

The X Rebirth 3.0 TLDR manual

An overview of new features in version 3.0 of X Rebirth

Faster playing

- **Abort cutscenes:** All cutscenes can now be aborted by pressing escape (e.g getting out of the Albion Skunk).
 - **Running:** To run on platforms double tap the “walk” button (w by default).
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Exploration and rare items

- **Rare items:** Complete redesign of all items found in the universe. Many new rare items were added including some that can be used for special missions.
 - **Lockboxes:** Objects are now found in different types of “lockboxes”. To open these containers, the player has to first shoot locks without damaging the container.
 - **Crafting:** Some items can be used in crafting. Once you find one cartable item, the inventory menu will show the other missing items and the product that you can build out of it. Read the encyclopedia entries for the objects for hints what unique missions and activities can be unlocked with these objects.
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Gifts and bribing (Unlocking rewards on platforms)

- **Gifts:** After a successful smalltalk conversation on a platform, people (NPCs) not only offer valuable rewards, such as the option to update your trade computer with live trade offer updates from this station permanently (2.0: Trade agents), you can now also give them a gift to play an extended conversation and unlock special rewards. Several gifts can be crafted from rare items. Among the rewards are:
 - Virtual seminars (—> **Skill improvements**)
 - Long term discounts
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Station sabotage (New Hack panel)

- **Hacking on platforms:** A range of new control panels and security terminals on stations allow you to skillfully sabotage all areas of station operation on your opponents space station:
 - **Sabotage station defense:** Successfully sabotaging station defense systems can give you a limited period of time in which a station is weaker or even defenseless. This requires a ***security decryption system***, which can be crafted in your inventory once you found all of its components.
 - **Sabotaging Station Repair:** Successfully sabotaging a station's repair facility will greatly increase the time the crew needs to rebuild the station after an attack. You need a ***temporary local security ID*** to access this terminal, which can be crafted from items sometimes found on platforms.
 - **Hack trade offers:** Hacking into a trade terminal can be used to gain illegal long-term discounts or commissions. You need a ***temporary local security ID*** to access this terminal, which can be crafted from items sometimes found on platforms.
 - **Sabotaging Production:** Successfully sabotaging a station's production will cripple it for a long period of time. You need a ***temporary local security ID*** to access this terminal, which can be crafted from items sometimes found on platforms.
 - **Blocking station security:** Successfully sabotaging station security will increase the time for stealing containers after hacking. This requires a ***security decryption system***, which can be crafted in your inventory once you found all of its components.
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Stealing goods from stations (Improved Trojan ROV)

- First preparation: For the perfect heist, you should have several **security decryption systems** before you start your career as a thief.
- Step 1: Identify target station: Decide which station to rob. A successful robbery needs a target that has valuable goods.
- Step 2: Identify target storage module: Where does the station store its most valuable goods? Scan the station and look inside all storage modules to choose that with the most valuable goods, or those you need yourself.
- Optional preparation 1: Consider disabling the station security before starting to hack the storage. This is not necessary but reduces your risk. (—> **Station sabotage / Blocking station security**).
- Optional preparation 2: Make sure one of your trade ships, that is able to transport the wares you want to steal is very close nearby (consider a move to my position command) and has a large amount of cargo URVs to pick up the stolen goods as fast as possible!
- Step 4: Approach the selected storage module and launch the **trojan ROV**. Once you are mote controlling the ROV avoid security ships at all cost. Fly to the info point of your selected storage module, click on it and select the “hack” action.
- Step 5: Fly to the target points shown now as mission targets and hack them by selecting the hack action. You will have to succeed in the very fast minigame by pressing the button when the scan line is near the peak of the curve.
- Step 6: Once the progress bar reaches 100% you get the message “hack successful”. You can now see that the station triggers alarms and will raise its security level.
- Step 7: If you choose the right target, you now will find lots of free floating ware container in the area around the station.
- Optional preparation: Land on a platform and find the station defense control panel to disable all station turrets for a short period of time. You will need a **security decryption system** for this step.
- Step 8: You can switch to cargo collect mode and tag containers so your freighter will pick them up. The moment you claim the first container, you reveal your identity and intention to the station and station security WILL retaliate for your actions. If you disabled station defense systems, you have to be quick or you risk that you freighter will be attacked. However, the reward can be more than worth the risk.

Skill improvements

- **Virtual seminars:** You can now improve the skill set of your workers (NPCs) in relevant categories (those in bold) by giving them virtual seminars. These seminars can be acquired from experienced NPCs by giving them crafted gifts. You can give a virtual seminar either by visiting the NPC personally or in the case of active pilots in your ships, also remotely when talking to them (COMM from NPC details menu)
- **Improving your NPCs:** Leveling up your workers skills can now improve important features of the game. Examples:
 - **Managers:** Will work more efficient and increase station productivity
 - **Engineers:** Will repair stations or ships faster.
 - **Boarding Commander:** Lead teams better in fights and thereby increase boarding chances.
 - **Pilots:** Learn advanced flight techniques and get better at mining.
 - **Defense officer:** Improved tactics for better results in fighting with your capital ships.
 - **Specialists:** Increase their effect on station productivity even further.

Boarding

- **Promoting marines:** Marines can now be promoted to Elite marines and Veteran marines through successful boarding operations. Be careful to board only weaker L size ships first, to increase your chances of successfully boarding a capital ship. Once you have the full amount of marines AND upgraded some of them to Elite or even Veteran state, you can board increasingly stronger ships.
- **Educate the boarding commander:** Further improve your chances in boarding by educating your boarding commander with virtual seminars (—> **Skill improvements**)
- **Boarding missions:** Destroy all given objectives and hack all given targets during boarding operation to reach maximum efficiency in boarding a cap ship.

Missions

- **Chain missions:** Occasionally you will see this new mission offer type. These are groups of missions offered by various factions. They not just give you the usual per mission reward, but often promise a special reward at the end of the chain. Some unique discounts and unlocks are only available through these new missions.
- **Many new missions:** The set of missions offered on stations has been improved. If you enjoy playing missions, you can accept many missions at the same time and try to play them simultaneously. This is especially useful when multiple missions send you in the same

direction. Be careful however when missions introduce time restrictions. Loosing the mission may cost you some reputation.

Map improvements

- **Mouse interface:** The map system has been greatly improved to allow more interactive control.
 - **SELECT** objects directly in the map with a left mouse click.
 - **PAN** the map by holding down the left mouse button and dragging the map around.
 - **ZOOM** by using the mouse wheel, including changing the logical level of the map (e.g system to sector to zone).
 - **ROTATE** map by holding down the right mouse button and moving the mouse at the same time.

Trade improvements

- **Trading with non squad ships:** All your ships that are NOT currently assigned to a superior (e.g: They are working for a manager to supply a station or are part of a squad protecting another ship), will now be selectable in the TRADE MENU. This means you have now two options to manage your trade ships:
 - Ships that are part of your squad will execute trade orders and try to fly to your current location as soon as they are done.
 - Ships that are not in your squad will execute trade orders and remain in their last zone after they are done.
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- **Ware exchange:** It is now possible to order to transfer wares directly between all of your property. This always starts with a ship in your squad. From the conversation with the pilot or captain, you will find the “**Transfer wares**” option in the “**New order**” section. In the following step, you can select any other object to transfer wares TO or FROM. This includes also wares that are not available as trade offers, allowing you to get resources out of a station again, or even move drones from one station to another. The ship will of course have to fly to the other station, or in the case of two ships exchanging wares directly, have to meet somewhere in space. Capital ships will then exchange wares using their cargo vessel drones, while small ships have to pick up the wares as containers floating in space.
- The trade computer MK2 and MK3 extensions now improve the trade computers memory. This means that all your trade ships will have a longer command queue. With the trade computer MK2 for example, you can assign 5 orders to each of your trade ships. The trade computer extension is not cheap and therefore reserved for expert traders.

Commanding squadrons

- **Broadcast** commands to entire squad: The property owned menu now has a new “Broadcast” button when you select your own Albion Skunk. This will allow you to select orders that can be sent to ALL ships currently in your squad at the same time! (All that appear if you click on the “plus” symbol of the Albion Skunk.
- An “**Attack**” action was added to the interact menu of many targetable objects, like ships and info points of stations. This action replaces the “Hail” action in many places which is still available through the C hotkey and in the info menu by selecting the NPC you want to talk to. Giving this “attack” order behaves exactly like giving a BROADCAST command from the property owned menu, selecting “Attack object” under new commands and selecting this same object from the map. Note that in both cases, your order is sent to all ships in your squad, which can fight, not matter where they currently are. If you want to exclude ships, you can remove them from your squad and still use them for trading, OR you can alternatively —> form squads. (next point)
- Creating sub squads: To make control over large amounts of ships more easy, you should consider to organize them into groups. Instead of commanding each ship individually, you will only deal with the “boss” and all ships assigned to him will follow his command.
- **Withdraw command:** One of the new commands available from the “ORDERS” group in conversations with your pilots or captains, is the simple order to withdraw from battles. This turns out to be especially important when trying to sabotage stations and steal their goods, without ending up in an all out open war.

Building stations

- **Build spots in empty space** were added. This now allows you to start construction anywhere in empty space, no matter if you just leave a local highway in the middle of simply boost far out of a normal zone. Building there works like with any normal build spot. Once you have a construction vessel with architect in your squad, the HUD will show build spots. Select the one you want to use and select the “Build here” action, then follow the instructions in the conversation with your architect.
- **Switching between automatic and manual management of building and trading.** Both architects and managers, can be freely switched from a mode where you manually execute every necessary transport and trade operation to a full automatic mode, where you just give the NPC the money and they order all required resources for you. To do this, just switch the “Only trade with OWN faction” option in the NPCs info menu and add or remove fund to the NPCs budget. An architect with a budget and permission to trade with all factions will build the station you ordered completely or until he runs out of money. Money left after building will always remain on his account and you can move it back to your own account anytime. You can now also exclude individual factions from potential trading partners for architects and managers.

- **Set your own prices:** The managers of your factories do now have the new option to “**Manage trade offer prices**”. This can overwrite the default automatic price choice, which is based on the stations current storage of resources and products.

New weapon types and ship upgrades

- **Pulsed Maser Mk3**
This is the Teladi take on the popular Pulsed Maser. it fires from alternating barrels, at a lower fire rate than the regular masers, but the projectiles stick to the target and continue giving off energy for some time.
- **Heavy Laser Mk1**
The Heavy Laser Mk1 is a powerful beam weapon, that delivers enough energy to damage ships. However, it is still an improved version of the Mk2 Mining Laser and as such also makes for an effective mining tool.
- **Particle Repeater Mk3**
The Particle Repeater Mk3 has a longer reach & better damage, but it comes at the cost of a slightly reduced fire rate.
- **Constrictor Missile**
This unguided missile is used by security forces and pirates, disabling the boost capabilities of all known engines and stranding ships for easier looting and boarding.
- **Engine Mk5 Upgrades**
All engine variants can be upgraded to Mk5 versions - if you manage to find the components that are needed for this.

Other new features

- **Target computer extension MK2 and MK3** will add the ability to auto lock your target on objects you can collect (the rotating disc “pickup” symbol) and on station or cap-ship surface elements. The target lock button can be mapped to joysticks or gamepads but is also mapped to “Shift F” by default. You can also switch through a ship or stations surface elements now with two more toggle buttons. Just like “page up” and “page down” switch between main targets, the “HOME” and “END” keys will switch between surface elements. All of these buttons can of course also be mapped to joysticks or gamepads.
- **Chain missions** are now a new type of mission offers found occasionally on stations. These are not just multiple missions for one person or faction that you have to play in a row, but also a new way to get very unique rewards. For example some chain missions unlock multiple

trade agents, and therefore give you trade offer updates for many stations permanently. Others may unlock unique discounts.