

Location: http://www.pvv.org/bcd/bin/BSE/markets/markets.pl?min_profit=50&logical_1=and&min_mass=1000&action=all_routes

Markets Dated: Mon Jan 8 14:04:54 2001

All Known Trade Routes ...

... which have a profit of at least 50 Stellers per MU and total mass of at least 1000 MUs

From	To	Item	Quant	Invest	Profit	Profit/MU
\$ IND NEW HARBOUR (3245)	\$ IND FREEDOM CITY (2653)	\$ PROCESSED THORLIUM (50)	1000	60000	140000	140.00
\$ GTT G'OA (2370)	\$ SMS SALAMANCA (1188)	\$ AMBROSIA (268)	1000	75000	125000	125.00
\$ FET ALDERAAN (4316)	\$ SMS SALAMANCA (1188)	\$ AMBROSIA (268)	1000	75000	125000	125.00
\$ SMS SALAMANCA (1188)	\$ KAS RUBIS (4063)	\$ JAC/THOR ALLOY (90)	1000	300000	125000	125.00
\$ SMS SALAMANCA (1188)	\$ IND FREEDOM CITY (2653)	\$ PROCESSED THORLIUM (50)	1000	100000	100000	100.00
\$ KAS RUBIS (4063)	\$ IND FREEDOM CITY (2653)	\$ PROCESSED THORLIUM (50)	1542	154200	154200	100.00
\$ GTT OUTCASTS (1821)	\$ IND FREEDOM CITY (2653)	\$ INDUSTRIAL MODULE (40)	200	2000	498000	62.25
\$ IND NEW HARBOUR (3245)	\$ CLN OUTREACH (1758)	\$ PROCESSED THORLIUM (50)	1000	60000	60000	60.00
\$ DNA ANGEL'S NEST (4829)	\$ IND FREEDOM CITY (2653)	\$ INDUSTRIAL MODULE (40)	50	20000	105000	52.50

[SMS Main Lobby] [Back to Overview] [Leave a message]

bcd@pvv.ntnu.no

Inter Galactic News

January 2001

Welcome to the second issue under my dubious control, in this issue we see the return of an old affiliation as well as the priority markets listing, one very hot ship for sale, and a listing of systems and the owners, so you know where it's safe to be (or not). So welcome once again to the finest publication **Inter Galactic News**.

In case this is the first time you have come across this paper then let me outline what you will be able to get from this quality production.

The latest happenings in the galaxy.

Interviews with the leading galactic players in the daily struggle of life and death in the peripheries.

The latest trade offers from the colonies located on the edge of known space.

Reports of the evershifting boundries as the empires and affiliations expand and collapse.

Advertise your ship here, whether you are a budding explorer, hauler or trader. Maybe you even have a warship for hire.

If you wish to contribute any articles please send them to me at:

Stephen Harvey
85 Gassiot Road
Tooting
London
SW17 8LB

or by email,

harvsg@aol.com

42/200 DETINUS REPUBLIC TAKES ARACHNID

Arachnid - In week 42 the DTR seized control of the Arachnid system by means of a limited military action. This included the capture of a number of Confederate colonies with minimal losses and moderate collateral damage to the civilian sectors. Yet again, the dreadful Meklan combat-cyborgs were among the ranks of the defenders. DTR ground forces also found and subsequently freed thousands of slaves at the liberated colonies.

It should be noted that the Arachnid system is now under DTR legislation. No general access restrictions apply but law-breakers will be prosecuted so make sure that you have read, understood and agreed to DTR law before entering (or lingering in) the Arachnid system.

Following the operation there have been negotiations with the CNF, CIA and BHD which have been described as unusually promising by DTR diplomats. The talks are continuing and it is hoped that they will prevent further military conflict and bring peace to the Arachnid system within the week. Already the DTR Stellar Armada has confirmed that they do not intend to pursue a military confrontation beyond this point.

Michelle Diaz, newly elected Speaker of the House of Lords and successor of the famous Abraham Crowthorne, has already shown a distinctively different style in her approach towards foreign relations. So far she appears to be rather successful but two weeks in office can hardly be used to seriously analyze her methods. It remains to be seen whether or not her cowboy diplomacy will bring greater benefits to the DTR than the cautious maneuvering that allowed Crowthorne to rebuild the Detinus Republic almost from scratch long ago.

- DPB, Porta Capella

BROTHERHOOD RESPONSE

To: The Speaker of the House, DTR
From: Lord Seth, BHD

Aside from any separate negotiations that are being made I wish to point out that you did not find any slaves at BHD Cithaeron. Also, as previously pointed out all BHD Meklan are volunteers, we use neither slaves, nor prisoners, for the purpose.

It should also be stated that you have used (in a very recent posting) the presence of Meklan at the Confederate colonies in Arachnid as an excuse to invade their sovereign territories. We ourselves were ridiculed and castigated by the DTR and your allies for reprimanding the DOM on exactly the same topic not too long ago. We were accused of piracy, acts of war, etc - are the recent DTR actions in Arachnid also acts of war and/or acts of piracy - or is there another explanation that I have not thought of?

I note with interest your recent probe against one of our Dominican colonies. I make the promise that the day that your much vaunted warfleet arrives in orbit of one of our capital colonies will be the day that your fleet will cease to exist - and your beloved Republic will follow it into oblivion shortly thereafter.

Please note the polished and diplomatic nature of this communication, it is not my intention here to stir up further controversy, the True One has already indicated to me that no purpose can be served by further hostilities between our two affiliations. No-one will benefit from the current conflict, not even yourself.

Regards

Lord Seth, BHD Administratum

SYSTEM OWNERSHIP

To aid some of you in knowing who is the owner of the multitude of systems within the game I can published a list of systems and who claims them. Expect next issue a whole host of changes <g>.

AFT: Solo, St Dismas.

Confederacy: Beach, Borderland, Darkfold, Fetlock, Francoise, London, Monk, Plague, Ridley, Ruin, Teutonic.

Clan: Crossley, New Sussex, Nexus, Onwards, Skye, Winter

DOM: Eden.

DEN: Accrux, Avoir, Darklight, Forlorn Hope, Hydrae, Leporis, Mizam, Noctollis, Solitude, Tolfallen.

DTR: Abyss, Aquarius, Arachnid, Badlands, Faery, T. Tauri, Venice.

Falconian: Acropolis.

Flagritz: Twilight.

Imperials: Alladin, Audrey, Blagard, Blowton, Capellan, Curly, Dorn, Dryad, Erasure, Fortoon, Inferno, Kasmer, Lewis, Madonna, Mattalot, Misre, Pegasus, Rebellion, Schrike, Starling, Stockton, Straddle, Teller, Titan, Tycoon, Wastelands. Also claiming Storm on behalf of KRL.

GTT: Adamski

Kastorians: Skord, Yank.

KST Kastorians: Kastor.

Not Known/Unclaimed systems: Avalon, Enigma, Forest, Hazzard, Lucifer, Twinkle, Void, Wolf.

JUST WHEN YOU THOUGHT IT WAS SAFE...

I am Warleader Khalas off the CLN armed Forces, Vice PD off the CLNs.

We are currently trying to rebuild our Empire again and there for need new members to come and help us out in this venture, we need all sorts off clans, so email me and sort out your introduction into the CLNs.

We have a few things too offer newcomers, but not large ships right away, because you have to prove you are worthy to be a Clan.

To all affiliations

We hereby cancel all our deals with you, we cant nor will we honor old deals you had with the old government that had us forced into civil unrest, if you want contact with us, then contact me about it and then we can sort out a new relation or pacts, we are a new government and this is a new era for the CLANS.

We hereby also cease all bad relations too all affiliations, unless you choice too be hostile towards us.

The CLN also hereby claims Onwards, Skye, Nexus, New Sussex, Winter and Crossley, but no other systems.

Rules within Clan space is simple right now.

Without permission from me, are you not allowed to setup any colonies, outposts, have armed ships, nor explore or place agents, or have ground parties.

Rules will be more clear later, but we still have some other problems to sort out first.

Trade, we are interested in Processed thorlium, Ambrosia and farms.

Warlord Khalas
Keeper of the Law
Warleader of the CLNs

FOR SALE - BUYER BEWARE....

Greetings fellow beings!

I have for sale the following space vessel.

Class 8 SMS built ship - Lugger - 5/130/33 Mint condition,
40 weeks maintenance and crew, sensors, jump and thrust engines thrown in.

also included is the cargo of;
80 Celesium(187)
1200 Precious Metals(244)
1320 Processed Thorlium(50)

I will sell, or trade for goods/vessels or any combination thereof. The whole package will go to the most attractive bid.

I may be willing to split the goods and ship for a particularly attractive offer.

Please send all bids to ind_trader@hotmail.com and they will be treated in the strictest confidence.

Needless to say no questions will be asked and none will be answered...

Regards,

Mercutio (a very Independant Trader)

IMPERIAL RESPONSE

The IMP have not approved the above sale. Buyers should be aware that this ship, formerly HIMLU Minsk (3706), was taken by pirates during week 50/200 and will be on the IMP posted list.

As the saying goes - Caveat Emptor.

IPO
Jax

PRIORITY MARKET REPORT

IND THORN (140) - System 17 space square 2258
AMBROSIA Buying 500 at 50
CIA ARMOURY (179) - System 17 space square 2456
LUXURY FOODSTUFFS Buying 6000 at 8
WASTE Buying 2000 at 30
CIA SIN CITY (209) - System 146 space square 631
VETERANS Buying 50 at 500
FET DRAGONNEST (227) - System 147 space square 2832
COLONISTS Buying 6000 at 20
AFT AMYTHYST (282) - System 173 space square 532
METALS/NON-METALS Selling 30000 at 1
CNF KIEL (356) - System 18 space square 1842
COLONISTS Buying 30000 at 20
GTT HQ (467) - System 1 space square 1440
COLONISTS Selling 5346 at 1
PULAC CRYSTALS Selling 10000 at 1
CIA ENTROPY (488) - System 24 space square 2342
COLONISTS Buying 1504 at 10
FET ALLIANCE STATION (604) - System 146 space square 2951
JAC/THOR ALLOY Buying 100 at 50
GTT SAINT KILDA (835) - System 160 space square 2557
FARMS Selling 15 at 500
AFT ECLYPSE (1124) - System 150 space square 2232
PHOTON GUNS Selling 500 at 160
PROCESSED THORLIUM Selling 980 at 100
GTT THERMOPYLAE (1152) - System 178 space square 1742
FARMS Selling 20 at 500

IMP NABOO (1166) - System 178 space square 634
COLONISTS Buying 780 at 30
SMS SALAMANCA (1188) - System 121 space square 2049
AMBROSIA Buying 1000 at 200
CLN CONSTANTINOPOLIS (1265) - System 25 space square 839
FISSIONABLES Selling 2531 at 10
PULAC CRYSTALS Buying 2000 at 20
DTR PORTA CAPELLA (1303) - System 146 space square 2951
FARMS Buying 1000 at 3205 Selling 9 at 4010
MINES Buying 1000 at 3200
DEN MINOTAUR (1322) - System 146 space square 2951
TELEPORTERS Selling 6 at 25000
CLN SABELTAND (1412) - System 97 space square 2349
CHEMICALS Selling 3000 at 40
FIBRILLIUM Buying 300 at 300
BHD OSGILIATH (1440) - System 17 space square 3047
FISSIONABLES Selling 9500 at 40
CNF KAPITOL (1491) - System 17 space square 2258
COLONISTS Selling 7000 at 9
FARMS Buying 10 at 4000
FET PORT ROYAL (1571) - System 160 space square 740
LUXURY FOODSTUFFS Selling 5000 at 1
DEN ASLAN (1665) - System 163 space square 2856
STARGATE KEY 163 Selling 1 at 30000
TELEPORTERS Selling 14 at 25000
GTT OUTCASTS (1821) - System 150 space square 1034
ARTWORKS Selling 30000 at 1
INDUSTRIAL MODULE Selling 200 at 10
DEN SKYPOINT (1824) - System 38 space square 3032
PLANET PROBES Selling 68 at 24
SYSTEM PROBES Selling 20 at 24
IND AMITY (1831) - System 166 space square 1745
METALS/NON-METALS Selling 6180 at 5
AFT PORT ERIN (1964) - System 106 space square 1743
MILITARY MODULE Buying 50 at 3000
IND HIGH STAR (1971) - System 103 space square 1841
CONDENSED METALS Buying 4000 at 12
METALS/NON-METALS Buying 30000 at 2
KRL WINDHOOKS (2071) - System 146 space square 1947
LUXURY FOODSTUFFS Selling 20000 at 5
SENSOR PODS Buying 2 at 10000
AFT AURORA (2145) - System 1 space square 1939
FOOD Buying 10000 at 5
METALS/NON-METALS Selling 5000 at 5
CIA LANGLEY (2301) - System 17 space square 1636
FISSIONABLES Selling 6700 at 5
GTT G'OA (2370) - System 158 space square 1146
AMBROSIA Selling 2000 at 75
FARMS Selling 10 at 500

IMP NEW SPARTA (2407) - System 160 space square 1841
 COLONISTS Buying 10000 at 4
 GTT LAZARUS (2507) - System 163 space square 2856
 FARMS Selling 35 at 500
 IMP MAGNANO (2620) - System 163 space square 2856
 COLONISTS Buying 10000 at 1
 STARGATE KEY 163 Selling 3 at 15000
 IMP CEZTA (2625) - System 173 space square 532
 COLONISTS Buying 5000 at 20
 HERMADITE Buying 500 at 100
 SMS YGGDRASIL (2732) - System 171 space square 643
 BIOCHEMIST Selling 50 at 10000
 DNA HAVEN (2875) - System 121 space square 1044
 COLONISTS Selling 2000 at 50
 METALS/NON-METALS Buying 2000 at 5
 IMP JAX (2990) - System 1 space square 349
 ALIEN PETS Selling 2000 at 5
 DOM MYCENAE SOUND (3114) - System 146 space square 2951
 JACIUM Buying 250 at 325
 IND OASIS (3173) - System 175 space square 2150
 LIGHT BASIC MODULE Buying 160 at 300
 GTT LIBERTY (3240) - System 165 space square 2936
 XBUREAUCRAT Selling 80 at 500
 DTR De BEERS (3345) - System 121 space square 435
 COLONISTS Buying 2000 at 25
 SMS FARCRY (3392) - System 178 space square 1742
 AMBROSIA Buying 600 at 100
 GTT BANNOCKBURN (3411) - System 160 space square 740
 COLONISTS Selling 28000 at 1
 CONDENSED METALS Selling 10000 at 5
 CNF SARAJEVO (3874) - System 146 space square 2857
 VETERANS Buying 200 at 50
 IMP EAGLES ROOST (3994) - System 103 space square 1841
 STARGATE KEY 103 Selling 2 at 20000
 DTR OPPORTUNITY (3995) - System 121 space square 1044
 MINES Selling 10 at 3000
 KAS RUBIS (4063) - System 146 space square 2951
 JACIUM Buying 7400 at 350
 SHUTTLES Buying 66 at 250
 EEM BALMORAL (4100) - System 146 space square 2857
 CONDENSED METALS Buying 1000 at 6
 UNTOOLED FACTORIES Selling 3 at 12000
 CIA JFK (4213) - System 17 space square 452
 PULAC CRYSTALS Selling 28100 at 2
 FET NEW KYOTO (4297) - System 1 space square 1939
 LUXURY GOODS Selling 5500 at 1
 AFT RETURN (4313) - System 41 space square 1850
 HEAVEN HERB Selling 30000 at 2
 JACIUM Buying 1000 at 300

AFT BLACKBIRD'S NEST (4428) - System 146 space square 2951
 UNTOOLED FACTORIES Selling 20 at 10000
 AFT ARIEL (4444) - System 121 space square 2049
 MINES Selling 25 at 2800
 UNTOOLED FACTORIES Buying 10 at 15000
 GTT NEW CHRISTIANIA (4707) - System 173 space square 532
 MAINTENANCE-BOTS Buying 2 at 10000
 VETERANS Buying 10 at 1000
 FET TORTUGA (4734) - System 1 space square 349
 COLONISTS Selling 10000 at 1
 CIA SHADOWLAND (4748) - System 4 space square 2349
 ALIEN LIVESTOCK Selling 2000 at 30
 EEM HYPISO (4802) - System 1 space square 1939
 AMBROSIA Buying 500 at 50
 LUXURY GOODS Buying 1000 at 5
 FET DRAGONHAVEN (4806) - System 165 space square 2259
 COLONISTS Buying 10000 at 10
 LUXURY GOODS Selling 2000 at 4
 DNA ANGEL'S NEST (4829) - System 178 space square 1742
 CREW Selling 93 at 25
 IMP LEEWARD (4871) - System 159 space square 2438
 CLOTHING Selling 10000 at 4
 MEDICAL SUPPLIES Selling 5000 at 5
 IMP SEVASTOPOL (4997) - System 159 space square 2438
 MEDICAL SUPPLIES Selling 30000 at 12
 SMS TALAVERA (4998) - System 173 space square 532
 AMBROSIA Buying 650 at 100
 SMS MINES Selling 31 at 5000

-----END-----

**PLEASE SEND ANY ARTICLES INTO THE IGN,
 AS WITHOUT YOUR INPUT I CANNOT
 PRODUCE THIS, THE MORE OF YOU
 WHO WRITE IN THE BIGGER AND BETTER
 IT BECOMES, SO GET A SCRIBBLING.....**

CONTACT DETAILS ON FRONT PAGE!

Brief history of the DOM:

The DOM is a group of humans that were among the first to be sent into space by Earth scientist. Since the space travel was in its very early experimental stages at the time, 'expendables' were sent in the first ships. Thus a good mix of criminals, political intellectuals and extremes, social cases and other 'undesirables' were sent out. The fate of most of the ships sent out in this period is not known today. Some of the ships made it safely through their first jump, but they lost contact with Earth and was stranded in whatever part of space they ended up in. One such ship was 'The Dominion' which ended up in what is known as the Cluster today. Here some abandoned Clan colonies were found and colonized, and a new society was formed.

Current political situation:

We have been separated from the rest of Earth society for so long that we have no interest in the the current political and military conflict going on between the Imperials and the Confederates. We do however operate closely with some of the human organisations, and we have allied ourselves with another human group of outcast (at least politically), the DTR. Even though we are also allied to the DEN, we do seem to have a problem with aliens. We had a small 'cold war' with the Clans which eventually led to us relocating out of the Cluster. This war has recently gotten a bit hotter with the DEN and us as aggressors. We have been fighting the Hexamon alongside the DEN, and we have recently finished another armed conflict with the Flagritz.

Some months ago the Brotherhood attacked one of our colonies, we struck and took it back with the aid of our allies. But the Brotherhood have so far refused all our terms for peace. Therefore we had no other option but to take the war to the aggressor and have captured the sacred system of Eden, and destroyed the Brotherhood colony in Solo.

Apart from the races and organisations mentioned above, the Dominion enjoy a neutral to friendly relationship to most other affiliations.

Structure:

What do you expect when you try to establish a society with mainly criminals and political extremeists? The Dominion structure can best be described as Earth's Hell's Angels made politically acceptable. The Dominion members are all very loyal and supportive of their affiliation, but at the same time enjoy a freedom do what they please as long as it does not hurt the affiliation. The word 'morals' is unknown to the Dominion, we'll do anything if we can gain from it. The

Dominion is led by the Overlord and his second-in-command, the Emperor. Fluffy dices are a standard accessory in all Dominion vehicles and biker's leather is of course never out of fashion.

The Dominion have some of the most versatile special abilities of all, these are:

25% Hullshift. All shiphulls in Dominion hands can carry 25 MU instead of the usually 20. As a result our ships are bigger and faster than other human ships of the same size. To give an example, a DOM Carrier can carry 2250 MU of cargo at a basespeed of 1.6, whereas the normal figures are 1800 and 2.0. DOM has access to nearly all human ships, which makes this ability a real winner.

Quad-coating. All DOM ships can quad-coat, meaning we can have 4 thorlium coats instead of the normal 3. This gives a significant advantage in combat, and it also helps against pirate attacks for our merchant ships (yes, we coat our merchant ships).

We also have colony and research bonuses, which will be revealed when you become a DOM colony governor.

All new and existing DOM members are given as many Man-of-Wars (20/60/20) upgrades as they want, only limited by our ability to produce the hulls and the current stock of hulls. In addition most human class 8 and 7 ship will be made available to our members who need or want one.

So guys what are you waiting for, sign up and become a member of one of the most active affiliations going.

When you feel that the Dominion are for you write: Join 57.

Then contact the DOM Leadership who will give you guidance and missions.

SMS TRADE SITE

One the bacck cover you will see a screen shot showing the best trade offers in the game at the moment. So for all you looking to make a fast buck you know where the most money can be made.

I put in for the best offers with 1000 mu's of goods and a profit margin of over 50 stellars per mu.