogged pursuer; can be used to reduce the hostility of Bounty Hunters Spy (8): Faked Signature (versus Any) - Use a shortburst of the hyperwarp drive to 'bounce' a short distance and escape ship combat. Causes 30-70% Damage to the drive, mitigated by entire crew's Navigation Skill and burns Fuel equal to a hyperwarp jump Particularly hostile encounters (such as when you have -1000 reputation with their faction) will not be mollified by reduced hostility. However, Stiff Salute, Jettison Cargo, and Skip off the Void will still avoid combat even when your foe is extremely hostile. Immediate Escape[] Many times (especially early game), you'll encounter larger, more powerful ships and your chances of disengaging from battle. Talents such as Fast Getaway (Navigator Level 1) or Sharp Steering (Pilot Level 1) have buffs for Escape to improve your chances. You may use your remaining Reactor Points to inflict some damage while you (hopefully) leave the battlefield with minimal damage. (Typically, firing weapons is a good idea, but if you are trying to keep your reputation loss from this encounter low, you might consider abstaining from weapons.) As shown below, your ship is ready to attempt escaping from the battle. Escape (Reverse Movement) is selected, Sharp Steering is the enabled Talent, and 2 torpedoes are ready to fire. If you are unsuccessful on the first attempt, repeat again on Turn 2. Keep in mind that many ship combat talents last for several turns, so you can stack them on successive turns. So utilizing Fast Getaway on top of Sharp Steering Pilot 1 SHIP COMBAT Buffs Ship with +15 Range Change, +10 Escape for next 3 Turns 3 weeks Cooldown Escape buffs stack with Range Change to escape combat reliably. Icon Name Job Required Rank Type Description Cooldown A good second round talent if you need it. Less total escape chance but some added armor to reduce damage right before escaping. Combat with Intent to Kill[] Here is where your creativity starts. Every captain will develop their own play-style, so this is just one way to approach. In this instance, the ship is an upgraded Guardian Interceptor, with 4 Level 7 torpedoes, which use 2 Reactor Points each. We engage with another Steel Song scoundrel, and this time we are going to blast him to smithereens. Instead of using Reactor Points on movement, we are going to spend all of them on the Long Range weapons equipped on the ship. Turn 1: We prepare to launch all 4 torpedoes, and use Vigilant Scanners Talent. Yep, see that 3 week cooldown? Not a bad idea to have 2 or 3 of these talents in your holster if you are in hostile territory. Icon Name Job Required Rank Type Description Cooldown Vigilant Scanners Electronics Tech 8 SHIP COMBAT Buffs Ship with +25% Accuracy, +25% Defense for next 2 Turns 3 weeks Cooldown More accuracy, more defense. Great first move. Turn 2: We will use all the torpedoes again, and add Coordinated Fire talent. Note that the Vigilant Scanners talent is still active, so the talents are stacking. Icon Name Job Required Rank Type Description Cooldown Coordinated Fire Commander 11 SHIP COMBAT Buffs Ship with +10% to Hit Craft, +35% Standard Dmg, +25% Critical for next 3 Turns 3 weeks Cooldown Adds more damage, greater chance for critical damage. Turn 3: Next, we fire all 4 torps again, and add the Bombardment Talent, which is a de-buff to the enemy if we are successful. Icon Name Job Required Rank Type Description Cooldown Bombardment Gunner 1 SHIP COMBAT Under continual attack an enemy ship struggles to return fire. If any ship weapons hit, this Crippling Attack causes -15% Accuracy, -10% to Hit Craft, -10% Standard Dmg, -5% Armor for the next 3 Turns 3 weeks Cooldown If we hit their weapons with any one of our 4 torpedo volleys, their accuracy, potential to return damage to us, and their armor reduces. Awesome. Check out how we are weakening their hull. Turn 4: Fire all Torps, and add the Firing Orders talent. Icon Name Job Required Rank Type Description Cooldown Firing Orders Gunner 11 SHIP COMBAT Buffs Ship with +35% Accuracy, +35% Standard Dmg for next 3 Turns 3 weeks Cooldown More Accuracy, more damage. Steel Song Toast. Grab the marshmallows. Their hull ruptures, and all that is left is floating debris. Be sure to check the Talents section (Ship Combat talents have a small space craft in the upper left corner of the icon. Ship Combat talents vary from boosting shields, increasing accuracy and damage, to de-buffing your enemy's ability to escape. Get creative and stack those talents! Combat their ship. Certain missions will require that a person or cargo be captured from a vessel, so boarding an enemy ship (vs. destroying the ship) will be critical to mission success. While you can disable a ship by using ship weapons to complete the mission success. intended to capture, so you'll want to consider boarding as your preferred solution. In our example, we will show the basics, then put our creativity and game experience caps on and have fun learning new ways to board the vessel. We still have our Guardian Interceptor from the above example, with all long range weapons, so once we are Range 3 or closer, we will be unable to shoot the enemy vessel. Certainly not the ideal ship configuration, but we have some talents up our sleeve, and decide it's worth the chance (note that the Pirate is Level 9 vs our Level 22 Captain in the image below). Even with the odds in our favor, a lucky shot could end our amazing adventure. Damn the Torpedoes! Turn 1: We use the Move Order to Advance, prepare to launch 2 torpedoes (which will use all 8 of our Reactor Points), and use the Twitch Surge talent. Icon Name Job Required Rank Type Description Cooldown Twitch Surge Pilot 5 SHIP COMBAT Guarantees successful movement to closer range; 10% + Quickness chance to advance 2 positions 3 weeks Cooldown Twitch Surge will ensure that we move forward 1 or 2 ranges closer to the enemy. Let's take our chances. Turn 2: We were only able to move to Range 4, but let's keep moving forward. We'll use our Move Order to Advance, keep using the remaining Reactor Points on torpedoes, and use our Perfect Approach talent. Icon Name Job Required Rank Type Description Cooldown This talent will give us more shields and add to our range change dice rolls for 2 turns. Twitch Surge already guaranteed that we reached Range 4 and now our Range Change bonus will help us maintain it (by defeating enemy attempts to change range) as well as help enable us to keep advancing successfully. Turn 3: We made it to Range 4 and 5, so we are now weaponless (gulp!). On the other hand, one goal we have is to NOT destroy the vessel, so we are going to board. Our hull is still untouched, so let's try to boost our shields and close in. We'll use our Boosted Shields talent. Icon Name Job Required Rank Type Description Cooldown Boosted Shields Electronics Tech 11 SHIP COMBAT Buffs Ship with +10% Shield, +50 Radiation Resist, +50 Void Resist for next 3 Turns 3 weeks Cooldown Boosted Shields will increase our shield power, and also Radiation and Void resist buffs to protect our ship from various weapons. See Ship Damage Types for more detailed information on these. Turn 4: We are now at Range 2. We'll again use 2 Reactor Points on our Move Order to Advance. Again, our weapons can't be fired from this range. But we have a great Talent that will allow us to attempt to board from Range 3 or closer, called Boarding Assault Gunner 1 SHIP COMBAT In Ship Combat, allows a boarding attempt from range 3 or below as gunners give heavy covering fire to assault shuttle 6 weeks Cooldown Since we are at Range 2, with a little bit of luck, we'll be able to board the enemy, you will be able to board the enemy, you will be presented with a Ship Battle Resolution Screen (in this case, Victory Screen), and available options. Take a look at the pic below, and we'll go through the decisions to make. Defeating the enemy crew allows us to take some actions (which could be different, depending on your scenario). In this case, we could Sabotage a section of the ship, such as damaging the weapons. Decimate is another option, where we might be able to put the crew into a panic. You'll be able to explore the various options once you reach this point such as: Icon Name Job Required Rank Type Description Cooldown Bio-Agent Boarding, release deadly bio-agents into the crew into a panic. enemy ship's ventilation; +10 Morale Dmg/Turn, +25 Crew Dmg/Turn, +25 Crew Dmg/Turn, +25 Crew Dmg/Turn, +10 Crew Dmg/Turn for next 4 Turns 9 weeks Cooldown Thrown Wrench Mechanic 5 BOARDING After a successful Boarding, sabotage sets off a chain reaction of damage and death, causing Repair Skill damage to 1 component; -2 Reactor Pts, +35 Component Dmg/Turn, +10 Crew Dmg/Turn for next 4 Turns 9 weeks Cooldown After each successful boarding, you may choose to leave this screen without doing any further harm. This returns to the ship combat main screen, ends the current ship combat turn, and begins the next turn. Sabotage 1 component. 1 energy component is randomly chosen each time you board. It may be undamaged (0%), still working (< 60%), disabled (exactly 60% or more), or completely damage, as stated in this option's text. If this damage brings the component to 60% or more damage, the component is disabled until it is repaired. Your boarding die roll determines the significance of this component.[1] In the best case, you may sabotage the enemy Bridge, which forces the enemy Bridge, which forces the enemy Bridge the enemy ship's Engine. just killed him or her to get to this screen, and you have already won the ship combat by (near-)fatal wound. Further damage only lowers the ship's salvage or ransom value, so you could Depart with no other action.) Panic Enemy Crew. This applies the Crippling Dread debuff for 5 turns (including this turn). It has a random chance to also apply a bonus debuff of Engine Failure for 4 turns (including this turn). Note that these debuffs do not apply to this turn's boarding/range change/escape die rolls, since those die rolls, since those die rolls have already been made before you fought this boarding crew combat. Any Boarding or Crew Combat Victory talents. You may choose any of your Boarding talents from some or all of your crew. You may choose talents from: Surviving members of your 4-person boarding assault team, always (from range 1 to range 5). Note that a Wing Commando pilot of a small craft assault shuttle is automatically part of your entire crew, even if they didn't participate in boarding, iff: you board from range 2, and you successfully closed range 2; or you board from range 2; or you boar talent exists: Xeno Hunter T5 Macabre Harvest, after successfully boarding a xeno ship, or being boarded by a xeno ship(!), and winning the crew combat vs. xeno. Your ship must have sufficient unused Cargo capacity to hold your harvest talent). Ultimately, we will select Depart, and return to our ship. We are back on board, but not necessarily out of danger. Are our mission objectives accomplished? In this case, their ship is still functioning. Perhaps our Sabotage of the engines was unsuccessful, and all we have accomplished to this point was defeating 4 of their crew in combat. So we could attempt to board again, knowing that we'd have to fight another set of their crew. We could re-engage in ship battle, picking up where we left off. Or perhaps we've had enough for this day, and retreat from the battlefield. How would you choose? The choice is yours, Captain. For a Captain and crew that are built for boarding, it is important to have enough fighting men and women among your own crew to be able to successfully board the enemy multiple times. If you have only 4 fighting crew, they may suffer such injuries during ship combat and during your first boarders -perhaps 8 in total -- will ensure that you can beard again. In this way, you can cut down the enemy ship's defensive fighters and then in your second bearding attempting hopefully reach their ship in battle without needing to result to firing massively damaging ship weaponry, killing your targets or risking the precious cargo you are hoping to loot. Specific Strategies (] The following specific strategies (] Void (Talent)[] Not a combat strategy per se, but there is an advanced talent that helps you avoid combat altogether. While most ship encounters give you choices to engage or avoid facing each other in battle, a hostile vessel may be looking for a fight. As a captain, you may choose to order your navigator to mis-use the hyperwarp drive and give it a short burst, which will very quickly move you away from the other vessel, leaving them scratching their head and wondering where you won't be able to jump through the hypergate systems without significant repairs first, but it can save your crew's lives if you stumble into a Xeno Battle Cruiser and aren't prepared. Be sure your Senior Navigators are trained in this Level 11 talent. Icon Name Job Required Rank Type Description Cooldown This Captain traveled through a Javat-controlled sector where he is a known criminal (-69 reputation). A Javat Smuggler passes nearby and is savoring the reputation boost he would get if he delivers justice to our small craft. His increased hostility is noticeable by his actions, and aggressively approaches our ship. Completely overpowered and no time for bribes, pleasantries, or negotiation, we are faced with a dilemma (Ship Combat Preamble Screen): Fortunately, two of our Navigators are trained in the Warp Engine hack, and the Captain gives the order to escape using the Talent. Surely the Captain will need to land on a friendly landing zone soon for much needed repairs, but at least they will survive the encounter. Boarding fire while you close to range 3 to board. A simple, yet effective way to protect your ship while closing range is to use defensive talents. Round one: We have engaged a hostile ship. Our orders for the first round will be to active evasive maneuvers, move forward and spend the rest of our reactor points on torpedoes. Round 2: We have avoided some of the incoming fire. To make our ship dodge the next volley we will want to apply some additional defense (dodge). The best talent for this is the pirate's "Barrel Roll". If we do not have that available, we can just use another evasive maneuvers to bring our ship up to 50 defense (dodge). We are now able to dodge all incoming fire while our 2 defensive talents are up. Next round we can begin boarding and spending all our reactor points on weapon fire. [] Ship Combat Star Traders: Frontiers > General Discussions > Topic Details Best Ship Weapon Setups for the most optimal (and quickest) combat situations. For myself, I've been leaning alot to a Range 5 setup with 4 sets of 2AP Torpedos in order to cripple enemies from afar and to retreat if needed. Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. Star Traders: Frontiers > General Discussions > Topic Details Best Weapons for crew damage? SO.Got about 27 hours in this game so far and about to restart for the third time (so i can do even better than the last hah)And im curious as to how i should build my next ship?Last game was the Dragoon Cruiser which i loved but this time im thinking of instead going for the Degla Megalift for those sweet extra component slots after just unlocking it. Iv been building my previous playthrough more towards boarding. Insert, Spray the halls with ferocious crossfire, repeat. And im just wondering what the best weapons to weaken the enemy crew with before i insert would actually be? Iv been using the plasma cannons which do more rad damage than hull damage than hull damage than hull damage with some lance backups for if i do need to shred the hull but im wondering if there are more efficient ways to do it as towards they still had almost full health where i stopped my last play through. Range is not an issue really as im happy to soften up then move into range 2 or 3 for boarding. Just want to take out as much crew damage as possible before i do to save time. Also everyones thoughts on boarding? what are the pro's to it REALLY iv been starting to notice as opposed to out right obliteration? (Does Salvage increasing Ship items such as the salvage whats left with the Orchestrated salvage trait from the mechanic? (Does Salvage increasing Ship items such as the salvage bay Also boost it or is that just for orbital?) Thanks to anyone who can help clear these questions up for me. There were others about buying a smaller faster ship to run missions faster and such to save time but i should be able to sort those myself. Really enjoying this game so far and cant wait to continue heh. Thank you. Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. in: Crew, Crew Combat, Equipment Sign in to edit This article is for weapons used in crew combat. For ship weapons please see Ship Components. Weapons for Crew Combat can be obtained through your ship's Weapons in the locker. Weapons purchased from Contacts are stored in your ship's inventory and each piece of purchased equipment can only be used by a single crew member at a time. Some rare weapons can only be acquired by special exploration and salvage orbital operations. Note that the damage values listed here are reduced by armor soak and toughness soak before being applied in combat. High-end armor like Interlock Armor (68 ballistic soak) will reduce damage by an average of 51 damage when not pierced, and an average of 51 damage when pierced, and an average of 51 damage when pierced armor like Sniper Rifles and Snubbers outperform Pistols and Swords against high armor targets, low-initiative cost weapons have more opportunities to apply talents, and are less prone to wasting damage via overkill. This also means that the raw damage a shot against level 5 armor, increasing damage by 10% is not increasing that post-soak 16.38 damage by 10% (~16 -> ~22 damage). Blades[] Weapon Type Initiative Cost Damage Accuracy Pierce Parry Attribute Source Basic Blade 8 33 - 52 4 10% 3 Strength Weapon Locker A0 Infantry Blade 8 35 - 54 5 10% 3 Strength Weapon Locker A3 Nakka Blade 8 41 - 66 6 14% 5 Strength Weapon Locker A4 Glaive-Sabre 8 41 - 70 6 18% 6 Strength Weapon Locker A5 Clashblade 8 43 - 78 6 20% 7 Strength Weapon Locker A6 Officer's Blade 8 39 - 62 6 20% 4 Strength Contacts, Level 4 Vigeur Longblade 8 39 - 60 6 46% 5 Strength Contacts, Level 5 Vigeur Dripblade 7 43 - 62 6 26% 10 Strength Contacts, Level 5 Vigeur Dripblade 7 43 - 62 6 26% 10 Strength Contacts, Level 5 Vigeur Dripblade 7 43 - 62 6 26% 10 Strength Contacts, Level 5 Vigeur Dripblade 7 43 - 62 6 26% 10 Strength Contacts, Level 5 Vigeur Dripblade 7 43 - 62 6 26% 10 Strength Contacts, Level 5 Vigeur Dripblade 7 43 - 62 6 26% 10 Strength Contacts, Level 7 Stywrit Straightblade 7 39 - 56 6 36% 6 Quickness Contacts, Level 6 De Rivesh Blade 7 55 - 76 10 38% 7 Strength Vignette, Level 11 Circin Cutter 8 67 - 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46 4 10% 0 Weapon Locker A0 Infantry Pistol 6 29 - 48 5 10% 0 Weapon Locker A1 Predator Pistol 6 33 - 54 6 10% 0 Weapon Locker A2 Surefire X2 6 39 - 62 6 10% 1 Weapon Locker A3 Void Eagle 6 41 - 66 8 14% 3 Weapon Locker A5 Oslafige Pistol 7 47 - 70 8 10% 0 Contacts, Level 4 Otrike Heavy 8 47 - 70 6 26% 1 Contacts, Level 5 Otrike 9 57 - 76 7 42% 2 Contacts, Level 6 Secureline Pistol 6 39 - 66 7 36% 0 Contacts, Level 7 Heirlock's Otrike 9 75 - 94 11 44% 4 Vignette, Level 11 Devastator Sidearm 10 95 - 156 24 62% 6 Vignette, Level 16 Heavy Rattler 10 61 - 84 8 48% 2 Salvage, Level 6 XL Cobra 8 61 - 82 8 44% 0 Salvage, Level 7 Gold Rattler 10 63 - 88 9 50% 2 Salvage, Level 7 XL VIP 8 71 - 90 10 46% 0 Salvage, Level 8 Solar Viper Heavy 9 81 - 98 12 48% 0 Salvage, Level 10 Machine Guns[] Weapon Type Initiative Cost Damage Accuracy Pierce Parry Source Basic Hexshell Rifle 10 35 - 56 4 32% 0 Weapon Locker A0 Razor AR 10 41 - 64 5 34% 0 Weapon Locker A3 Falcon XE 10 51 - 84 6 38% 0 Weapon Locker A4 Peregrine HG 14 55 - 92 6 56% 0 Weapon Locker A4 Razor X80 AR 11 51 - 90 8 40% 0 Weapon Locker A5 Razor Phoenix X82 11 51 - 90 8 44% 0 Weapon Locker A6 AV24 Charger 10 51 - 76 9 42% 0 Contacts, Level 4 Vulture HG 14 39 - 92 6 58% 0 Contacts, Level 4 GNP Heavy 14 57 - 98 10 44% 0 Contacts, Level 5 AV28 Charger 10 31 - 102 12 44% 0 Contacts, Level 6 Tusken HG 14 39 - 130 10 46% 0 Contacts. Level 6 AV31 Charger 11 33 - 104 11 50% 0 Contacts, Level 7 XUG Crimson 16 59 - 154 10 62% 0 Contacts, Level 7 GNP Gargantuan 14 59 - 106 7 66% 0 Weapon Locker A6 Miga HG 14 57 - 118 15 80% 0 Vignette, Level 7 AX29 10 41 - 92 13 40% 0 Salvage, Level 6 Tarbax HG 15 57 - 150 12 62% 0 Salvage, Level 7 AX29 Buster 10 43 - 96 13 42% 0 Salvage, Level 7 Bruiser HG 15 59 - 158 13 62% 0 Salvage, Level 8 Titan HG 15 67 - 170 14 70% 0 Salvage, Level 9 AX Tall Order 12 51 - 116 16 50% 0 Salvage, Level 8 AX Rapidbreach 10 51 - 98 18 44% 0 Salvage, Level 9 AX Tall Order 12 51 - 116 16 50% 0 Salvage, Level 8 AX Rapidbreach 10 51 - 98 18 44% 0 Salvage, Level 9 AX Tall Order 12 51 - 116 16 50% 0 Salvage, Level 8 AX Rapidbreach 10 51 - 98 18 44% 0 Salvage, Level 9 AX Tall Order 12 51 - 116 16 50% 0 Salvage, Level 8 AX Rapidbreach 10 51 - 98 18 44% 0 Salvage, Level 9 AX Tall Order 12 51 - 116 16 50% 0 Salvage, Level 8 AX Rapidbreach 10 51 - 98 18 44% 0 Salvage, Level 9 AX Tall Order 12 51 - 116 16 50% 0 Salvage, Level 8 AX Rapidbreach 10 51 - 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104 8 72% 4 Salvage, Level 7 Vindicasian Roar 12 65 - 104 8 72% 4 Salvage, Level 7 Vindicasian Gore 16 81 - 132 9 102% 4 Salvage, Level 7 Vindicasian Roar 12 65 - 104 8 72% 4 Salvage, Level 7 Vindicasian Roar 12 65 - 104 8 72% 4 Salvage, Level 7 Vindicasian Roar 12 65 - 104 8 72% 4 Salvage, Level 7 Vindicasian Roar 12 65 - 104 8 72% 4 Salvage, Level 7 Vindicasian Roar 12 65 - 104 8 72% 4 Salvage, Level 7 Vindicasian Roar 12 65 - 104 8 72% 4 Salvage, Level 7 Vindicasian Roar 12 65 - 104 8 72% 4 Salvage, Level 7 Vindicasian Roar 12 65 - 104 8 72% 4 Salvage, Level 8 Arbitration Roar 12 65 - 104 8 72% 4 Salvage, Level 7 Vindicasian Roar 12 65 - 104 8 72% 4 Salvage, Level 7 Vindicasian Roar 12 65 - 104 8 72% 4 Salvage, Level 7 Vindicasian Roar 12 65 - 104 8 72% 4 Salvage, Level 7 Vindicasian Roar 12 65 - 104 8 72% 4 Salvage, Level 8 Arbitration Roar 12 65 - 104 8 72% 4 Salvage, Level 7 Vindicasian Roar 12 65 - 104 8 72% 4 Salvage, Level 7 Vindicasian Roar 12 65 - 104 8 72% 4 Salvage, Level 7 Vindicasian Roar 12 65 - 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110 8 94% 0 Weapon Locker A2 Cobra Sniper 18 61 - 110 9 94% 0 Weapon Locker A3 Keening Sniper 18 69 - 110 10 100% 0 Weapon Locker A4 Mensin Sniper 18 69 - 110 11 106% 0 Weapon Locker A5 V-Might Sniper 18 75 - 116 10 110% 0 Weapon Locker A6 Crowned Sniper 18 71 - 104 12 120% 0 Contacts, Level 5 Shrike Sniper 18 77 - 124 13 98% 0 Contacts, Level 7 Hooked Rifle 18 65 - 106 15 110% 0 Salvage, Level 6 Otrike Longrange 16 65 - 112 16 100% 0 Salvage, Level 7 Otrike Extreme 15 65 - 116 16 102% 0 Salvage, Level 8 Otrike Mauler 14 61 - 120 12 112% 0 Salvage, Level 9 Otrike Domer 15 67 - 134 14 126% 0 Salvage, Level 10 Star Traders: Frontiers > General Discussions > Topic Details What ship weapon is best for disabling ships / engines? This game is incredibly complex lol. I did some testing and it seems as if the size of weapon determines how many components get damaged. I tested with a small-sized plasma cannon, and it only damaged a single component. I then tested with a medium-sized plasma cannon, and I was routinely damaging 4-5 components. I didn't test with a large plasma cannon as I ran out of cash, lol, but if the pattern continues, then large plasma cannon as I ran out of cash, lol, but if the pattern continues, then large plasma cannon as I ran out of cash, lol, but if the pattern continues, then large plasma cannon as I ran out of cash, lol, but if the pattern continues, then large plasma cannon as I ran out of cash, lol, but if the pattern continues, then large plasma cannon as I ran out of cash, lol, but if the pattern continues, then large plasma cannon as I ran out of cash, lol, but if the pattern continues, then large plasma cannon as I ran out of cash, lol, but if the pattern continues, then large plasma cannon as I ran out of cash, lol, but if the pattern continues, then large plasma cannon as I ran out of cash, lol, but if the pattern continues, then large plasma cannon as I ran out of cash, lol, but if the pattern continues, then large plasma cannon as I ran out of cash, lol, but if the pattern continues, then large plasma cannon as I ran out of cash, lol, but if the pattern continues, then large plasma cannon as I ran out of cash, lol, but if the pattern continues, then large plasma cannon as I ran out of cash, lol, but if the pattern continues, then large plasma cannon as I ran out of cash, lol, but if the pattern continues, then large plasma cannon as I ran out of cash, lol, but if the pattern continues, then large plasma cannon as I ran out of cash, lol, but if the pattern continues, the pat ships. I'm gonna try to scrounge up enough cash to test this out. What has been everyone else's experience? Last edited by ambi; 10 Apr, 2020 @ 5:05pm Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. This is the view in the Upgrades tab of the Shipyard in a zone. You can choose the Weapons Locker in the Combat tab and find its upgrades, levels 1-5. The weapons locker is a Ship Component. Ships usually come equipped with a level 1 weapons locker is a Ship Component. or higher, you can adjust each of your crew's armor; some armors include bonuses to initiative, which can be quite powerful for Crew Combat Initiative. Note that when you do this upgrade, all of your fighters automatically selected; so take a moment to select the best one for each. Note as well that the Weapons Locker is not the end-all for upgrading your fighters. Contacts also have Traits that allow them to sell special gear, such as weapons, armor, and specialty gear (which allow for extra stat upgrades beyond what is typically available). Icon Name Size Mass PILT SOPS GUNR ELEC NAVI Cargo Crew site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Star Traders: Frontiers > General Discussions > Topic Details Best ship? So I'm over my first million credits, and now I'm wondering what kind of ship I should buy. Should I go with the 1.1m ship? Any ship guides out there? Of the top two ships on size/mass and cost, the Sword Battlecruiser is the most versatile as far as all-rounder goes. The extra couple componant slots doesn't seem like much but they really do make a difference. Also if you are upgrading from a smaller ships again doesn't look like that much but the end result is very noticable if you don't compensate for it in your crew skills. Only other tip I can give is that it is worth it to lose some armor/shielding in exchange for cargo space and/or jump fuel costs if your intent is for an all purpose ship. You can even lose a few weapons for upgrades you feel you need if your command/tactics are high enough to control combat range. Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts.