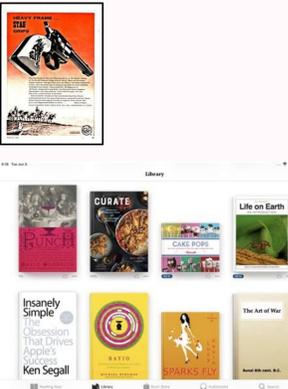


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You can also set charges to three different yields, also: low, medium, and high. Planetary port that can be docked at are identified by the large buildings icon (e.g. Amundsen Vision) and planetary outposts have the small buildings icon (e.g. Pearce's Claim). Each rare is unique to a single starport and cannot be purchased anywhere else in the galaxy.

Choosing a game mode. Currently, there are four main game modes, all of which are online. Here's my effort! Click image for larger version. Welcome to my in-depth beginner's guide to Frontier Development's space simulation Elite: Dangerous. To create a session on your own ship, you can either: invite specific friends — simply click on the friend

you want to invite, but obviously they need to be online and currently in Open playopen your ship up to complete strangers via a matchmaking system — click the "find crew" option Before joining a multi-crew session, each player must select a planned activity from a predefined list, e.g. bounty hunting, piracy, mining, etc. So, if you want to join a

Squadron, you'll have to leave your current one. Curiously, any cargo found on the surface is usually considered "legal salvage". 19. Docking at planetary ports is covered in the Planetary flight and landing section. Conflict zones are also a good place to farm some otherwise difficult-to-find materials. Squadrons Squadrons, introduced in the Beyond

3.3 update, is an in-game system for communicating and coordinating with a group of like-minded players. The type of mining you want to do will determine which modules you need to install. Firing the scanner will highlight interesting roids in yellow for about 5 seconds; nearly all of these will have surface features, but only a tiny fraction will have

fiures/cores. The best place to mine is in a planetary ring. Hitting a rock at speed, especially on a low gravity planet, can send you flying into the air. PvP, PvE, and being interdicted/attacked by other players The Elite galaxy is a very big place and not everyone plays in Open, so outside of popular destinations and concentrated pockets of

inhabited space, encounters with other Commanders tend to be relatively infrequent. To repair the hull/canopy you need repair limpets. But as they rank up, they will demand a bigger cut. Mine is blue and currently allocated under sys. Prima donna types are likely to make sudden and whimsical demands, such as stopping off at a conflict zone or

wanting you to find them some wine or coffee. Simply fire a prospector at a nearby asteroid and target the drone. Repeated friendly fire accidents can result in fines and even bounties. 9.1. Supercharging your FSD If you're feeling brave, you can attempt to "supercharge" your FSD at white dwarfs and neutron stars, a process that can potentially

triple the range of your drive. However, the modifier varies and experimental effects are fixed and don't change between grades — so it doesn't matter if you purchase an experimental effect at grade 1 or grade 5. Outside of anarchy regions, you will need to avoid authority scans when entering a starport if you don't want to be landed with a hefty

fine. The idea is to place enough charges to reach the optimum yield, which is illustrated by the blue area of the detonation yield graph. I use a keyboard and mouse setup and have copied in my bindings below as a guide (any controls not stated are set to default); obviously, you will want to set these to your own taste. You can disable auto-docking and

auto-launching at any time through the flight assistance subsection of the ship tab in the systems panel. 21.8.2. What to mine? Horizons used to be a paid-for expansion. Mining involves extracting minerals and metals from asteroids and then selling the processed ore on the commodities market or handing it in to fulfil mission contracts. It's worth

noting that this mode requires significantly less internet bandwidth than the other two.Arena — a PvP only mode (previously branded CQC Championship) that is entirely independent of the main game, i.e. separate to the above three game modes. These wars are determined at conflict zones that pop up around the system. Laser mining 1. Used for

breaking off surface deposits.Subsurface displacement missile. Head to the contacts panel, make sure the relevant fissure is selected and then click on the "disarm" button. You do this through the contacts tab of the left-hand panel. And also a big thanks to Commander Chanurr for providing a Spanish translation of my guide, which is also available as

a PDF. This is done in the same way as you would do in your own ship. You must also use pitch and roll to align the pitch ladder with the alignment bar, it will turn blue when your attitude is correct. The entrance, or "mail slot", will usually be facing towards the planetary body the station is orbiting. Also please feel free to inform me of any errors,

glaring omissions, out-of-date info, broken links, or typos (an belief mee this thint if riddled mith typos). There can be multiple jurisdictions in any one system. If you need a little topping up, then set a low-yield charge on a high-strength fissure. This process is known as turmoil. Laser mining is also the only way to extract elemental materials from

asteroids (Horizons only). Night vision (the key bind of under miscellaneous) also works in the SRV and is pretty damn handy when it gets dark. The mini-asteroids that result from the detonation will also spawn surface deposits that you can target through the HUD. This trade data can be used to help research profitable trade routes. Active

Community Goals will appear on mission boards at all stations. The main differences between these two modes is in which equipment you can use: Combat Mode (central HUD = orange) is the default mode. The reticule will glow when you have a target.If you're on the dark side of the planet, enabling your ship's night vision is very helpful for finding

space objects! Using the compositional scanner. You gain rank by taking on naval ascension opportunities that appear on mission boards. It mainly produces foodstuffs, which are exported to all other economy types. There's also a helpful PowerPlay Manual For Dummies and list of other PowerPlay guides both hosted on the official forums.

Scenarios are special types of mission that occur randomly at certain locations. You can access it through the home tab of the systems panel. These missions normally involve breaking the law (trespass and assault) and most outposts are defended by both turrets and mobile sentries (skimmers); these can be taken out by either your SRV or ship. If you

do take this option, 10% will be deducted from all credits you make until the loan is paid back. Press and hold the trigger (do not release). You can find faction-specific discussions on current objectives, priorities, and strategies over on the official forums PowerPlay area. But, they have the least damage and accuracy of the three flavours and are also

affected by chaff. As such, they are best suited to experienced explorers with properly outfitted ships. When available, Community Goals will appear under the missions bulletin board at all stations. Fighters 3. When being interdicted, you can "submit" at any time by setting the throttle to 0%. Owners can also specify any commodities they wish to buy or

sell from their carrier as well as a trading price, which can be 5-1000% of the galactic average. Players can purchase ARX bundles using real money from the Frontier Store. How you proceed after gaining docking permission depends on the type of facility. 1. The SRV's cockpit locks and operates almost identically to your ship's cockpit during

missions. Aim is relative to the central white dot. 23.4. Finding materials and POIs using the SRV wave scanner Your SRV is equipped with a wave scanner that can be used to find both outcrops/meteorites and POIs. It's a little bit daunting at first, but once you know what to look out for it's actually quite easy. If you leave the system and return within the

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the computer will stabilise the pitch, yaw and roll of the ship. Occasionally, upon completing a mission you will receive an offer of a related job from the same faction on the mission board. Commanders on a murder spree may find themselves having to deal with Advanced Tactical Response (ATR) ships. There are at least 24, each with their own

backstory and speciality, such as kinetic weapons or exploration equipment. This will also reveal the locations of any biological, geological, or xenological POIs present on the planet's surface, which in turn can be investigated using the compositional scanner. Railguns and plasma accelerators are more specialist weapons, effective for both shields and

hull, but are generally expensive; they have limited ammo, longish reload times, high power consumption, produce a lot of heat, and require practice for effective use. When plotting a route: a solid line indicates you have enough fuel to make the jump, whereas a dashed line means you have insufficient fuel (see screenshot below). For a fee, it is

possible to request the transfer of a remote ship to the port you're currently docked at. Fighters 2. Rejoining ship 1. Convenient! When buying a new ship or module, you will be given the choice to either store or part exchange the old one (jump to Ship transfer and module storage section). They're medium in size and teardrop in shape. Here, one of

the fighters is being controlled by another player, so I can either choose between the other fighter or the gunner role. Don't panic! Point your ship away from the star, wait for the FSD cooldown to finish, then low wake out of there (i.e. head into supercruise, not a hyperspace jump). Mission rewards. I have 60 seconds to get to the next one but will be

losing. Aim is relative to the central white dot. 23.4. Finding materials and POIs using the SRV wave scanner Your SRV is equipped with a wave scanner that can be used to find both outcrops/meteorites and POIs. It's a little bit daunting at first, but once you know what to look out for it's actually quite easy. If you leave the system and return within the

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