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## Swg pre cu bounty hunter guide

I remember the SWG Pre-Cu when it came to a living galaxy... where I could decorate my home and hear the latest news on who the latest badass is or who is the new Jedi... Or the best BH, that when he walked into a canteen, the Jedi ran to hell 2 to starport. OI I recall miss my BH . But when I think back, I remember the mistakes, half of my pistoleer skills didn't work well and it was pretty awful, but it could have gotten better... I mean imagine instead of SOE pushing the CU and NGE out and instead focusing all the time and effort on publishing and bug fixes ..... I don't think there's going to be any other game like this, anyway post your Pre-cu Template Mpistooleer/BH 3x4x/Smuggler xx4x Game: EVE OnlineFavorite MMO's: WoW, SWG Pre-cu, Lineage 2, UO, EQ, EVE onlineLooking forward to: Archeage, Kingdom Under Fire 2KUF2 official website - - This article applies to an element of Star Wars galaxies prior to new game developments. It is no longer accurate and will continue for historical purposes only. The content of the site was adapted from Darein's BH Guide, which was published on the Official Bounty Hunter Profession forum. Bh good for me? [edit | edit source] As a bounty hunter, you will find a lot of new parts of the game that otherwise would have been left undiscovered. There are NPC bounty hunts, player bounts, and of course the insidive special abilities and tactics that some hunters are famous for. You may remember hunters like Greedo, Jango Fett, and Boba Fett from the movies. Players have examples of these, sometimes comparing Greedo to a newborn and Fetts to real master hunters. If you like any of these characters, bounty hunting can be for you - a role-playing game, if nothing else. An important part of headhunting is using droids to find your target. These droids can be purchased using bazaar terminals on the Auctions tab or on the Shipping Locations tab. You will need probe bots, and search droids as a high level Bounty Hunter. Probe bots are used to locate what planet the signal is on and provide you with the initial waypoint on the planet where you can find the signal. After you travel to the planet, you will want to send out a search droid that will give you an updated waypoint. This search droid will briefly update the waypoint of your signal. Finally, if you can't find the signal, you'll be sent to another Search Droid. You will do this on any mission as a high level Bounty Hunter, and you may find that having friends who are artisans, droid engineers, armorsmiths, and weaponsmiths, can give you an advantage. Most of bounty hunter's work is done alone. However, you can team up with one or more Bouny Hunters to take the signal off. If you have decided to team up, make sure you have teamed up with a Bounty Hunter trust. His deathblows are the goal of the player who receives the bounty reward (credits). So, hopefully already the players you will then the bounty is distributed equally to all members of the party. Between running NPC bounty money, running player bounts alone or in a group, there is a lot of a Bounty Hunter to occupy across the galaxy. If you have a lot of problems with the decision, it's worth stopping by the bounty hunter's forums on the Star Wars Galaxies website. Combat and Equipment Tips[edit | edit source] This part of this guide assumes that you've played in a combat class for at least a while and decided to play as a bounty hunter. Template, skills and special skills[edit | editing source] Some popular Bounty Hunter templates: These are just examples, the important thing to keep in mind is that you need to build the template according to what you enjoy. Some original combinations are also conceivable, such as Bounty Hunter/Creature Handler. Create the template, test it, and find out. Note: It is highly recommended to use some healing skills in the template, especially if you're going to hunt Jedi in combat, one of the best tactics using the special skills you've acquired. If you have carbines, the best damage promotions currently are Leg Shot, Critical Shot, and Possibly Rapid Fire. If you have pistols, you'll probably want to stick to Stopping Shot and make them bleed. All bounty hunters should know how to use duelist stance to properly maintain their protection as well as Knockdown Recovery. Get to know your specialties before you hunt Jedi. Weapon, armor and accessories[edit | editing source] You also want to use the right weapon in combat. Proton Carbines, high-capacity Scatter Pistols, T21 rifles seem to be among the favorites. Of course, you can find another weapon that suits you better, depending on your tactics and style. Find your weapon with low special action cost (SAC), high speed and high damage. Get to know your equipment. Learn different weapon statistics and how they affect your ability to fight. Read the statistics on armor. If you're hunting Jedi, you'll need an armor that shows great resistance to energy damage. Compare wielding a certain weapon to another on the character tab to see what mods it gives you. Figure out which trades give you the right armor mods and which armor type is most important to you. You don't want to be running around armor you are not certified as it can reduce speed and accuracy. You can also get weapons or armor siced by a smuggler to increase the statistics and thereby the overall quality. In addition to the armor, get a Personal Shield Generator (armorsmiths that these ones). It's even bigger unless it increases defense. Take care of your equipment. If you don't use it for a long time, store it in your bank or house, where it's safe. If you are, secure it often and make sure you're correct to a fair condition. Also, be sure to take advantage of the drink cooks that. They can boost different HAM pools, increase regeneration rates, and defensive or offensive bonuses. Spices also enhance ham. Be sure to visit a doctor for medical advancements, you may make a difference in life and death, especially if you are fighting for the Jedi. Bring a little Stim package with you. Stim D can heal about 1,000 health points per use and can be used without any special skills, provided you have a combat level of at least 60. As BH, droids are used in almost every BH mission. In order to find where the signal is, you will need Arakyd droids as well as Seeker droids. You often find these droids in droid engineer shops and the bazaar. They come in crates. ARAKYD PROBES are different, you Arakyd Fugitive Tracker, you will have to call the probe from space with a probe control device purchased from manufacturers - (these probes will find the planet with the trademark you have, while the SEARCH DROID is looking for that planet once it has arrived and no planet hop \*\* Other droids can use it as support during their missions - bomb droids: single-use, these droids can damage the target of exploding battle droids : It can do some minor additional damage to your opponent as well as a diversion from medical droids: improve the effectiveness of your healing skills in Testing [edit | editing source] Testing what the Bounty Hunter uses for its specific types of missions. Your investigative skills determine the types of missions you can do, how tough they are, what informants you need to talk to, and how well you use tracking droids. For novice BH, it's probably best to finish your weapon skills before you try to make a test branch. If the droids are working as before, most BH suggest making out Bounty Hunter XP (the XP test). You should have enough XP for Testing II before bothering to learn Testing I. In the I and upward investigations you need to get off the planet and use droids to track your targets. (For novice BH, missions are very simple, always on the same planet, you are prepared for it. In Investigation 1, things can get harder, and they can be out of his head off the planet, droids can be aried by space skigs, or they can hit asteroids - time-offs and credits. The test 2, to improve skills where it is not such a problem.) As your investigative skills and mission difficulty increase, you'll need to talk to various informants who know more about new bounties. They'll give you the biological signature you need to program in your droid to find the target. Below is a list of Bounty Hunter terminals, trainers and informants with locations (from bounty hunter forums). For terminal locations, see Bounty Hunter Mission Terminal. See bounty hunter informant page for informant locations. BH Missions (General BH missions)[edit | edit source] BH Mission Beginners: The Bounty Hunter Terminal Step 1 - Get a mission (you have to find the BH mission mission Step 2 - Talk to SpyNets Ops at the test level (AKA Informant - one of the places in the list above.) Step 3 - Find and eliminate the bounty on that waypoint on the same planet you have. Advanced / Experts: Step 1 - Get a mission (BH terminals) If you have reached the advanced / expert, the best place to go for missions and signatures deacir is Talus in the cloning center, as both the mission terminal and spynter rep are close together. It is right on the edge of the already small town, allowing you to get out quickly to call off the droid from space. Step 2 - Talk to the informant and obtain the Bio Signature (SpyNet Ops – it will be harder to find now.) Step 3 - Leave the city far enough away to call the Arakyd droid into orbit. Call the droid (select search or track from the droid's radial menu) Step 4 - The droid falls off the track and is now called imperial probot base. Go up and use option 2 from the radial menu to upload the bounty biological signature. Step 5 - Wait for the droid to locate the target (about 3 minutes). Step 6 - Go to the planet where the arakyd droid found the target. (It's not a recently updated waypoint, but it stayed when you found what planet you were aiming for.) Step 7 - Send out a search droid (search or tracking, tracking is better if you have the ability). Currently, you can use multiple search engines to update the purpose point by selecting Search and Track again and again very quickly after the release of the first droid. When you finally register the first droid you left, you won't be able to send multiple search engines until one of them finds the target. I still haven't heard a word if it's considered to be exploited or not, so use it at your own risk. (Several people point to the fact that tracking search engines at the master level does not consume any droids as this type of use, as it limits the amount of search engines BH is trying to buy, which in turn reduces the droid engineer's potential earnings.) Step 8 - After searching for the destination, travel to the new waypoint and cancel the goal. (You can start traveling to the waypoint of your Arakyd droid, but your bounty probably went far as you traveled to the planet.) You may need to send more search engines to pin down your location, and targets often move (trying to get to a star port or something). If for some reason, the bounty you have on the planet is – in other words, if you're lucky – you could potentially find the target sent out of the search engine after getting the mission and talking to the informant (skipping the arakyd step) and not needing to call an Arakyd droid into orbit. Just realize that once you've started tracking it, you can't keep sending out droids to keep track until the first one is done. Jedi Hunter (PvP head-tied)[edit | edit source] Jedi missions are the same as BH regular - but only as long as it tracks the signal. In fact, even then there are some you have to use your mind and tresty tactics to come out on top. Jedi head bundles are very difficult to pull down, especially when they're hunting a high-level Jedi on their own. As mentioned earlier, you need to make sure you have excellent equipment and know how to use your specialties and abilities before you battle the bounty. Basically, you should always make sure you are ready before you fight for PvP (player vs player). To properly prepare for hunting and avoid newborn BH bugs, be sure to read all this. The PvP Bounty Contract[edit | edit source] If you are looking for a Jedi mission in bh mission terminals, you first determine which Jedi bounty is from those that are NPC (non-playful character) missions. Payout is a good way to wean NPC missions from Jedi missions. Jedi missions are paid approximately 50,000 credits. Payment for NPC missions tops about 30,000 credits. Every mission over 40,000 credits is probably a Jedi mission. Only jedi who have reached a certain level of visibility have signed a head blood contract on their heads. A Jedi's mission can be taken by up to five bounty hunters at a time. Since the publication of 20, only online Jedi missions have been offered in the terminal, which guarantees that your trademark is online when you select the mission (note that you can log off after the contract expires). Since the publication of 20, all mission payments displayed in the terminal have been random and the minimum payout you receive. The actual salary you get when completing the mission depends on the actual level of the Jedi (the total template Jedi is worth 225,000 credits). There's no way to know the exact payout before you finish the mission. This change was introduced to keep BH from focusing on the Padawans. The bounty hunter terminal displays the fraction of the Jedi (Imperial, Rebel or Neutral). Find the signal [edit | edit source] Next, talk to the informant and send it to droids like you do on any other BH mission. The Arakyd droid will tell you which planet your Jedi signal is on. If the signal is in space, you usually get a message explaining that the droid can't find the signal. If the signal is kashyyk, you will receive a message explaining that the droid does not know exactly the target; At this point you either decide to cancel the mission and try another one or go to Kashyyk and try to find the signal manually (which can take a lot of time and effort for nothing). If the signal is on any other planet, travel to this planet. When you land, use a search droid to identify and/or track your trademark. Identify the target returns the jedi name it is hunting (currently not functioning properly). Tracking goal updates you with the way to the signal. When you arrive in the area where the Jedi are, I'd stay a good 450 meters from the waypoint. Now is the time to refine your Open the planetary map (Ctrl+V) and see the waypoint updates. (You should have already checked the map to find the best route to the destination area after landing on the planet) Is the bounty moving? Is he in a playful city or a POI? What are the possible escape points if it appears? Is the terrain suitable for fighting in your favor? Are you familiar with the terrain, POI, city or player city to make combat decisions on the fly? You have to ask yourself these – and other questions – to refine your tactics rather than go to the weapons-of-blazin' (if you just run in battles, you're usually asking to be killed). Make sure you have a /deathblow macro set up so you can kill the Jedi if you need to become incapacitated. If macros are looped, you can use the /dump command to prevent them from looping when you want them to stop. Many hunters also have macros for their bombadroids. Use the surprise element[edit | edit source] Check a few things before recording the mission. Basically, the Jedi is supposed to be stronger than any other fighting profession - which includes the Bounty Hunter. This means that in order to win, you may want to use the element of surprise. Having a Bounty Hunter profession member up is likely to give away. You may have to decide if making yourself worthwhile is having a tag up. Make sure you're not easily spotted by the Jedi who use /ki in the Community menu (Ctrl+P) and making themselves anonymous (look for the check box at the bottom of one tab to see if you want other players to be available to contact you). Don't send your Jedi/tell before it appears, it's a great way to give up the advantage of surprise. In fact, I suggest you never talk to a Jedi bounty. If so, try to be polite - it's just a game, and if you're rude or threatening, you'll probably/until then nore them. Remember, anger is rarely useful in battles, it is more important to keep your wits about you and pay attention to what happens fighting wise than to try to win some verbal battles. I know I told you not to talk to your bounty, but sometimes you realize that if you talk to them, you can ask them out so they think you're not looking for them in my arms. Then you may want to, but you'll realize that the Jedi are watching this, and they'll immediately suspect that anyone who tells them who they don't know. Some hunters used the signals before storming their targets to distract them, and some friends of the Jedi even sent me a message before or during the hunt to distract me. If you ever find time to use /elore, which may be nice, but another thing to consider is to mute user interface sounds from the Audio tab in the Settings menu. Some of your head's going to have to be raised. That's how the best hunts were carried out. An example of this is the case where one Jedi duels with another and actually got there to the point, incapacitating him. Then the bounty hunter on his mission (who had been watching and waiting), walked up and hit/deathblow. deathblow. You decide to engage a Jedi in the deadly battle, and you're a long- or medium-range hunter, the most important thing is to keep your distance from the Jedi. If they get close enough, they could hurt you. If this occurs, there are some Stim D ready or some sort of stims anyway. Look at the combat tab from time to time – and you can see if the stims will be in use again (this will tell you how much time until you can use the stim next when you try to use the stim and it doesn't work). You can eventually develop your own tactics and style of combat. When you're fighting, do everything you can to keep your wits about you, and listen to the details, maybe you'll just win. A great way to surprise a Jedi is to appear at a player event uninvited, but with a mixture of crowds. You may have to get a/deathblow or attack them when they are unprepared. Although you'll be unpopular in some Jedi circles for intervening in a playful event and even event coordinators, you may find hunting circles that would praise your tactics. You have to decide, of course, whether the bounty is worth the sore relationships with you. They can also ban you from a city while hunting jedi, because people who side with the Jedi in their affairs - can do that. Don't be afraid, you can't stop hunting for bounty in that city just by being banned. The most important thing caused by the city ban is to hurt you to prevent the use of the transfer port. In no way that stops you from complete your mission, it simply inconveniences you. Unfortunately, this also means that it is not possible to take to the shuttle port from an external transfer. There are many playful cities that ban people like this, with a long list of people who are banned and unlikely to urban it, although you can usually find someone to appeal to – although personally I don't take the effort to do so, I've only had about 4 city bans so far. Sometimes you get a message that says mission incomplete. That's because another bounty hunter overtook the bounty. They got paid, and you didn't. Looks like you're going to have to take a masturbation mission or wait for it to get back to the terminals. Of course, you're going to lose the mission, so if you try to re-thing that Jedi later, you're going to have to pick him up again. Also, if you are a Jedi online, but the droids report him offline, which could mean that the Jedi is in space, or the Corvette (and the copy quest), which means that you will not be able to attack them. There is currently no bounty TEF in space, so you can't hunt them there. Given that droids don't update their places in space, I don't see how much that would matter. Finally, in Publish 20, the Jedi can no longer avoid bounty hunters by entering player structures. credit Giles025 for SWG Official Forums forums

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