Destroy Missions for New Characters and Crafters - Test Server Update

> [In Testing] This change is on the Test server only. It is not yet on Live and will reach Live with the next release. No release date is promised.

What's New

New characters, crafters and anyone else who has not trained combat skills can now take **Destroy missions** at the mission terminals, from the very first day.

- **Destroy missions at every level** on Tatooine, Naboo and Corellia, the three planets you can start on. Before, a character below combat level 10 (below 20 on Naboo and Corellia) only saw Deliver missions. Crafters and brand-new characters always read as combat level 1, so they never saw a Destroy mission at all. Theed also hid missions from anyone under level 5. All of that is gone. Other planets are unchanged.
- **Gentle starter targets.** Easy Destroy missions (difficulty 1 to 9) send you after 15 new "young" creatures, five per planet. They are smaller copies of the local animals: not aggressive, no special attacks, and they drop the same meat, hide and bone.
- **Lighter lairs.** Easy mission lairs are much easier to clear: about 400 hit points at difficulty 1, about 1,300 at difficulty 5 and about 3,400 at difficulty 9. A normal lair has about 3,900 hit points even at the lowest levels.
- **Merchants get a mission rating.** Merchants who invest in the Influence skill line are offered tougher missions that fit their training. This rating applies to mission terminals only. It does not change your combat level, creature difficulty colors, grouping or experience.
- Deliver missions are unchanged. On Naboo and Corellia, difficulty 10 to 19 missions still use the original animals and normal lairs.

Young creatures

Planet	Young creatures
Tatooine	womp rat, dwarf nuna, eopie, worrt, lesser dewback
Naboo	gnort, chuba, flewt, ikopi, nuna
Corellia	carrion spat, paralope, vrelt, gubbur, durni

Merchant mission rating

Merchant skill	Mission rating
No combat skills and no Influence boxes	1
Influence I	16
Influence II	27
Influence III	36
Influence IV	42
Master Merchant	45

Your Destroy mission difficulty is based on the higher of your combat level and this rating, give or take 2, and always between 1 and 90. A group uses its highest member. A crafter with no combat skills and no Influence boxes sees difficulty 1 to 3 missions, which pay roughly 280 to 340 credits on the lists we tested.

> [NOTE] The Merchant rating values, and the hit points of the easy lairs, are starting values. They will be tuned after more testing.

How to Use

1. Open the launcher, choose the **Test** server and let it finish updating.
2. Log in with a new character or a crafter and visit a mission terminal in Mos Eisley, Theed or Coronet.
3. Open the **Destroy** tab and accept a mission. A waypoint is added to your datapad.
4. Travel to the waypoint, find the lair, and clear it.

FAQ

Why is the lair not exactly at the waypoint? The lair can appear anywhere within about 300 meters of the waypoint. This is normal for all missions. Look around the area.

Which planets are covered? Tatooine, Naboo and Corellia. Other planets keep their current mission lists.

Do the young creatures attack me? No. They are not aggressive and have no special attacks, so they are safe practice targets.

What do Merchants get? A mission rating that rises with the Influence skill boxes, so a trained Merchant is offered missions that fit their skills instead of being stuck with level 1 missions.

Will my combat level change? No. The Merchant rating is used only to choose which missions are offered.

When does this reach Live? It will arrive with a future release once testing is finished. Please report problems on Discord.

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