

THE
LOCATER GUIDE:
WHERE TO
BUY/TRAIN TROOPS



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1 MILITARY OUTPOST LOCATIONS



Military Outposts are the most common places where a player can purchase and train Marines/Mercenaries, but not all Military Outposts in the X-Universe sell/train boarding troops. Most often Military Outposts have a protection fleet to safeguard the station but keep in mind, like any other station in the universe, it can be subject to destruction by hostile forces. With the exception of one Commonwealth race and the Terrans, all races have at least three Military Outposts that sell/train Marines/Mercenaries. The following list of Military Outposts sell/train boarding troops,

Argon

- *Aladna Hill*
- *Argon Sector M148 (2 Military Outposts are in this sector)*
- *Black Hole Sun*
- *Elena's Fortune*

Boron

- *None, all Boron Military Outposts do not sell nor train Marines/Mercenaries (Boron boarding troops can only be found via Pirate facilities)*

Paranid

- *Empire's Edge*

- *Pontifex' Seclusion*
- *Preacher's Refuge*

Split

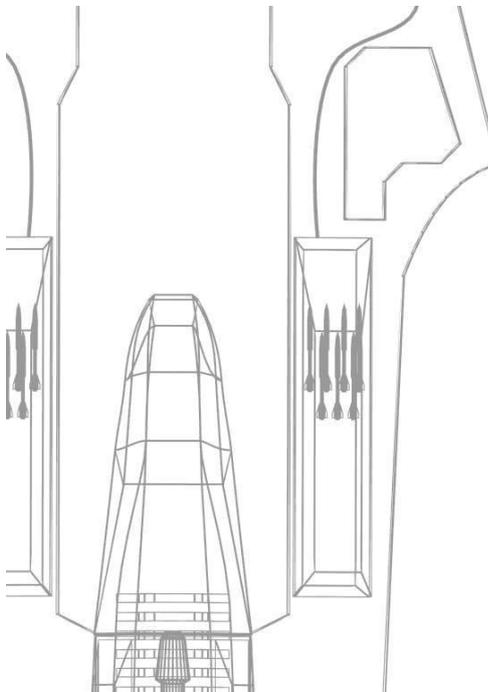
- *Contorted Dominion*
- *Ghinn's Escape*
- *Rhonkar's Fire*
- *Rhonkar's Trial*

Teladi

- *Ceo's Sprite*
- *Eighteen Billion*
- *Merchant Haven*

Terran

- *None, all Terran Military Outposts/Military Bases do not sell nor train Marines/Mercenaries (Terran boarding troops can only be acquired once during the Terran plot)*



II TRADING STATION & EQ LOCATIONS



Select Trading Stations and Equipment Docks throughout the X-Universe can train Marines/Mercenaries that have been purchased by the player. Trading Stations and Equipment Docks however can only train boarding troops, they do not sell Marines/Mercenaries. Like Military Outposts, Trading Stations and Equipment Docks can be subject to destruction by hostile forces. The following list provided means both the Trading Station and Equipment Dock found in the sector can train boarding troops unless stated otherwise.

Argon

- Argon Prime
- Argon Sector M148 (This is the only one of two sectors where the Trading Station doesn't train boarding troops because no Trading Station exists in this sector)
- Cloudbase Southeast
- Red Light

Boron

- None, all Boron Trading Stations and Equipment Docks do not train Marines/Mercenaries (Boron boarding troops can only trained at other listed training facilities)

Paranid

- Cardinal's Domain

- *Emperor's Ridge*
- *Paranid Prime*
- *Trinity Sanctum (This is the only one of two sectors where the Trading Station doesn't train boarding troops despite a Trading Station being present in the sector)*

Split

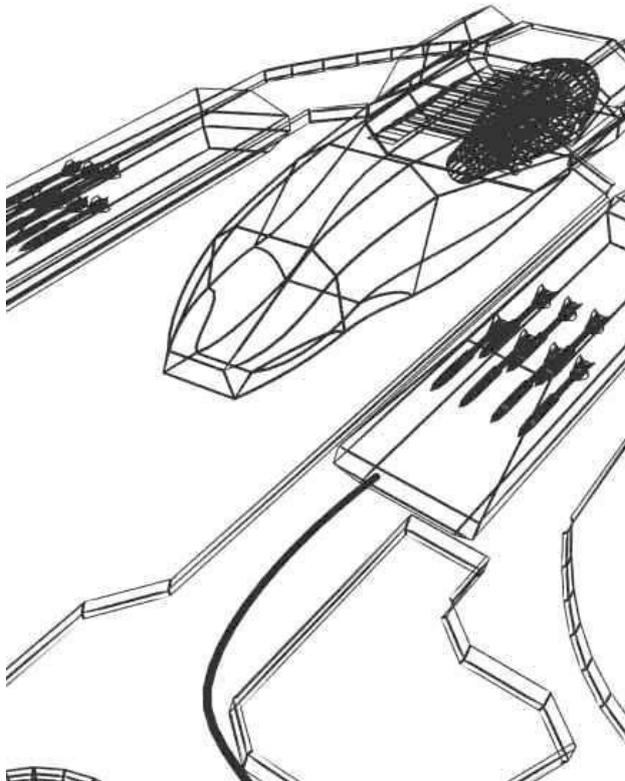
- *Cho's Defeat*
- *Family Pride*
- *Thuruk's Beard*

Teladi

- *Home of Opportunity*
- *Ianamus Zura*
- *Seizewell*

Terran

- *None, all Terran Orbital Support/Defense Stations do not train Marines/Mercenaries (Terran boarding troops can only be acquired once during the Terran plot)*



III OTHER LOCATIONS



There are a few other places in the universe where the player can purchase and/or train Marines/Mercenaries. For the main races (Commonwealth/Terran) the following list is for Marine Training Barracks which only sell boarding troops. For the outlaws (Pirate/Yaki) the following list is for Pirate Bases first (sell & train) then Mercenary Fabs second (sell only). Keep in mind Pirate owned stations are subject to destruction often and where the station respawns is random (a respawned Pirate base may or may not sell and train Marines/Mercenaries). The Pirate Base listings are only accurate at the very start of the game and will respawn in a different sector. So no posts saying "I'm X amount of game hours/days in and I can't find the Pirate Base in sector X, where is it?"

Argon

- *Home Of Light*

Boron

- *None, the Boron have no Marine Training Barracks*

Paranid

- *Pontifex' Seclusion*

Split

- *Ghinn's Escape*

Teladi

- *Ceo's Sprite*

Terran

- *None, the Terran's have no Marine Training Barracks*

Pirate

Pirate Base

- *Acquisition Repository*
- *Brennan's Triumph*
- *Bright Profit*
- *Hatikvah's Faith*
- *Spring Of Belief*
- *Unknown Sector (East of PTNI HQ)*
- *Veil Of Delusion*
- *Vestibule Of Creation*

Mercenary Fabs

- *Danna's Chance*
- *LooManckStrat's Legacy*
- *Mi Ton's Refuge*
- *Unknown Sector (East of PTNI HQ)*
- *Veil of Delusion*
- *Vestibule Of Creation*

Yaki

- *None, the Yaki have no Bases nor Mercenary Fabs*

Ships

- *TP or M6, ships have to be bought second hand by the player and any boarding troop/s that come with said ship are likely covered by part of the ship cost*

Sidenote I: Marine Training Barracks are also known to be removed by the universe by GoD, unless the player has a ship docked at a given MTB. Having a ship at a given station will not make it immune to destruction by hostile forces.

Sidenote II: In regard to the purchase of second hand TP's/M6's the best chances of buying one with troops on board are where the ship cost is overpriced/ridiculous (i.e. more than the ship in question would cost from a shipyard)



Tools of the Trade

This section is for what you, the player, will be required to own in order to be able to buy Marines/Mercenaries. After a Marine/Mercenary has been purchase if no ship is present at the station in question when a given Marine/Mercenary has been finished being trained (any stage), they will wait for a pick up from one of the ships listed below.

A ship capable of carrying Marines/Mercenaries.

- *M1, M2, M6/Heavy M6, M7/M7M, TP/TM/TL*
- *Keep in mind this is for what ships can carry boarding troops, not which ships can conduct boarding operations*

A Cargo Lifesupport System

The Cargo Lifesupport System (CLS) which can be found at (TP's come equipped with a CLS upon purchase)

- *Pirate Bases*
- *Anarchy Ports*
- *Teladi Trading Stations (certain stations)*
- *Boron Trading Station (only one)*
- *Terran/Aldrin facilities (certain stations)*
- *Royal Boron Research Station*
- *Duke's Haven (HQ)*
- *Strong Arms HQ*

You find a full list of the sector names where the Cargo Lifesupport System can be found at [this link](#).

Sidenote: The listed locations of the Piratebases are those of the game start. These bases are subject to being destroyed, hence can change the location as the game advances.

A Bioscanner

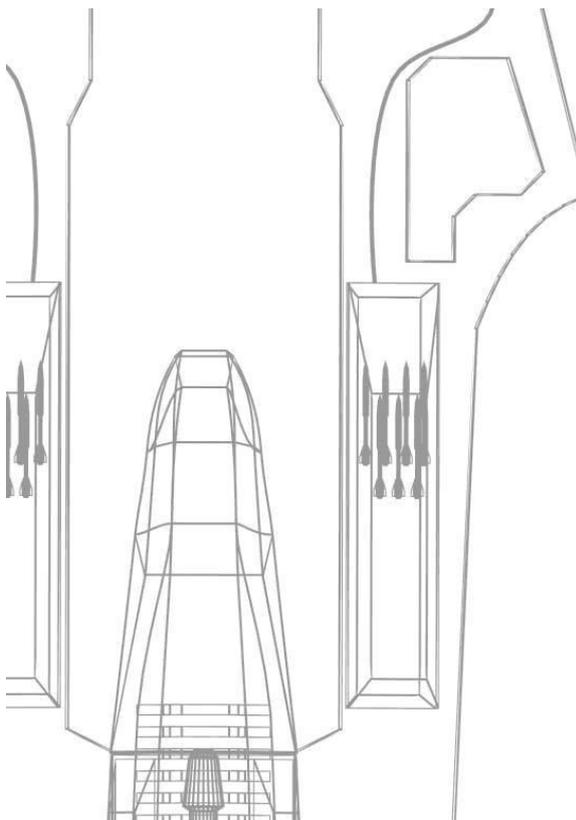
A Bioscanner is an entirely optional but a useful device to have when it comes to buying Marines/Mercenaries. It allows the player to see a overall rating (in stars, usually 0 or 1 star) of a given Marine/Mercenary prior to purchase. The Bioscanner *cannot* see individual stars (if any are present) for any of the four skill levels. Bioscanners can be purchased at,

- *Jonferco HQ (Belt Of Aguilar)*

- *TerraCorp HQ (Home Of Light)*
- *That's it, only two places in the whole X-Universe sell this particular piece of ship software/equipment*

Replenishment of Troops

Once a player begins the purchasing of Marines/Mercenaries the available slots that open up will begin to be refilled by new troops over time (minutes to hours, it's random as far as I can tell). And since the bulk boarding troops that a player will buy are junk/cannon fodder, it always pays to check up on the selling locations from time to time and sometimes it can pay off *very well* (though a high payout is rare). Like the original group of boarding troops that can be purchased at a given location, new troops are subject to the same randomization factor in terms what experience/skills they will receive when they appear.





The people of the X Universe forums, for providing all the additional information that I did not know.

EgoSoft, for making the game.

Carlo the Curious, for errors/typo's needing to be fixed.

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