

Bounty Hunter's Guide to Success

[WIP]

This Document is intended as a guide for how to effectively claim bounties, pursue them, and strategies to succeed, you may take your own spin on this or use completely different methods, this is only a guide afterall.

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Claiming a Bounty

Claiming a bounty is as simple as going to the bounty board [here](#)

The rules of the bounty board are simple:

You may only have 1 claimed bounty active at a time, this is so that other hunters can have a chance to fulfill bounties without one large group claiming them all.

You may claim a bounty that is already been claimed, however this is not advised, as it may spark tensions between hunters, this is not what you want.

Ensure the client's IGN exists on the forums, use the search feature to find out if they do exist, if not comment on the client ign section informing them of this.

Simply comment your the IGN of yourself, or the IGN of all players in your group within closed brackets

Establishing Contact

Use the forums to establish contact with a client, use the IGN they provided to send a private message to them over the forums

Steps for establishing contact:

1. Private Message the user
2. Confirm details with the user, get them to sign a contract if need be (google docs is good for this)
3. Tell them who the client is expected to pay on completion
4. Complete bounty
5. With proof of death, re-establish contact with client to confirm the bounty has been completed
6. Accept payment

These steps ensure there are no mistakes and the process can be done quickly and efficiently

Strategies to succeed

The best place to find a target is at their homebase, warp near their homebase (adjacent sector) homebase and if they are not seen on radar or visually, run a scan using a scanner computer to try and find them.

Check asteroid sectors in their system and run scans in them, you can see asteroid sectors by toggling “orbital sectors” in the galactic map

Flt your ship(s) for purpose, try to avoid interior if possible, always have a jump inhibitor and a scanner, a logic jump drive if possible, radar jammer will also help, ensure you have sufficient point defence, defence (armor and shields) and weapon damage.

Radar Jammers are your best friend, sneaking up from behind a target and activating a jump inhibitor is the best way to catch your target off guard, if possible, try to attack while radar jammed from long range (not in the same sector as your target), to prevent your enemies scanner from unjamming you, radar jammers also help avoid missiles, remember to unjam and tell your friends to un-jam before running a scan, else you will have a long cooldown before you can re-jam

Travel to and from your target quickly, this is where a logic jump drive is handy, you want to give your enemy no indication you are coming, this also means do not say “We are coming to get you” or something like that, you want to catch your target off-guard and undocked from their homebase.

Prevent your targets from escaping, Jump Inhibitors are very helpful for preventing escape, provided they are in the same sector as you, however they prevent you from escaping as well, so pick your engagement carefully, if they do escape, they will most likely be more on guard next time and you may never catch them

During the engagement and after the engagement gather evidence of your kill, a video or a screenshot showing the kill message should suffice, clients will most likely not pay you without proof of completion.

Receiving Payment

The part we all love, the money, follow these steps for receiving payment from a client

1. Establish contact with the client, send your proof and inform them you have completed the bounty
2. Negotiate a date, time (remember timezone) to collect your reward, if the payment is credits or an item, try to collect payment in a protected sector such as the servers spawnpoint (to prevent theft of your reward do this a fair distance away from the spawn station while still in the sector)
3. Collect Reward
4. ???
5. Profit