

Slave Trader

While many moral deviants found their way into the slave trade by chance, just as a majority of pirates had, so too had a good number been persuaded into the position by their former/current employers. As the need for lower prices and greater profits grows ever more prominent in the current age, so too will the means for such an end. Often funded by nameless corporations, allowing them to equip their ships with high-tech cloaking and weaponry systems, members of the Black Market Slave Trade are foes not to be trifled with. Even if you do manage to overpower their well equipped freighters, you might suddenly find yourself an unwelcome guest in many of the cluster's most prosperous sectors.



Locations

Slave Traders can be found all over the universe in sectors with a Class D planet.

Stats

Skills

Tactics	45
Hit accuracy	55
Maneuver	25
Weaponry	55
Engineering	25

Health

Hull	
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Armour	
Armour strength	
Armour type	
Shield	
Shield regeneration	
Total health	

Other

XP for killing	
Loot from killing	
Spawn type	
Roams?	
Cloaks?	
Retreat hold frequency	
Retreat hold rounds	
Respawn time	
Old age death time	

Weapons

Guns

Gun	Base damage	Shots per round	Total damage	Weapon type
20 MW Particle Laser	60	2	120	Conventional
120 MT Magnetic Defractor	51	2	102	Electro-Magnetic

Missiles

Missile	Base damage	Average reload time
Illegal Underground Missile	350	6

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