OOLITE Reference Sheet

Keyboard Guide

Flight Controls

F1	1	Forward (front) view
F2	2	Aft (rear) view
F3	3	Port (left) view
F4	4	Starboard (right) view
↑	↓	Pitch down (dive) / up (climb)
←	→	Roll clockwise / anticlockwise
,	.	Yaw (turn) left / right
W	S	Speed increase / decrease
I		Witchspace Fuel Injectors †
J		Engage Jump (torus) drive
H		Hyperspace jump
G		Galactic Hyperspace jump † [1]

V		External views [2]
Z		Cycle IFF Scanner zoom [3]
⇧	Z	Reset IFF Scanner zoom
\		Cycle Space Compass target † [4]
⇧	L	Contact Station Traffic Control [5]
C		Activate Docking Computer †
⇧	C	Activate Fast Docking Computer † [6]
S		Turn off the music while docking
D		Dump one cargo canister [7]
⇧	R	Rotate through the manifest [7]
`		Show the communication log

Combat Controls

A		Fire laser
T		Missile target seek
M		Fire missile (if locked)
U		Unlock missile target
Y		Cycle through available missiles †
Tab		Fire Energy Bomb †
⇧	T	Target nearest incoming missile

+	-	Cycle to next / previous target †
R		Activate ID recognition
E		Activate ECM system †
0		Activate Specialist Equipment † [8]
Esc	Esc	Launch Escape Capsule †
_		Toggle weapon lockdown

Ship, Systems & Status Controls

F1	1	Launch the ship
F3	3	Ship Outfitting ‡
F5	5	Commander's Profile
↑	↓	Move cursor up / down the list ‡
Enter		Select the highlighted entry

F2	2	Game Menu ‡
F3 F3	3 3	Ships For Sale ‡
F5 F5	5 5	Ship's Manifest
⇧ Ctrl	N	Previous selectable equipment †
⇧	N	Next selectable equipment †
N		Activate selectable equipment †

Navigation Controls

F6 F6	6 6	Galactic Chart
F6	6	Short Range Chart
F7	7	Data on Planet
I		System information in the Short Range Chart
?		Toggle to the Carrier Market Screen ‡

↑	↓	Move cursor around the charts
←	→	
Home		Return cursor to current system
^		Advanced Navigation Array – shortest †
Ctrl	^	Advanced Navigation Array - fastest †

Note: typing a planet's name while in the Galactic Chart will automatically move the cursor to the world matching the text. When more than one planet matches the text, use shift-arrow keys to move the cursor to the next highlighted world.

Commodities Market Controls

F8	8	Commodities Market
Enter		Buy / sell maximum amount ‡

↑	↓	Move cursor up / down the list ‡
←	→	Buy / sell one unit of commodity ‡

Carrier Market Controls ‡

F8 F8	8 8	Carrier Market
Enter		Agree to the contract
?		Display the contract's destination on the Galactic Chart

↑	↓	Move cursor up / down the list
F5		Display current Contracts

Other Controls – All Systems

P		Pause the game
⇧	F	Toggle the game frame rate
⇧	M	Toggle mouse flight control in full screen mode (roll on x-axis)
O		Turn the HUD off / on while paused
*		Capture a screen shot
⇧ Ctrl	M	Toggle mouse flight control in full screen mode (yaw on x-axis)

Other Controls – Mac Specific

⌘	F	Toggle window / full screen mode
⌘	Q	Quit the game

Other Controls – PC & Linux Specific

F12		Toggle window / full screen mode
⇧	Q	Quit the game

Notes

X X	Tap this key twice
F2	Function key
⇧	Shift key
⌘	Mac Command key
Ctrl	Ctrl key

† This function is only available when the appropriate equipment is installed.

‡ Only GCW Stations support all of these functions. Other anchorages may only carry a limited range.

1 Galactic Hyperdrives are one time use only. To jump again another drive must be bought.

2 The key cycles through the available external views of your craft. Ships featured in OXPs may not have external views available.

3 The key cycles through the five magnification setting of the IFF Scanner.

4 See the Space Compass section on the next page for more information.

5 The key requests a docking window from station launch control. Use the same key to cancel or renew a request.

6 Some non-GCW Stations might not allow docking without sequence.

7 Unless the cargo is selected by the commander, the ship's computer will dump one unit from the first commodity listed in your manifest.

8 Should specialist equipment become available to the commander, it is tied to this console key.

This reference sheet makes several references to 'OXPs'. Oolite eXpansion Packs can add extra missions, equipment, ships or change the game mechanics. These packs are not part of the standard game and will not be covered by this sheet. For more information on them and how to install them, visit the Oolite Wiki.

Attention non-UK keyboard users
Some keys may vary from the ones listed here. If you are having issues, check both Oolite Wiki and Oolite BBS for information and advice.

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OOLITE Reference Sheet

Heads Up Display

1 Speed

This is a percentage gauge showing how fast the ship is travelling relative to its maximum speed.

2 Roll and Pitch

The diamonds show how much the ship is anti/clockwise rolling and climbing/diving.

> Some ships and HUDs may also feature a Yaw indicator. It functions exactly the same way as the Roll and Pitch units.

3 Energy Banks

The multiple meters of the Energy Banks show how much energy you have available for ship systems. Recharging your shields, firing your lasers or ECM and direct hits to the ship's hull will drain the banks. If completely drained, the collapse of the energy banks destroys the ship. The number and size of energy banks installed is dependent on the model of ship being flown.

4 Shields

The front (FWD) and rear (AFT) shields, where the bar length equals the shield strength. As the shields weaken, the risk of weapons fire penetrating the shield increases. Any penetration will result in energy drain, along with the risk of equipment damage and the destruction of cargo.

5 Fuel

A gauge displaying how much witchspace fuel is available. If a destination has been selected for a hyperspace jump, a marker line will show how much you need to activate the drive.

6 Cabin Temperature

This gauge shows the ship's life support temperature. Exposure to excessive amounts of heat will overload the life support resulting in the crew's death.

7 Laser Temperature

Displays the heat level of the active laser. Continuous fire raises the laser temperature. An overheated laser will shut down, requiring a cool-down period before it will fire again.

8 Altitude

Shows the proximity of a nearby planet or sun. Exposure to excessive atmospheric and gravitational pressures of such bodies will destroy the ship.

9 Missiles

These icons show what types of, and how many, missiles or other pylon-mounted devices you are carrying, and which one is active (yellow border). When a weapon has been locked on to the target, its icon turns red.

- Empty pylon
- Active standard missile
- Target seeking ECM hardened missile
- Quirium cascade mine target locked

Should you see a yellow/red square replacing the missile information, this means that you have used ID Recognition without a missile being active. Installing additional equipment will allow you to keep a target lock with one missile while target seeking with another.

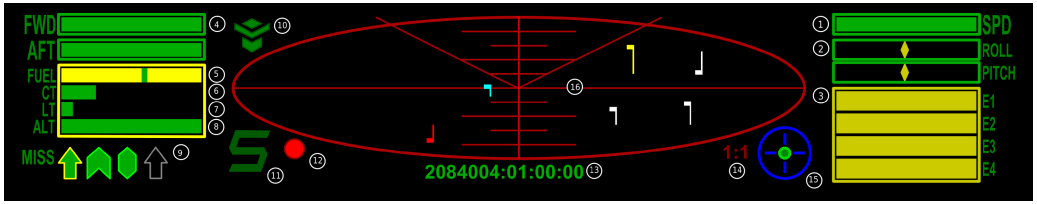
> *OXPs may add additional pylon-based equipment for purchase. See the OXP documentation for more information.*

10 Fuel Scoop

The Fuel Scoop icon will be added to the HUD when one is fitted to the ship. When the fuel scoop is active, the icon strobes. If the tail of the icon becomes red, then your cargo bay is full and any new object scooped will be destroyed.

11 Station Aegis

The Station Aegis is the area of space around a GCW station where its Vipers will provide protection to your ship should you come under attack.



12 Threat Indicator

This is an indicator showing the current level of risk to your ship. When green, there are no other ships within scanner range. Yellow indicates that there are objects within scanner range. When the indicator turns red, other ships have targeted you.

13 Date and Time

The current date and time, set to Galactic Cooperative of Worlds Mean Time.

14 Scanner Zoom

The zoom ratio displays the current magnification setting of the IFF scanner.

15 Space Compass

The Space Compass shows the direction of the target relative to the direction of the ship. The default target of the space compass is the planet. When inside the GCW Station Aegis, the compass will target the station.

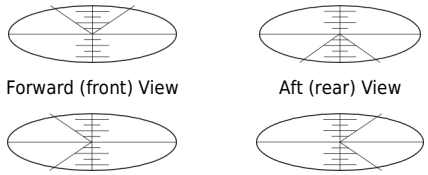
Fore	*Target position relative to the ship*	*Aft*
	Planet or GCW Station	
	Sun †	
	GCW Stations †	
N	Navigation beacon †	N
W	Witchspace beacon †	W
	Active target †	

Additional compass targets may become available with the installation of OXPs. Refer to the individual OXPs documentation for more information.

† This compass target requires the Advanced Space Compass equipment to be installed in order to become selectable.

16 IFF Scanner

The IFF Scanner Grid shows the relative positions of all objects within scanner range of the ship. The V lines show which direction you are currently viewing. The rule lines show the scale the scanner is working in.



Forward (front) View — Aft (rear) View

Port (left) View — Starboard (right) View

Each object is represented by a colour-coded flag and pole. The length and position of the flag pole represents the object's direction and distance from your ship. The flag's position on the pole indicates whether the object is above or below your ship.

- Non-powered objects [1]
- Civilian craft
- Hostile craft
- Police/Government craft
- Police/Government craft on intercept
- Thargoid craft
- Missile [2]
- Mine about to detonate [2]
- Space stations and other anchorages
- Navigation and witchpoint beacons
- Witchspace cloud

The twin colour flags are the colours that those IFF flags cycle through.

1 Non-powered objects include asteroids, cargo pods, escape pods, and abandoned craft.

2 Certain OPXs will add extra types of munitions to Oolite. The game will use the missile or mine IFF flag to show them.

Note: The layout shown here is for the Falcon deLacy Cobra Mk III which you are issued with at the start of the game. Other vessels may have alternative instrument configurations.

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OOLITE Reference Sheet

General Information

Equipment Guide

Item	TL	Cost ₢
Advanced Navigational Array	7	2250
Advanced Space Compass	8	650
Beam Laser	5	1000
Docking Computers	10	1500
ECM Hardened Missile	10	350
ECM System	3	600
Energy Bomb	8	900
Escape Capsule	7	1000
External Heat Shielding	5	1500
Extra Energy Unit	9	1500
Fuel	All	Varies
Fuel Scoop	6	525
Galactic Hyperdrive	11	5000
Large Cargo Bay	2	400
Maintenance Overhaul	7	Varies
Military Laser	11	6000
Military Shield Enhancement	14	47550
Mining Laser	11	800
Missile	2	30
Multi-Targeting System	6	325
Passenger Berth	6	825
Pulse Laser	4	400
Quirium Cascade Mine	7	2500
Remove Passenger Berth	2	100
Scanner Targeting Enhancement	12	450
Shield Boosters	11	14750
Target System Memory Expansion	9	1250
Unmount and sell all pylon-mounted weapons	2	20
Witchdrive Fuel Injectors	11	600
Wormhole Scanner	10	2395

Any equipment damage can only be repaired in systems of that Tech Level or better. The listed prices apply only to GCW station shipyards. Prices may vary in other anchorages. Additional equipment can be obtained by installing OXPs. See the individual OXP documentation for more information on their cost and use.

Commodities Guide

	Price ₢			
Commodities	**Min**	**Avg**	**Max**	**per**
Food	2.0	**5.0**	8.0	t
Textiles	5.2	**7.2**	9.2	t
Radioactives	17.6	**23.2**	28.8	t
Slaves †	2.0	**15.2**	28.4	t
Liquor/Wines	19.2	**29.2**	39.2	t
Luxuries	78.0	**90.2**	102.0	t
Narcotics †	0.4	**51.0**	101.6	t
Computers	61.6	**81.8**	102.0	t
Machinery	46.8	**56.6**	66.4	t
Alloys	31.2	**38.8**	46.4	t
Firearms †	49.6	**69.2**	88.8	t
Furs	45.2	**70.46**	95.6	t
Minerals	10.0	**12.0**	14.0	t
Gold	36.0	**38.8**	41.6	kg
Platinum	62.8	**71.8**	80.8	kg
Gem-stones	15.2	**19.6**	24.0	g
Alien Items	21.2	**43.6**	66.0	t

† Trafficking in these commodities is illegal in all GCW member systems.

Combat Rank

Rank	Kills
Harmless	0
Mostly Harmless	8
Poor	16
Average	32
Above Average	64
Competent	128
Dangerous	512
Deadly	2560
Elite	**6400**

Government Guide

Risk	Icon	Type
Negligible		Corporate State
▲ Low ▼		Democracy
		Confederacy
▲ Medium ▼		Communist
		Dictatorship
▲ High ▼		Multi-Government
		Feudal
Extreme		Anarchy

Economy Guide

Produces	Icon	Type
Advanced technology		Rich Industrial
▲ Basic technology and Advance Materials ▼		Average Industrial
		Poor Industrial
▲ Mixture of both ▼		Mainly Industrial
		Mainly Agricultural
▲ Advanced organics and Refined Materials ▼		Rich Agricultural
		Average Agricultural
Basic organics and Raw Materials		Poor Agricultural

Legal Status

Status	The commander can expect
Clean ▼	Free travel and access to GCW Stations. Full protection by GALCOP Vipers.
Offender ▼	Free travel and access to GCW Stations. Limited protection by GALCOP Vipers. Small bounty on the commander.
Fugitive	Limited travel and access to GCW Stations. Actively targeted by GALCOP Vipers. Large bounty on the commander.

All commanders start as *Clean*, with any criminal acts reducing their legal standing. Performing services for the GCW will repair their reputation.

GCW Orbital Laws

Services

Defence Of GCW Space
By providing assistance to the Galactic Navy by the destruction of Thargoid Invasion Fleet craft.

Space Lane Hazard Clearance
Destruction of navigation hazards from the space lanes, i.e. asteroids and wreckage.

Termination Of Criminals
By providing assistance to the GALCOP by the destruction of Offender and Fugitive rated craft.

Crimes

Murder
The destruction of any law-abiding vessel with the resulting loss of life.

Piracy
Attacking any law-abiding craft to force them to discharge cargo.

Property Destruction
Attacking a Galactic Cooperative of Worlds Station, Rock Hermitage or other anchorages.

Trafficking
Leaving a GCW station with any of the following commodities on-board: Slaves, Narcotics or Firearms.

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OOLITE Reference Sheet

General Information

Career Choices

Bounty Hunting
Collect bounties for pirate/fugitive craft destroyed. Bounties are also paid if you capture/rescue the escape pods of the criminals/victims.
No additional equipment required. Recommend minimum of: Beam Laser, ECM, Fuel Scoop and Shield Booster be fitted before attempting this profession.

Carrier Service
With a big enough ship you can get paid for moving someone else's bulk goods from A to B. Contracts are available through the Carrier Market screen.
Requires a ship with larger cargo bays. Recommend an Advanced Navigation Array be fitted.

Mining
Blast asteroids, scoop up the fragments and sell the minerals on the commodities market.
Requires a Fuel Scoop and Mining Laser. Recommend a Cargo Bay Expansion be fitted.

Passenger Service
With a passenger berth fitted, you take a traveller from point A to point B for profit. Contracts are available through the Carrier Market screen.
Requires a Passenger Berth. Recommend an Advanced Navigation Array be fitted.

Piracy
Attack other ships and steal their cargo, which will make you a fugitive very quickly. You will then have GALCOP, bounty hunters and opportunist commanders after you.
Requires a Fuel Scoop and upgraded combat systems. Recommend fitting an Escape Pod.

Trading
Buy low-priced commodities on one world and sell at a higher price on another.
No additional equipment required. Recommend a Cargo Bay Expansion be fitted.

Trafficking In Illegal Goods
Illegal goods can be traded for massive profit. Doing so will eventually make you a fugitive and limit the systems you can trade in.
No additional equipment required. Recommend a Cargo Bay Expansion and upgraded combat systems be fitted.

Additional careers can be added by installing OXPs. Refer to the Oolite Wiki for more details.

Game Settings

Autosave – on / off
Automatically saves your game as 'autosave' before you leave a GCW Station.

Music – off / on / iTunes
Turns the in-game music on and off. The iTunes option is Mac only and will play selected iTunes playlist. (You can make playlists that will play under certain conditions, e.g. 'Oolite-Docked'.)

Volume – sliding scale
Volume slider controls both in-game music and sound effects.

Show Growl Messages *Mac only*
Select which level of incoming Growl notifications should be displayed (full screen only). See http://growl.info for more information about Growl.

Spoken Messages – off / on
Makes the computer read all messages.

Play in Strict Mode
In strict mode, all game features and items not part of the original Elite will be unavailable. Any OXP-based equipment and ships you have purchased will be unavailable.

Full Screen Mode *width x height*
Rotate through screen resolutions choices for full screen mode.

Play in Window *PC & Linux*
Toggle between playing the game in the full screen or a window (on a Mac, use command-F).

Reduce Detail – on / off
Switching on this setting will improve the game performance.

Wireframe Graphics – on / off
Play Oolite with visuals reminiscent of the original Elite. This visual style does not alter the game speed.

Detailed Planets – off / on
Enables procedurally generated textures for the planets. Use off to improve game speed.

Shader Effects – off / simple / full
Changes the methods used to produce shading on in-game objects. Use simple or off to improve game performance.

Joystick Configuration
Assign many of the game actions to your joystick.

Joystick Flight Controls

Roll
Direction axis for roll anti/clockwise.

Pitch
Direction axis for dive/climb.

Yaw
Direction axis for turn left/right.

Increase Thrust / Decrease Thrust
Buttons or direction axis to fly faster or slower.

Primary Weapon
Button to fire the energy weapon.

Secondary Weapon
Button to fire currently active pylon-mounted weapon or equipment.

Arm Secondary
Button to activate / target seek currently highlighted pylon-mounted weapon or equipment.

Disarm Secondary
Button to deactivate highlighted pylon-mounted weapon or equipment.

Cycle Secondary
Button to rotate through the available range of pylon-mounted weapons or equipments.

Target Incoming Missile
Buton to automatically target the incoming missile nearest to the player ship.

Weapons online toggle
Button to toggle weapons online / offline mode.

Prime equipment
Button to cycle through selectable equipment.

Activate Equipment
Button to activate primed selectable equipment.

ECM
Button to activate the Electronic Counter-Measure Systems.

Toggle ID
Button to activate the ID Recognition System.

Fuel Injection
Button to activate the Witchspace Fuel Injectors.

Hyperspeed
Button to activate the Torus drive Hyperspeed systems.

Roll/pitch precision toggle
Button to toggle the degree of thrust relative to angle of the joystick.

Escape Pod
Button to activate the Escape Pod, if installed. Requires fast double press.

Joystick Flight Controls (continued)

Specialist Equipment
Button to toggle Specialist Equipment on / off

Take Snapshot
Button to capture a screen shot

View forward / aft / port / starboard
Buttons or axies to change the view screen direction.

Mouse Flight Controls

Fly by mouse control is only available when the game is in Full Screen mode.

Move Mouse Up and Down
Ship dives and climbs.

Move Mouse Left and Right
Roll anticlockwise and clockwise.

Left Mouse Button
Fire primary weapon.

Right Mouse Button
Zero flight roll and pitch.

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Observer's Guide

Adder

34w x 8h x 35l m

Speed/Thrust (lm)	0.24/0.030	**Banks & Charge**	C20
Roll & Pitch	NJ	**Weapon Mounts**	F M1
Cargo Space (t)	2	**Hyperspace**	yes
Sold at Tech Level	4	**Base Price (cr)**	65000
Base Equipment	Pulse Laser, 1 Missile		

An agile compact ship favoured by couriers, customisers and professional racers.

Anaconda

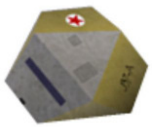
75w x 54h x 170l m

Speed/Thrust (lm)	0.14/0.014	**Banks & Charge**	P30
Roll & Pitch	DB	**Weapon Mounts**	All M7
Cargo Space (t)	750	**Hyperspace**	yes
Sold at Tech Level	8	**Base Price (cr)**	650000
Base Equipment	Pulse Laser, 3 Missiles		

The biggest mass produced freighter available, built like an asteroid and steers like one.

Asp Mk II

75w x 54h x 170l m

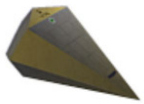


Speed/Thrust (lm)	0.40/0.050	**Banks & Charge**	P30
Roll & Pitch	JE	**Weapon Mounts**	FA M1
Cargo Space (t)	N/A	**Hyperspace**	yes
Sold at Tech Level	10	**Base Price (cr)**	375000
Base Equipment	Pulse Laser, 1 Missile, MTS, STE		

The civilian version of the Galactic Navy's premier long range scouting / commando craft.

Boa

71w x 60h x 115l m



Speed/Thrust (lm)	0.24/0.036	**Banks & Charge**	P30
Roll & Pitch	NE	**Weapon Mounts**	All M4
Cargo Space (t)	125	**Hyperspace**	yes
Sold at Tech Level	6	**Base Price (cr)**	450000
Base Equipment	Pulse Laser, 3 Missiles		

The replacement for the ageing Python, with better performance and capacity.

Boa Cruiser / Mk II

92w x 92h x 228l m

Speed/Thrust (lm)	0.31/0.040	**Banks & Charge**	P32
Roll & Pitch	LE	**Weapon Mounts**	All M5
Cargo Space (t)	175	**Hyperspace**	yes
Sold at Tech Level	8	**Base Price (cr)**	495000
Base Equipment	Pulse Laser, 5 Missiles		

The long haul version of the Boa, trading some agility for more capacity and speed.

Cobra Mk I

70w x 13h x 47l m

Speed/Thrust (lm)	0.26/0.025	**Banks & Charge**	E25
Roll & Pitch	JF	**Weapon Mounts**	FA M1
Cargo Space (t)	10	**Hyperspace**	yes
Sold at Tech Level	4	**Base Price (cr)**	100000
Base Equipment	Pulse Laser, 1 Missile		

The first truly effective solo fighter/trader ship, but now superseded by the Mk III.

Cobra Mk III

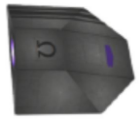
131w x 26h x 59l m

Speed/Thrust (lm)	0.35/0.032	**Banks & Charge**	H40
Roll & Pitch	JE	**Weapon Mounts**	All M4
Cargo Space (t)	20	**Hyperspace**	yes
Sold at Tech Level	6	**Base Price (cr)**	150000
Base Equipment	Pulse Laser, 3 Missiles		

The most successful medium size ship ever built and an excellent fighter/trader.

Constrictor †

108w x 20h x 120l m



Speed/Thrust (lm)	0.60/0.050	**Banks & Charge**	?
Roll & Pitch	LH	**Weapon Mounts**	All M3
Cargo Space (t)	Unknown	**Hyperspace**	yes
Sold at Tech Level	N/A	**Base Price (cr)**	N/A
Base Equipment	Unknown		

Currently under test by the Galactic Navy, the rumours say it's extremely deadly.

Escape Capsule

6w x 6h x 7l m

Speed/Thrust (lm)	0.05/0.005	**Banks & Charge**	P30
Roll & Pitch	AA	**Weapon Mounts**	N/A
Cargo Space (t)	N/A	**Hyperspace**	no
Sold at Tech Level	6	**Base Price (cr)**	1000
Base Equipment	N/A		

Only technically a ship, the Escape Capsule is the primary lifeboat system of GCW ships.

Fer-de-Lance

75w x 54h x 170l m

Speed/Thrust (lm)	0.30/0.025	**Banks & Charge**	H45
Roll & Pitch	RE	**Weapon Mounts**	All M2
Cargo Space (t)	12	**Hyperspace**	yes
Sold at Tech Level	8	**Base Price (cr)**	485000
Base Equipment	Beam Laser, 2 Missiles, MTS, STE		

An agile and deadly assault class ship favoured by bounty hunters and the well-to-do.

Gecko †

70w x 12h x 37l m

Speed/Thrust (lm)	0.30/0.045	**Banks & Charge**	H40
Roll & Pitch	OG	**Weapon Mounts**	F M1
Cargo Space (t)	3	**Hyperspace**	no
Sold at Tech Level	N/A	**Base Price (cr)**	N/A
Base Equipment	Beam Laser, 1 Missile		

Produced in unlicensed shipyards, this fighter is a favourite of pirates and assassins.

Krait †

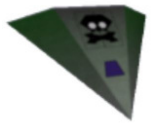
90w x 18h x 73l m

Speed/Thrust (lm)	0.30/0.035	**Banks & Charge**	H25
Roll & Pitch	MG	**Weapon Mounts**	F M0
Cargo Space (t)	4	**Hyperspace**	no
Sold at Tech Level	8	**Base Price (cr)**	N/A
Base Equipment	Beam Laser		

A discontinued fighter design finding a new life in the professional racing circuit.

Mamba †

64w x 8h x 48l m

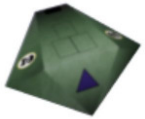


Speed/Thrust (lm)	0.32/0.032	**Banks & Charge**	H30
Roll & Pitch	JG	**Weapon Mounts**	F M0
Cargo Space (t)	4	**Hyperspace**	no
Sold at Tech Level	N/A	**Base Price (cr)**	N/A
Base Equipment	Beam Laser		

Originally used in professional racing, this fighter is used by pirates and escorts alike.

Moray Star Boat

40w x 23h x 53l m



Speed/Thrust (lm)	0.30/0.032	**Banks & Charge**	H30
Roll & Pitch	JG	**Weapon Mounts**	All M2
Cargo Space (t)	7	**Hyperspace**	yes
Sold at Tech Level	5	**Base Price (cr)**	126000
Base Equipment	Pulse Laser, 3 Missiles		

A multi-role ship, often seen as a medical or tourist craft. It's popular with pirates too.

Orbital Shuttle †

20w x 20h x 31l m

Speed/Thrust (lm)	0.08/0.016	**Banks & Charge**	D10
Roll & Pitch	JD	**Weapon Mounts**	N/A
Cargo Space (t)	30	**Hyperspace**	no
Sold at Tech Level	N/A	**Base Price (cr)**	N/A
Base Equipment	None		

Often unmanned, this ship is the GCW's primary in-system heavy cargo hauler.

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Oolite is inspired by the *Elite* computer game series, originally created by Ian Bell and David Braben

Oolite Website: http://www.oolite.org Oolite Wiki: http://wiki.alioth.net/index.php/Oolite Oolite BBS: http://www.aegidian.org/bb
Reference Sheet by KZ9999

OOLITE Reference Sheet

Observer's Guide

Python

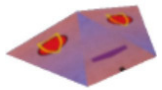
74w x 37h x 130l m

Speed/Thrust (lm)	0.20/0.020	**Banks & Charge**	N25
Roll & Pitch	JD	**Weapon Mounts**	All M2
Cargo Space (t)	100	**Hyperspace**	yes
Sold at Tech Level	4	**Base Price (cr)**	200000
Base Equipment	Pulse Laser, 1 Missile		

An ageing design that's still popular with commanders needing a simple robust freighter.

Sidewinder Scout Ship †

64w x 13h x 32l m

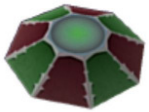


Speed/Thrust (lm)	0.37/0.037	**Banks & Charge**	H25
Roll & Pitch	NH	**Weapon Mounts**	F M0
Cargo Space (t)	N/A	**Hyperspace**	no
Sold at Tech Level	N/A	**Base Price (cr)**	N/A
Base Equipment	Beam Laser		

A tough compact fighter popular with racers, freighter escorts and pirates alike.

Thargoid Warship †

328w x 56h x 328l m

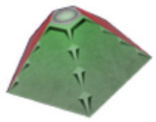


Speed/Thrust (lm)	0.50/0.050	**Banks & Charge**	S40
Roll & Pitch	JE	**Weapon Mounts**	All M5
Cargo Space (t)	N/A	**Hyperspace**	yes
Sold at Tech Level	N/A	**Base Price (cr)**	N/A
Base Equipment	Thargoid Laser, ECM, 5 Robotic fighters		

The primary vessel of the Thargoid Invasion Fleet. Deadly and fights without fear.

Thargoid Robotic Fighter †

19w x 5h x 18l m

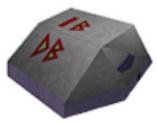


Speed/Thrust (lm)	0.45/0.040	**Banks & Charge**	E30
Roll & Pitch	JE	**Weapon Mounts**	F M0
Cargo Space (t)	N/A	**Hyperspace**	no
Sold at Tech Level	N/A	**Base Price (cr)**	N/A
Base Equipment	Pulse Laser		

Small remote-controlled fighters designed to swarm their victims.

Transporter †

30w x 8h x 25l m

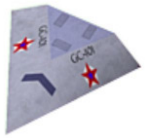


Speed/Thrust (lm)	0.10/0.020	**Banks & Charge**	E30
Roll & Pitch	JE	**Weapon Mounts**	All M0
Cargo Space (t)	12	**Hyperspace**	no
Sold at Tech Level	N/A	**Base Price (cr)**	N/A
Base Equipment	None		

Predating the GCW, this ship serves as shuttle, cargo hauler and industrial platform.

Viper †

96w x 32h x 96l m



Speed/Thrust (lm)	0.32/0.032	**Banks & Charge**	F40
Roll & Pitch	NI	**Weapon Mounts**	F M1
Cargo Space (t)	N/A	**Hyperspace**	no
Sold at Tech Level	N/A	**Base Price (cr)**	N/A
Base Equipment	Beam Laser, ECM, 1 Missile		

GALCOP's mainstay patrol vessel, capable of dealing with the most deadly threat.

Viper Interceptor †

96w x 32h x 96l m

Speed/Thrust (lm)	0.52/0.050	**Banks & Charge**	I60
Roll & Pitch	UJ	**Weapon Mounts**	F M3
Cargo Space (t)	N/A	**Hyperspace**	yes
Sold at Tech Level	N/A	**Base Price (cr)**	N/A
Base Equipment	Military Laser, ECM, 3 Missiles		

GALCOP's best pilots fly these ships to fight threats of an interstellar scale.

Worm †

26w x 12h x 30l m

Speed/Thrust (lm)	0.11/0.012	**Banks & Charge**	C20
Roll & Pitch	JE	**Weapon Mounts**	F M0
Cargo Space (t)	2	**Hyperspace**	no
Sold at Tech Level	N/A	**Base Price (cr)**	N/A
Base Equipment	None		

A simple support craft, often seen as a ship's launch, lifeboat or miner.

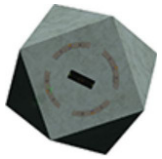
Notes

† Ships which are unavailable for purchase at the GCW station shipyards for the following reasons:

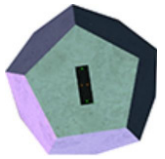
- GCW shipyards specialise in currently manufactured models fitted with hyperspace drives.
- GCW shipyards will not deal in craft from unlicensed manufacturers.
- It is illegal for civilians to own Local Government, Galactic Navy and GALCOP ships. It is also illegal for civilians to be in possession of craft constructed outside of the Galactic Cooperative of Worlds.

- MTS stands for Multi-Target System. ETS stands for Enhanced Targeting Scanner.
- Speed is measured against *Light Mach*, which is the maximum velocity a ship can reach before suffering relativistic effects.
- The ships' banks and charge rate are graded on the *KeZecky* scale. The higher letter (*A* being the lowest) and number value, the larger and faster charging the energy bank is.
- A vessel's agility is measured using the *Holdstock* method. The higher value of each letter (*A* being the lowest) the better the performance.
- Ships have laser mounts in the *F*orward, *A*ft, or *All* view screen directions. The number of pylons is shown by the *M* value.
- Cargo space is measured in GCW standardised 1 ton cargo canisters.
- The base price is calculated for craft with the base equipment fitted. Ships available for sale may be fitted with extra equipment, with a corresponding increase in price.
- Images shown here are not to scale and measurements are listed in metres.

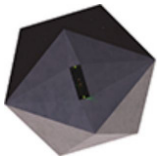
Stations and Other Anchorages



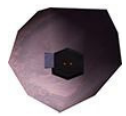
Coriolis Station



Dodo Station



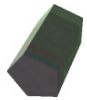
Ico Station



Rock Hermit

Other Objects

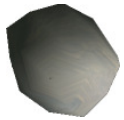
Beacon



Cargo Canister

Missile

Quirium Cascade Mine

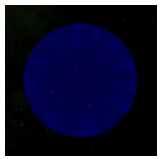


Asteroid

Boulder

Splinter

Metal Fragment



Witchcloud

Oolite Reference Sheet by KZ9999.
Inspired by the OoliteRS by Darkbee / another_commander / Commander McLane
Checking by: Disembodied, _ds_, Kaks, Commander McLane, Ahruman, Micha, another_commander and others.

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Oolite is inspired by the *Elite* computer game series, originally created by Ian Bell and David Braben

OOLITE Reference Sheet

Commander's Log

Solar System – Galaxy		**Commander Status**	
GCW MT		Ship	
Present System	Destination System	Credits	Cargo Capacity
Government	Government	Legal Status:	Combat Rating:
Economy	Economy	Outstanding Contracts	
Tech Level	Tech Level		
Notes			

Manifest					
Commodity	Quantity	Buy Price		Sell Price	

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