TransStar Argosy Light Freighter

Owners Manual

WINNER of the '34
InterStar Financial
LIGHT FREIGHTER
RELIABILITY
AWARD

OWNERS NAME: ➤ Brock Dor-Ceed	**NAV OS:** XTOS 1.62	**LIFE SUPPORT:** 20 Oxygen/80 Nitrogen at 14.7 psia
REG. SHIP NAME: ➤ Sundog	**AUTH:** Drahew Region	**CARGO BAYS:** 2 (with optional fuel hookups)
MAKE: TranStar	**WT:** 55KT	**Vehicle ID:** JL4327510337-TFN24
MODEL: Argosy	**VEH CLASS:** T	**BUILD YEAR:** 34
SUBLIGHT: Meckter Pulse	**WARP:** Photran 2B	**WARP RANGE:** 9

WELCOME TO YOUR NEW SHIP!

On behalf of **TranStar Enterprises**, thank you for choosing our Argosy-class light freighter as your next ship! Our reputation for reliability and efficiency is met and exceeded with the rugged Argosy chassis and comfort-minded interior.

We want you to explore the 'verse in comfort and in peace of mind!
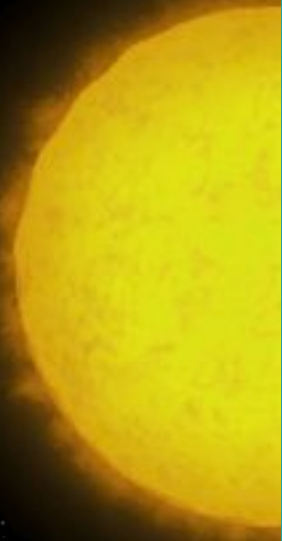
WELCOME TO YOUR NEW SHIP!

This manual will train you how to use your new ship and to troubleshoot any general problems you might encounter.

Use the hyperlinks on the OVERVIEW screens to jump to the specific information you need.

OVERVIEW: SHIP OPERATIONS

OVERVIEW OF THE SHIP
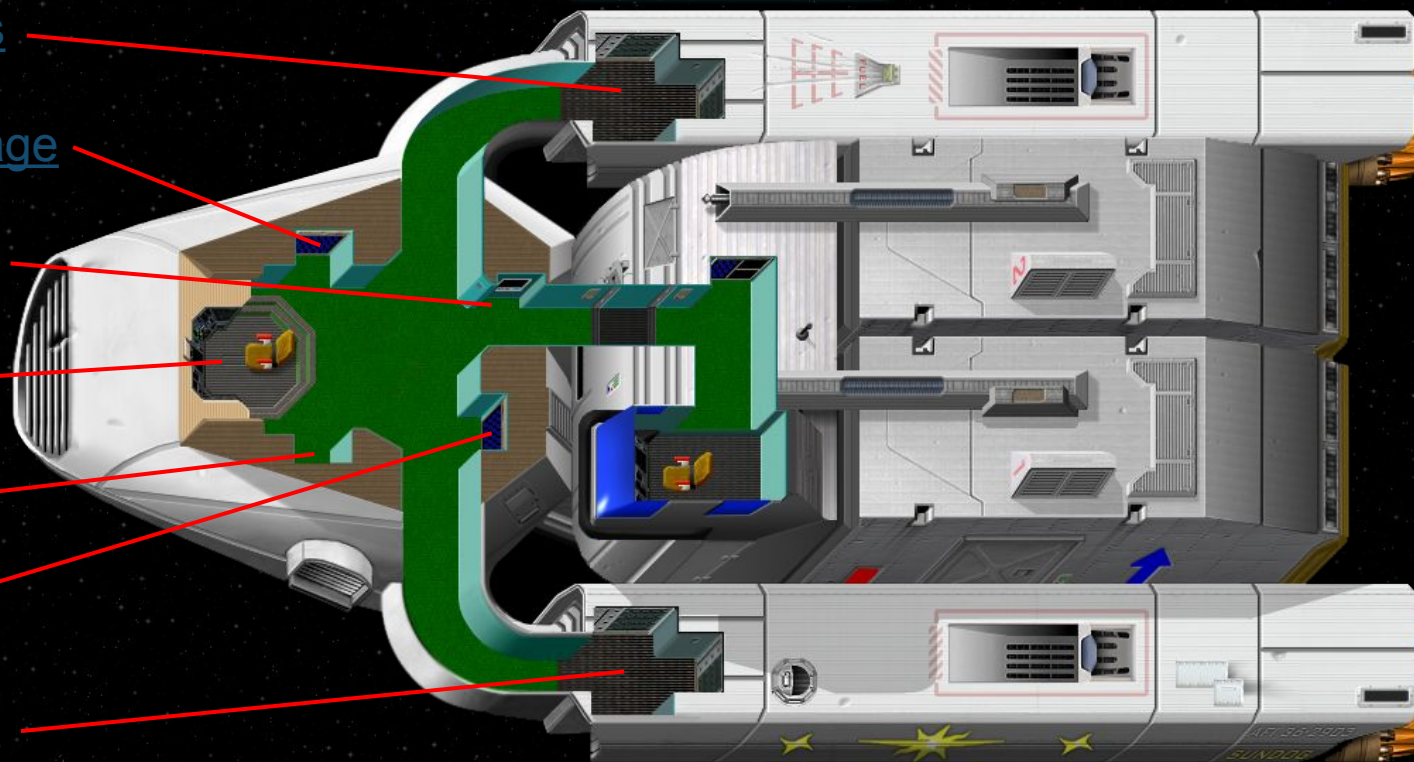

Engineering Bays

GravLocker Storage

Ship's Computer

Cockpit

Airlock Hatch
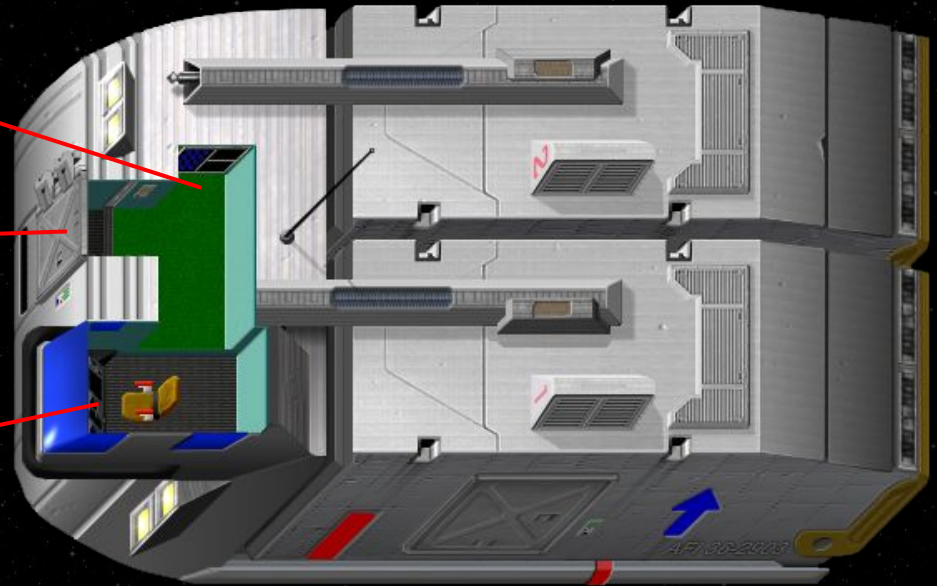
GravLocker

Engineering bays

OVERVIEW OF THE POD

GravLocker and Cargo

Hatch

Controls

SHIP: ENGINEERING BAYS

The engineering bays are the heart and soul of your Argosy-class light freighter. Completely field serviceable, the ship's owner can change parts out at any time, without the need to drydock the vessel.

Each bay contains the processing hardware required to operate one ship system. An engineering bay holds four rails that contain four parts each. All parts must be present (or at least shunted) for a rail to function.

The overall health of the system is represented by a vertical indicator bar on the left. Healthier systems function better and may use less fuel.
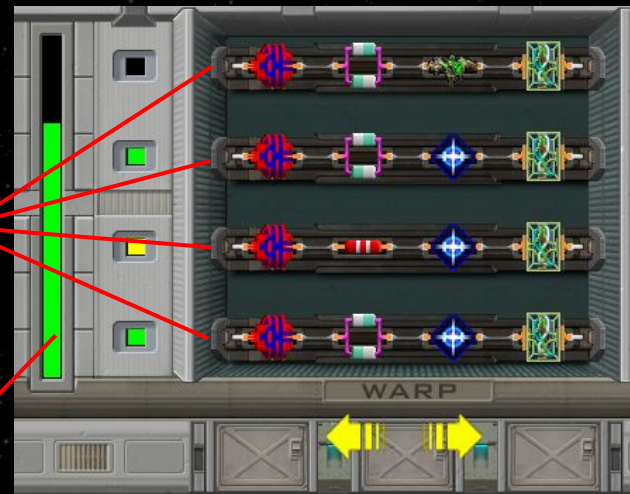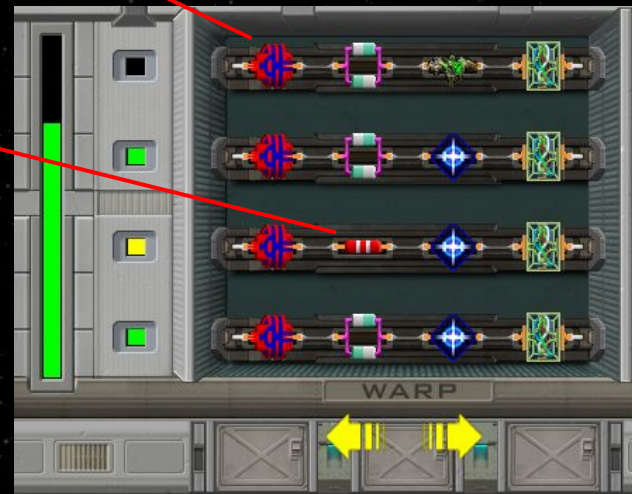
SHIP: ENGINEERING BAYS

Each rail must be managed by a special part called a control node.
A control node cannot be shunted, so carry spares.

A shunt is an emergency replacement for a required part.
This allows the rail to continue operating, but a shunt
functions poorly and will be prone to burning up.

If all rails in a system are dead, the system will totally fail
and cease to work. Parts will fail over time, and may
burn up when you are under attack.

Replacement parts for your ship may be found at any
factory-authorized parts dealer on most planets found
in the 'verse.

SHIP: ENGINEERING BAYS

The field-serviceable ship systems are:

- **Upper (starboard side) bays**

  - **Warp Drive**
    - Manages the interstellar warp drive
    - Poor system health causes slower charging times, fuel inefficiency

  - **Sub-C Engines**
    - Manages the sublight drive
    - Poor system health causes slower flight speeds, fuel inefficiency

  - **Guns**
    - Manages the guns and tractor beam systems
    - Poor system health causes misfires, slower recharge times

SHIP: ENGINEERING BAYS

The field-serviceable ship systems are:

- **Lower (port side) bays**

  - **Tactical**
    - Manages the targeting and threat solution systems
    - Poor system health causes gun misfires, loss of HUD targeting and radar data

  - **Shields**
    - Manages the protective force shields
    - Poor system health causes slower recharging times, fuel inefficiency

  - **Pilotage**
    - Manages the navigational aids and cockpit GUI
    - Poor system health causes cockpit GUI to progressively fail

SHIP: GRAVKEEPERS AND CARGO

The GravKeepers on your Argosy-class light freighter give you the latest tech in personal storage! Small gravity wells keep your items fixed in position for safe keeping. Simply place the item in the desired gravity well and it will automatically be held in place.

Two of your GravKeepers (located on the starboard side of the ship and on the pod) contain an organics storage division. Only organic items (i.e. food) can be stored in these sections, but the food will remain perpetually fresh and edible. Food placed in the general storage will eventually turn bad.

The GravKeeper in your pod also contains a readout that lists the cargo loaded in the pod.

SHIP: SHIP'S COMPUTER

Argosy-class ships contain a computer interface mounted to the bulkhead of the main corridor. From this interface, you can:

- View a database of known ships in your region

- Use an interactive star map

- Check mail that has been delivered through the deep-space network

- Learn more about your regional political zones

- Access job-oriented applications
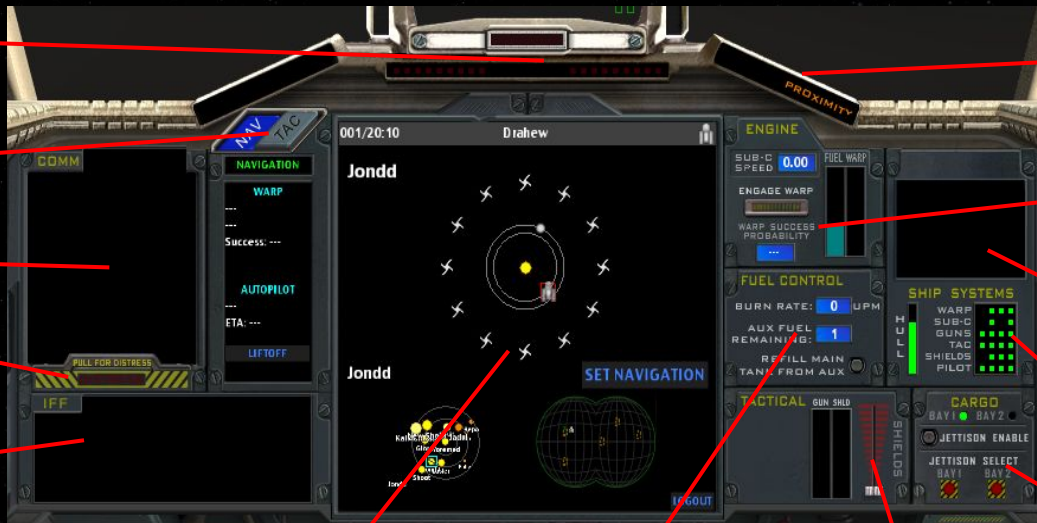
OVERVIEW OF THE COCKPIT

Warning Indicators

Navigation/Tactical Toggle Menu

Communications

Distress Beacon

IFF Ship Info / Identification

Eyebrow Warning Indicators

Warp and SubLight Engine Controls

Installed Upgrade Parts Interface

Ship Systems Status/Health

Main Screen

Fuel Control

Guns / Shield

Cargo Jettison

OVERVIEW OF THE COCKPIT

The cockpit contains a wide viewscreen at the top and controls at the bottom. If enabled in your system settings (as they are by default), two grey controls may be visible in the lower corners of the view screen.

With your hardware package, you can control the orientation of your ship with the **mouse**, by clicking and manipulating the gray knob (if visible) on the lower left of your view screen, or with the **keypad**, using the arrow keys or the W,A,S,D alpha characters. Fire your guns with the SPACE key or using the mouse to click the gray button (if visible) on the lower right of the viewscreen.

COCKPIT: WARNING LIGHTS

The cockpit contains various indicator and warning lights.

COMM: A new comm message has been received. Check the COMM panel and the TAC menu to switch between conversations

MASTER CAUTION: Announces a new problem has occurred, such as system failure or low fuel

RED ALERT: Hostile threat detected; attack in progress.

REFUEL: Refueling mode activated. Most of ship's systems have been deactivated for safe fueling

PROXIMITY: Ship is too close to the planet surface or another object, so some navigational and tactical systems have been deactivated into safe-mode

SUBLIGHT: Indicates that the sub-c drives are engaged and the ship is in motion.

COCKPIT: NAV / TAC MENU

The NAV / TAC menu is a dynamic screen that changes the displayed buttons and information based on the situation.

A toggle switch is at the top of the panel. This will change the menu screen from the Navigation menu to the Tactical menu.

The Tactical menu also contains the Communications Unit. Use this to switch between multiple simultaneous conversations with other ships and Orbital Traffic Control on the COMM screen.

COCKPIT: NAV / TAC MENU

When the Tactical menu is displayed, you can choose the type of weapon: laser or cannon.

- **Laser** delivers a devastating blow to the enemy ship, but requires more accuracy.

- **Cannon** is less lethal than the laser, but the blast radius damages the enemy ships even without a direct shot.

Enable and use the **tractor beam** when you detect a cargo pod in the wreckage of a destroyed ship. Once the tractor beam is locked onto the cargo, it will automatically bring it into your ship, if there is room in your cargo bay.

COCKPIT: MAIN SCREEN

The Main Screen is generally divided into three areas: **the large top area**, and the smaller **left** and **right** areas at the bottom. This screen dynamically displays information based on your selections, so clicking either of the lower two display areas will move them on the larger main top area.

As presented here, the Jondd solar system is displayed on the top, the Drahew Region star system is in the lower left, and the Jondd planet map is in the lower right.
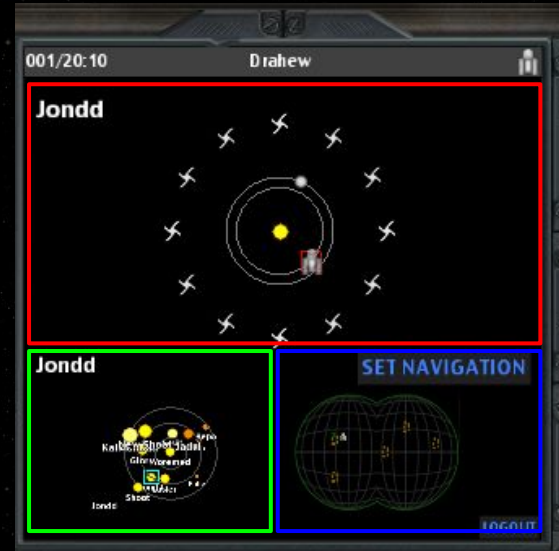
COCKPIT: MAIN SCREEN

The date/time and the ship's present location is displayed on the info bar at the top of the screen. If you are viewing another solar system on the main screen, clicking the system's name here will return the view to your current system.

The solar system that is currently displayed on the main screen is indicated here.
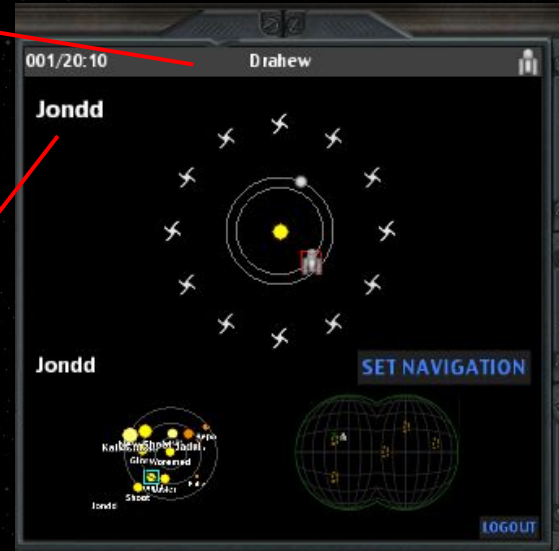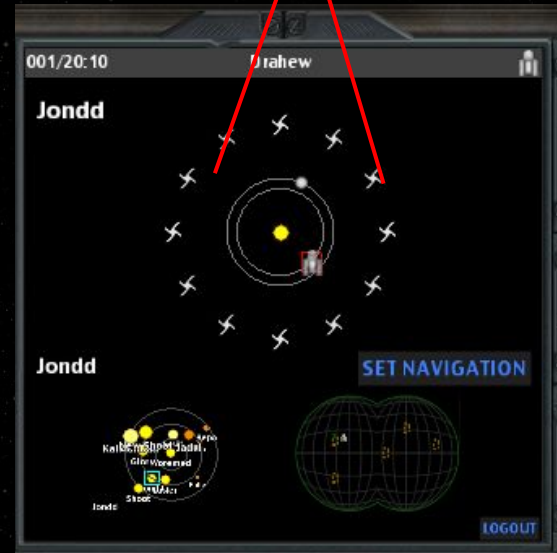
COCKPIT: MAIN SCREEN

These are warp jump points, which are similar to **Lagrange Points**, where the gravitational forces are most favorable to a successful warp. Sublighting to one of these points guarantees a successful warp jump, and you will arrive at that exact jump point in the destination system.

The further away you are from a jump point, the less likely you will have a successful jump. The jump could either fail or you will arrive in the destination system at a random jump point.

Warp jump points

COCKPIT: MAIN SCREEN

Click a jump point or a planet in a system, then press the SET NAVIGATION button. The ship will automatically calculate a course and begin moving at sub-c speed towards that destination.

Select another destination and press SET NAVIGATION to change course.

If you chose a planet, the ship will automatically place itself into planetary orbit upon arrival.

COCKPIT: COMM AND IFF

Communications with other ships and Orbital Traffic Control (OTC) will make use of the following screens: **COMM**, **IFF**, and **TAC**.

The **COMM** screen displays the message and enables you to reply back.

The **IFF** provides information about the entity communicating with you. Generally, this will be another ship or Orbital Traffic Control (OTC).

Switch between conversations with the COMM UNIT of the **TAC** menu.

COCKPIT: COMM AND IFF

When displaying ship information, the IFF will tell you the make/model of the ship, a 3D image, and information about the ship's capabilities.

HULL indicates general damage to the enemy ship's body. When the level indicator reaches bottom, the ship will disintegrate.

COCKPIT: DISTRESS BEACON

Located at the bottom of the COMM panel is the distress beacon. Pull this lever when you need emergency help.

This will open a communication with the local Orbital Traffic Control (OTC).

You can request two types of assistance:
- Fuel
- Protection

Payment for these services will be charged to your Uniteller account in the system where the services were rendered. If you do not have enough money, a negative balance will occur.

COCKPIT: DISTRESS BEACON

Fuel

If you need fuel, you can request an emergency delivery of fuel. Upon approval of the delivery charge (which can be significant) OTC will dispatch a refueler and a defense drone. The defense drone will keep enemy ships busy while your fuel tank is filled. Once fueling is complete, the refueler and the drone will depart.

Protection

If you are under attack and need assistance, a defense drone will be dispatched to your location upon approval of the service charge. The drone will fight the enemy ship until either (a) the enemy ship is destroyed, (b) the drone is destroyed, or (c) you reach your destination and land.

COMM
Jondd Orbital Traffic Control to vessel broadcasting on this distress frequency. Identify your emergency.

Need fuel
Need protection

DISTRESS

COMM
10-4, Sundog. Be advised that inter-planetary fuel transfers cost 3000 credits. Do you accept terms?

Agree
Forget It

DISTRESS

COCKPIT: FUEL CONTROL

The Fuel Control panel provides information and control of the fuel system. All functions of the ship (such as sublight drives, charging warp, shields and guns, using special upgrade parts, etc) will burn fuel.

Note that some ship functions, such as holding a warp charge, will require a small amount of fuel to maintain the charge. Leaving your ship for an extended time while the ship holds a warp charge may drain your fuel and empty your tanks.

FUEL CONTROL
BURN RATE: 36 UPM
AUX FUEL
REMAINING: 1
REFILL MAIN
TANK FROM AUX

COCKPIT: FUEL CONTROL

The current rate of fuel burned is indicated by Units Per Minute.

Fuel is stored in the main ship's tank as well as up to two optional auxiliary tanks located in the pod's cargo hold. The number of auxiliary fuel tanks (if any) are indicated on the panel.

Transfer fuel from the auxiliary tank to the main tank with the Refill button. This only works if the main tank is less than half full, and any surplus fuel from the auxiliary tank will be vented into space and lost. This will free a pod cargo space, however, which is useful for picking up cargo from a destroyed enemy ship.

FUEL CONTROL
BURN RATE: 36 UPM
AUX FUEL REMAINING: 1
REFILL MAIN TANK FROM AUX

COCKPIT: GUNS / SHIELDS

The Tactical Gun/Shield panel displays the current charge of the guns and shields. Guns can be fired at less than full charge, but they will not be as powerful.

This panel also has a slider control to manually adjust the shields to the strength you desire. Generally you want the shields to be set at full power for the maximum amount of protection.

COCKPIT: CARGO

The Cargo panel indicates which bays are occupied by cargo or auxiliary fuel loads.

To jettison cargo, activate the Jettison Enable switch.

Then, select the bay you wish to jettison into space.

COCKPIT: SYSTEMS STATUS / HEALTH

The Ship Systems panel indicates the current hull integrity. As your ship's hull is damaged, the indicator level will lower.
When the level bottoms out, your ship is about to disintegrate.

Each engineering system is displayed here by rows of lights.
The four lights on each system line represent a complete rail in that system's engineering bay, and the color of the lights indicate the health of that rail.

- Green indicates a rail that is fully functional with all correct parts installed
- Yellow indicates that one or two shunts have been installed in that rail
- Red indicates three shunts have been installed in that rail
- Black indicates a missing or damaged part in that rail

COCKPIT: UPGRADE PARTS

As you explore the 'verse, you will encounter individuals selling aftermarket parts on the black market for your ship that will provide additional or enhanced capabilities.

THESE NON-FACTORY UPGRADES MAY VOID YOUR WARRANTY! TranStar does not endorse the installation or use of any aftermarket parts.

However, if you choose to install these aftermarket upgrade parts into the appropriate engineering bays (*by replacing a factory authorized part with the upgrade part*), the additional or enhanced capability will be displayed here, including controls necessary to operate these new functions.

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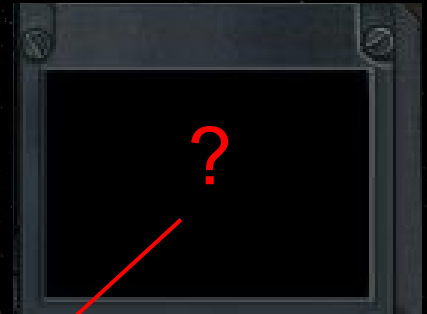
COCKPIT: WARP AND SUBLIGHT

The Engine panel indicates the current sublight speed (as a percentage of the speed of light).

The ENGAGE WARP button will glow when the warp drive is charged and ready to jump.
Press to engage the warp drive.

The Warp Probability indicator estimates the chance of a successful warp jump (by percentage).

Fuel levels of the ship's main tank and the current warp drive charge are indicated as well.

NAVIGATION: LIFTOFF / LANDING

Landing and taking off has never been easier! The Argosy autopilot system handles all the work for you.

Simply click LIFTOFF or LAND from the NAV menu and sit back to enjoy the ride!

NOTE: Liftoff clearance may be denied by OTC if you have outstanding debts on your current planet.

NAVIGATION: SUBLIGHT

Your Argosy-class light freighter has an intuitive and easy point-and-click navigation system.

TO SUBLIGHT: With the NAV menu tab selected, click the desired destination on your solar-system map.

This destination can either be a jump point or a planet, and may either be in your present system or in a foreign system. Then click SET NAVIGATION.
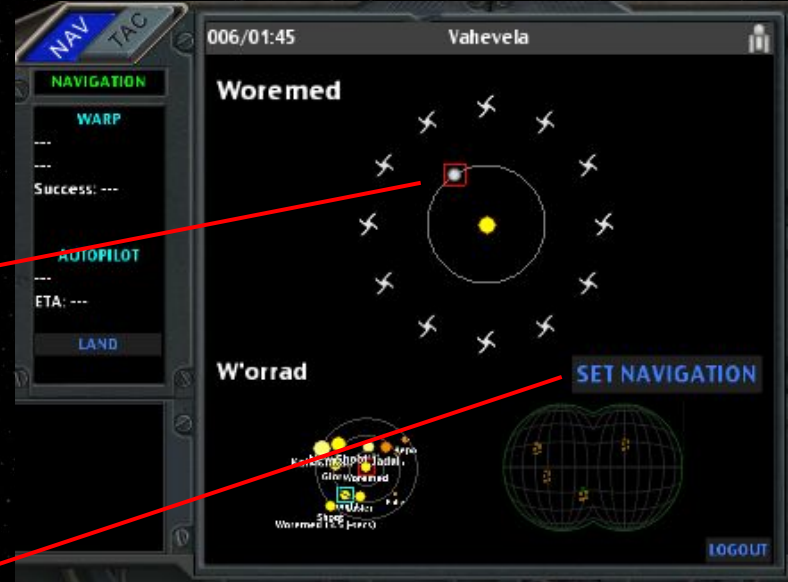
NAVIGATION: SUBLIGHT

Upon clicking SET NAVIGATION, your ship will plot a course and begin flying at sub-c speeds towards the destination.

If the destination is in a foreign system, your ship will automatically charge the warp drive, fly to the optimal jump point, and then engage the warp. Once in the destination system, the ship will engage the sub-c drive and fly to the selected sublight destination.
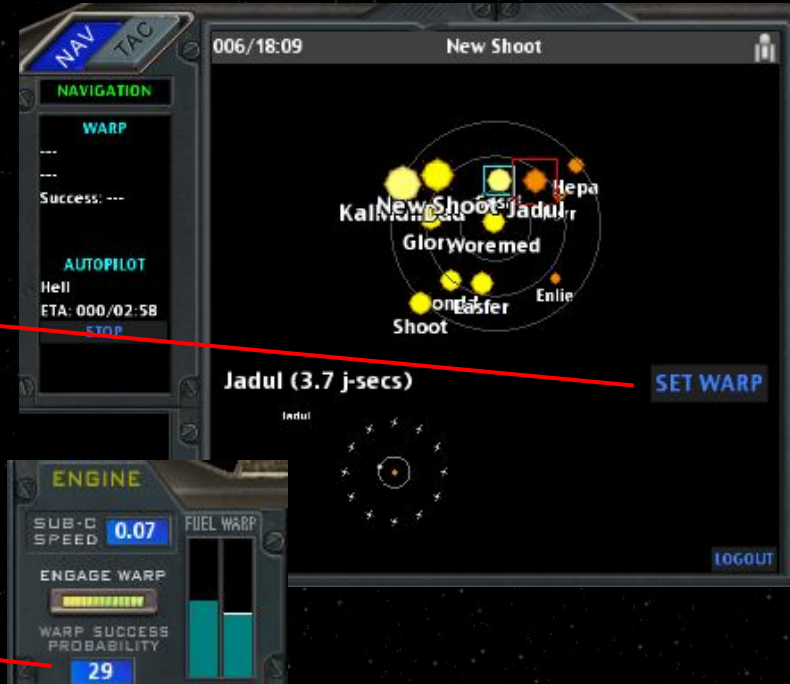
NAVIGATION: WARP

TO MANUALLY WARP: With the NAV menu tab selected and the star system map on the main screen, click the desired star system on your map.

Then click SET WARP.

Make sure your ship is at or near a suitable jump point, and observe the ENGINE panel to see what your warp success probability is.

NAVIGATION: WARP

When your warp drive is fully charged and you have an acceptable warp success probability, press the ENGAGE WARP button on the engine control panel.

OVERVIEW: COMBAT OPERATIONS

While your Argosy-class light freighter is not intended to be a combat vessel, it is equipped to provide you with adequate defense and offense capabilities as you cross the vacuous wastes of the 'verse.

With your hardware package, you can control the orientation of your ship with the **mouse**, by clicking and manipulating the gray knob on the lower left of your view screen, or with the **keypad**, using the arrow keys or the W,A,S,D alpha characters. Fire your guns with the SPACE key or using the mouse to click the gray button on the lower right of the viewscreen.
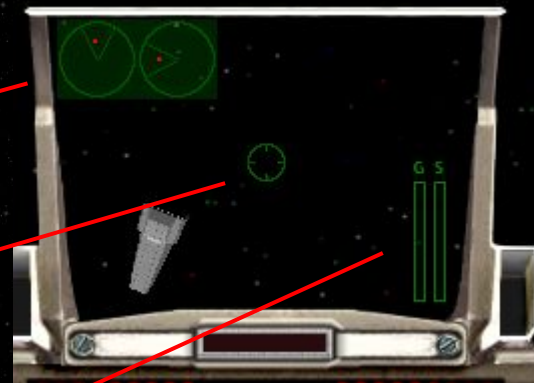
COMBAT: TARGETING

The HUD (Heads Up Display) allows the pilot to keep an eye on the action without the need to look down at the controls for crucial information.

The HUD displays:

- Radar

- Targeting reticle

- Gun and shield charge indicators

COMBAT: TARGETING

The radar indicator displays where the enemy ship is located on an X and Y axis.

The V-shaped areas indicate your line of sight. When both red dots are located inside the two Vs, the enemy ship will be visible in front of you.

The closer the red dot is to the center of the radar's circle, the closer the enemy is to your ship.
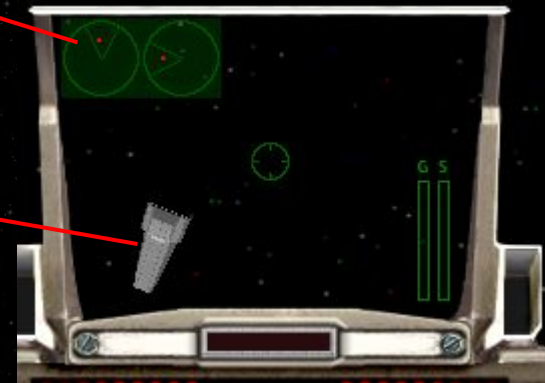
COMBAT: TARGETING

When shooting at the enemy, remember that the ship is a moving target and you must "lead" the target by anticipating the target's path and your shot's trajectory.

The basic tactical package, when fully repaired, calculates the trajectory of the enemy and illuminates a red X that indicates the approximate location to direct your fire.

Some aftermarket parts, NOT ENDORSED OR RECOMMENDED BY TRANSTAR, will provide enhanced target trajectory calculations and visual cues.

COMBAT: TARGETING

Some ships may be more susceptible to one type of weapon, so try both cannon and laser to see which delivers more damage.

Laser, in general, is more powerful and fast, but requires more accuracy. Cannon is slower and weaker, but delivers splash damage across an area.
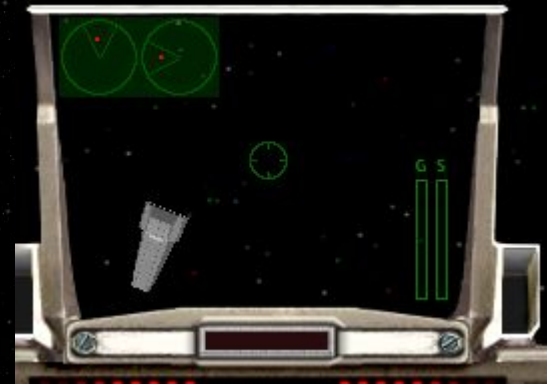
THANK YOU AND GOOD LUCK!

Once again, thank you for choosing **TransStar Enterprises** and the Argosy-class light freighter!

We trust that this manual has been helpful and that you will find success as freighter pilot.

If you have further questions about your Argosy, please do not hesitate to wave us, toll free, at our customer service headquarters, conveniently located on Glory I.

The toll-free comm wave ident is ⬚TSE::2B67SLVE⬚⬚