

Cargo path according to the 4.10 game data and game texts. Commodity prices change constantly – they are not listed here.

WORKFLOW (BALDUURSGATE ORDER)



Our order, not a game rule. The stations appear like this in the contract texts and the game's cargo interface.

TRACTOR BEAM & LOADING

Tractor Beam (hand) distance + / - **MWHEEL** ↑/↓

Tractor Beam (vehicle) distance + / - **MWHEEL** ↑/↓

Request Cargo Loading **R-ALT** + **N** tap

Request Landing **L-ALT** + **N** tap

Interaction Mode **F**

Store All Commodities **NO DEFAULT**

Toggle Inventory **I** tap

FREIGHT ELEVATOR

- **Freight Manager:** Warehouse · Elevator · Storage/Drawer.
- **Pick-up:** lower platform → “Move To Elevator” → raise → tractor beam.
- **Drop-off:** containers onto the platform → “Move To Warehouse”.
- **Messages:** Elevator Obstructed · Elevator is Full · Warehouse is Full · Item Type Not Accepted

TRACTOR BEAM - PER GAME TEXT

- **Weight:** the heavier the object, the shorter the link must be.
- **Line of sight:** broken or blocked = link breaks.
- **Speed:** too fast or too sharp movements break the link.

WARNING

- Explosive cargo: if the ship takes damage, it can explode.
- Goods left in the loading area expire when you leave the area.
- Destination warehouse full = delivery not possible.

BUYING / SELLING

Prices change constantly – so no values on this sheet. Check current prices at the terminal in game.

NOT YET VERIFIED (4.10)

- **Metres** ↔ **SCU** – conversion not unambiguous
- **Tractor beam** – mass limits and ranges
- **External cargo** – risk in flight

SCU & LOADING TIME (GAME DATA)

- **Sizes:** containers from ⅛ to 32 SCU.
- **Loading time per container:** 1 SCU = 2 s ... 32 SCU = 18 s, plus a base time per operation.
- **So:** 32 × 1 SCU = 64 s, 1 × 32 SCU = 18 s.
- **Cargo grid:** dimensions in metres with smallest and largest allowed item – mostly 1.25 m to 2.5 m edge.