

How to Pirate- In order to truly understand and advance in the Nausicaan Pirates you must first understand the art of Piracy and its application and usefulness. While Nausicaans are renowned for piracy in the role playing and canon world, its practice can also be used to benefit financially. The secret and rules of Pirating are found in the Pirate Code which if not adhered to will result in demotion or being marooned and exiled from the fleet. The code is simple. Do not, under any conditions, pirate a Nausicaan, Ferengi, or Gorn fleet or player, though a war may change this law. Do not reveal the secrets of piracy to any other players or misuse its practice. Piracy is an art and involves stealing. Here is how to pirate. First find a target. Ask the player if he wants to either buy or sell admiral items through a trade. If he wants to sell you items tell him that you will offer a price when he puts his items down. When he does, tell him that you cannot see the items he has put down and ask him he has pressed accept yet. (Nearly all players have never used trade before and won't know the rules of trading) he will press accept and so will you. His items or credits will be yours. This system can be altered based upon type of player but this shows the basics of the trick. Record for most credits earned in one successful pirate mission- 5 million creds.

Advanced Pirating techniques will be taught based upon each rank received, there are 5 total techniques