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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. Pearse'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 news select a planned activity from a predefined list, e.g. bounty hunting, piracy, mining, etc. So, if you want to join a news select a planned activity from a predefined list, e.g. bounty hunting, piracy, mining, etc. So, if you want to join a news select a planned activity from a predefined list, e.g. bounty hunting, piracy, mining, etc. So, if you want to join a news select a planned activity from a predefined list, e.g. bounty hunting, piracy, mining, etc. So, if you want to join a news select a planned activity from a predefined list, e.g. bounty hunting, piracy, mining, etc. So, if you want to join a news select a planned activity from a predefined list, e.g. bounty hunting, piracy, mining, etc. So, if you want to join a news select a planned activity from a predefined list, e.g. bounty hunting, piracy, mining, etc. So, if you want to join a news select a planned activity from a predefined list, e.g. bounty hunting, piracy, mining, etc. So, if you want to join a news select a planned activity from a predefined list, e.g. bounty hunting, piracy, mining, etc. So, if you want to join a news select a planned activity from a predefined list, e.g. bounty hunting, piracy, mining, etc. So, if you want to join a news select a planned activity from a predefined list, e.g. bounty hunting, piracy, mining, etc. So, if you want to join a news select a planned activity from a predefined list, e.g. bounty hunting, piracy, mining, etc. So, if you want to join a news select a planned activity from a predefined list, e.g. bounty hunting, piracy, mining, etc. So, if you want to join a news select a planned activity from a predefined list, e.g. bounty hunting, piracy, mining, e.g. 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, 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 fissures/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 up 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 at white dwarfs and neutron stars, a process that can potentially triple the range of your next jump. However, the modifier values of 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 autodocking and autolaunching 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 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 ridddled 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 (Horzions only). Night vision (the key binding is 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. 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 surface 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 looks and operates almost identically to your ship's cockpit during orbital cruise, right down to having the same three-way power distributor. Terminals are scanned to fulfil certain missions, whereas data points can be scanned to generate intel packages, as well as data materials. When flying to a hotspot, it's also best to avoid dropping out at the centre. The bigger the reward and higher the recommended combat rank, the tougher the target. As tempting as 22 million may sound, it involves a 10,500LY round trip. At range they will appear as indeterminate blobs, slowly resolving into distinct bands that decrease in size as you get closer. Your criminal status is also displayed under reputation in the status tab of the systems panel. It becomes more complicated if you kill another Commander (as opposed to an NPC). If you switch to a fire group in which the turrets are not present, they will stop firing. You need to get very close to the asteroid for your mining lasers to work (within 500m). Current bounties and fines can be reviewed under the transactions tab, whereas those relevant to the current system will be displayed under "reputation" in the status tab. If the victim's rebuy cost is lower than yours, then the increase will be zero. Each of these comes in several varieties, according to weapon loadout. Tuning the FSA correctly allows you to zoom into the blobs and scan the body. Also: hot modules can be stored, but cannot be transferred to a clean shipstored hot modules can be cleaned for a fee at any porthot ships and modules can be sold at a greater cost and not to anywhere it would be wantedhot ships and modules are indicated by a red justice symbol. If you're only interested in finding certain bodies (e.g. ELWs), you can pre-tune them and then scan the plane. This is the absolute minimum amount of credits I should keep in reserve when flying this ship. These missions can be quite time-consuming and may involve travelling hundreds of light years, so a fuel scoop is advisable. See video below for a basic demonstration of surface landing. A random Squadron that I have no intention of joining! Click image for larger version. You don't need to scan the USSs and scenarios to reach 100% system mapped, but these will rarely be present if outside the Bubble. Multi-role ships are well suited to things like mining, pirating, and taking on a variety of missions, or just generally being a jack of all trades. Depots 2. Moving the cursor over a system will reveal prices and additional options. Currently, crew members also receive a 10% dividend from trading profits but nothing from mission payouts. have vertical thrusters that allow you to perform jumps and to slow your descent if you go over an edge. However, if you can't afford the insurance fee, the game does offer a loan of up to 600,000cr (more if you increase any of your Pilot's Federation ranks) to enable you to buy back your old ship. Watch for patrolling authority ships and oncoming traffic, then time your entry accordingly. In some instances, this will be an anarchy government and the system will be lawless. Trading coffee 2. Power bounties do not affect your docking privileges. Note that, depending on the hardpoint placement on your ship, your weapons may not all converge to a single point. Rejoining ship 3. The refinery module is accessed through the inventory tab of the right-hand panel (see screenshot below). It's shield/hull status and current orders are displayed on the right side of the dashboard, just above the status of the ship you're flying. These guys deal in blueprints for high-tech weapons and modules that can't be found anywhere else. However, you can't use the manifest scanner while in supercruise, so you may need to interdict several targets before you find a ship with something worth stealing. Like other missions, using the FSS or scanning a nav beacon reveals which planet to head out to. The trick to trading is learning the imports and exports of different economy types. This works in both directions, so hostile superpowers and minor factions will slowly forgive you. To create a Public Statement : Head to the Squadrons tab of the comms panel.Select "New Post".Set the category to "Public Statement".Start typing your blurb, but keep it to a max of 300 characters (rather restrictive, don't you think?).Submit. If you choose to defect, you will transfer half of your merits over to the new Power but will be hunted down by the old Power's agents for a period of time (dependent on your rating). Note that if you're looking to make money, then PP is not the place. Some tips for aiming probes (also see screenshots below): The probes are affected by gravity, so do not travel in straight lines. Aim is relative to the central white dot. 23.4. Finding materials and POIs using the SRV 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 stated time frame, the same USS should still be there. The mission is complete once all the goods have been delivered. 23.7.4. Pinning blueprints, but only one per Engineer and this can only be done when at their base. However, most other modules can be used in both modes. In a similar manner, 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, or xenological, or xenological, or xenological, or xenological, or xenological, or xenological, or xenological policy 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 awarded more time for each one I scan. If you target an ore fragment and launch a drone it will quickly collect that fragment, drop it your hold, and then immediately expire. Planetary ports: Only players with the Horizons expansion can land on planets. ore fragments. When it impacts the asteroid, the target panel will display information on the content of the asteroid and any surface features will appear on the HUD. The fighter is flown like any other ship in the game and has a near identical cockpit interface and layout. Crime, punishment, and system security It's not very difficult to get on the wrong side of the law in Elite: Dangerous. Entering some outposts may also count as trespass and land you a fine or bounty. To dock manually, simply fly to the end of the blue holographic tunnel on the undership. fired like weapons. So, if you get attacked in a high-security system, the cavalry will appear on the scene fairly quickly (10 seconds) but will take ages to show up in a low-security system (4 minutes). This means that the ship's velocity and orientation will always be one and the same, i.e. the ship is moving towards wherever you point the nose (or at least will always try to!). You win the current battle by killing enemy ships and filling up the green bar at the top right of the screen. The frequency of the beeping will also increase. Salvage missions require you to recover items found at a specific signal source (jump to Making money early on and signal sources) or to head to a search zone on a planetary surface (jump to Surface missions section). SRVs can only be deployed once you're securely touched down on a planet's surface. Basically, all the fun stuff. Powerplay rewards. When permission is granted, you'll be designated a specific landing pad, the location of which will be indicated by the nav compass on your dashboard. Some missions also include global rewards if certain community targets are met. Always know when it's time to do a brave Sir Robin!. Shields reactivate and replenish twice as fast when in supercruise, and even quicker when docked. When you first launch a fighter, you need to choose which one to deploy (if you have two bays) and who's going to fly it, you or your NPC pilot. You will receive a warning when close to the temperature damage threshold; beyond this, internal modules will start taking damage, increasing the chance of malfunction. The target information panel of your HUD (bottom left) also displays info about the controlling faction and government type. After placing the first charge, a detonation yield display will appear in the info panel (top-left of the cockpit screen). With flight assist (FA) off, the computer will not counter your movements. NPC pilots are hired at starports via the Crew Lounge. 23.1.4. Finding points of interest (POIs) from the air A variety of POIs can be found on the surface of planets, including small outposts, mining facilities, crash sites, and stashes that can all be scavenged or pillaged for cargo. PC players are no longer able to directly purchase cosmetic items from the Frontier store. Turreted weapons are fully automated and have a wide targeting arc, allowing them to also engage enemies that are not directly purchase (start) is a legitimate and fun part of the game, and there are several reasons why another Commander might wish to engage you, such as: You have an active bountyYour PowerPlay allegiancePiracyVarious roleplaying reasonsYou're fighting on the opposite side in a conflict zoneThey're looking for a dogfight As with all online games, they're some players who are just out for cheap lolz and will specifically target new players and other vulnerable prey for easy kills. 23.7.2. The modification process For each and every module, you start at grade 1 and must sequentially work your way through each grade. 12.8. Repairing your ship in space Your ship and its modules can take a lot of damage and still be fully functional. There are three strengths of fissure: low, medium, and high. So, I've written a short blog post explaining why that's probably not going to happen anytime soon. I'll discuss these mining strategies below as well as how to harvest surface deposits, but first, let's talk about where and what to mine. There is no rule of law in anarchy systems and therefore no police response at all. These are known as chained missions and are marked by a chain-link icon. The extra agility also comes in handy for visually checking roids for fissures and placing the seismic charges. Alternatively, you can install the supercuise assist module (see 8.1 below), which partially automates travelling to a location in supercruise. Analysis Mode As of Beyond 3.3, there are two main HUD modes: Combat Mode and Analysis Mode. Remember, all bounty vouchers are lost if you die. Basically a beam laser. You usually make eye contact once within 1 or 2 km. 21.1. A note on missions and scenarios Missions come in a variety of forms and feed into all career paths. They also have a useful dashboard hologram reference. Bizarrely, you do this through the standard comms panel. 21.11.3. Passenger mission types Passenger missi and players caught breaking the rules will be expelled. The modification preview shows you both the current value and the maximum possible value for each attribute that will be changed. Ohhhhhh, the anticipation... Browsing Squadrons. So, going from left to right, you have: transient signal sources — basically a USSconcentrated signal sources these are POIs and scenarios, which are special types of mission that you can choose to take onasteroid clustersmetal-rich bodieshigh metal content worldssater worldsgas giants In a nutshell, this is how to use the FSS (see screenshots below as well): Fly a little away from the main star, as this blocks your view and prevents you from scanning obscured objects. Trace the path of the orbital plane using the "telescope" reticule on the blob, then tune the FSA until a hollow white circle appears (solid line, not hashed). Many of these are aligned with one of the three superpowers, while others are independent. Shields will also protect you from collisions. The game uses these ranks as a guide for mission difficulty. If there is more than one data point at a site, you will need to scan all of them within a given time frame to generate the intel package. Also, there are two excellent sites for experimenting with ship loadouts: EDSY and Coriolis. Lost fighters and the components to construct new ones can be replenished at starports via the restocking menu. You can find good hunting locations on Elite: Dangerous Utilities. When close, patterns will appear in the restocking menu. You can find good hunting locations on Elite: Dangerous Utilities. chargespulse wave scanner However, for maximum efficiency and profit, you should install a DSS, ablation laser, and collection limpets. Just select a mining fragment and chose one or more metals/minerals to be ignored. A fuel scoop is a must (jump to exploration section). Ammo and limpets for mining fragment and chose one or more metals/minerals to be ignored. necessary materials (Horizons only). If you're killed in a jurisdiction where you're wanted, you'll respawn at the nearest detention centre owned by the faction s.Pilot's Handbook. Some may also have wingmen to contend with External resources come in both official and community (unofficial) flavours. Multi-crew options. The ring-type determines which minerals can be found there. This may also happen if you quit the game. Your current rebuy cost is displayed in the home tab of the systems panel. If your thrusters or FSD get destroyed and you don't have an AFMU, then you're pretty much up shit creek without a paddle. If you do get interdicted or attacked, you have three main options: fight back, comply with any demands they make, or leg it. Different banding patterns and sounds. 23.7. Engineers Engineers are persistent characters who are capable of modifying your ship's weapons and modules. Powerplay commodities. Oh, and don't try to supercruise from one system to another; it's not actually possible and you will run out of gas trying. To do so, select the mission from the starport service board, scroll down to the end and click on the sign-up button. Allocating more pips increases the recharge rate of that capacitor: for sustained firing, put more pips into weaponsif you're under fire, putting more pips into systems will significantly strengthen your shields; however, this has no effect on replenish or reactivation rates (unless the capacitor empties). if you're in pursuit or trying to make a hasty retreat, you will need to put more pips into engines - this increases your max speed, manoeuvrability and boost recharge rate Power distribution. Besides, if you can afford a fleet carriers, then I recommend reading the Elite: Dangerous wiki entry for Drake-Class Carriers. Personally, I prefer to play the game on keyboard and mouse (kb/m) but you might want to consider using an Xbox controller or similar, or investing in a HOTAS (Hands On Throttle-And-Stick) joystick - these start at around £50-£60 (e.g. the Thrustmaster T-Flight Hotas X), but the better ones can set you back up to £300-400, which is a pretty serious investment. Information about the system's factions and control of starports can be found in the system map, as well as in the system factions section of the status tab in the systems, 1.5 in engines and 1.5 in weapons. Crucially, as I've trained him up from scratch (i.e. Mostly Harmless) he only takes a 7% cut, whereas if I took on a pilot starting at expert, they'd take a whopping 12%. In a well-shielded ship, the explosion is usually not an issue but it can trash your drones or SLF. Here, you can see that if I die, it will cost 2.9 million credits to buy back my exploration-equipped Krait Phantom. However, this relationship is not linear and you will need travel in excess of 100LY from the source to make it worth the effort — the sweet spot seems to be around 125LY and the returns beyond this distance are diminishing. To begin the process, simply head into one of the polar jets while in supercruise. A list of known materials traders is available through the INARA "nearest" tool and can be filtered by proximity to a specified system. Combat until you can afford some more effective weapons/modules or a better ship. Refinery house a number of bins (more expensive versions will have additional bins). The synthesis menu is found in the inventory tab of the systems panel and shows you which items you can manufacture. First, you need to install a hatch breaker limpet controller (optional internal slot); the limpets are purchased separately from the restock menu at starports. Once unlocked, the modules can be purchased and fitted to your ship at an outfitting yard. 23.6. Surface missions. Depending on the context, Analysis Mode may also display different information and overlays on the screen, such as planetary grids. You then need to travel to the specified planetary body and wait (or slowly fly around it). If the timer expires you will need to start again. Generally, though, you will still want to head to the nearest starport and get it fixed pronto. These are listed separately on missions boards and normally include a planetary horizon icon to the right of the description (see screenshot below). 17. 6. 12.7. Module damage, targeting subsystems and heat Once a ship's shields are down, modules will start taking damage if directly hit. Public-facing Squadron page. Essentially, it's a faster-than-light with FA on, but with no reverse, lateral or vertical movement possible. Current weapon groupings are displayed on your HUD if your hardpoints are deployed. These can also be scanned in the FSS. AX class weapons are intended for fighting the thargoid aliens. Long distance round trips. Heat sinks are your friend! Approach the corona slowly (e.g. around 25% throttle) until the scoop engages. Ideally, you want to be on your opponents tail as much as possible; throttle control is very important, once you get on a target's tail you need to closely match their velocity in order to stay there. And, within a specific class, B-rated modules are always the heaviest and D-rated the lightest; A, C and E will all have the same mass and integrity. You can choose the reward you receive for missions you get from starport bulletin boards. I have no power left for my weapons, so I need to put more pips into that capacitor to increase the recharge rate. This usually involves travelling to a named planetary body and waiting for a mission-related signal source to appear (see screenshot below). When flying above 1.5km the general location will appear on your scanner as large blue circles, it helps if you zoom out your scanner. In terms of weaponry, lasers are best for taking down shields but overheat more quickly than kinetic weapons. 21.8.3. Laser mining is the simplest method of mining and requires the least equipment. Fires a drone that probes an asteroid for mineral content and surface features such as deposits and fissures. These can make good stop-off points for repairs and selling data and can be found using the galaxy map filters. Anyone keen on finding ELWs should check out Marx's guide to finding Earth-like worlds over on the Elite: Dangerous forumsElite Dangerous forumsElite Dangerous for repairs and selling data and can be found using the galaxy map filters. stars, etc.1 21.10. In the immortal words of the Talking Heads: Psycho KillerQu'est-ce que c'est? As an added bonus, you also get to listen to Strauss' Blue Danube for a bit of classic Elite nostalgia. Merits are lost during jumps and that they cannot stray more than 30km from the mothership. You also need to pay a 10m credits set-up fee (don't ask me why!). Starter's zone (Pilots' Federation District) After completing the Pilot's Assessment tutorial, brand new players are now given the choice to either begin the game in the Dromi system or one of the standard starting locations. This is particularly useful for changing or trying out new loadouts, especially if your modules have been modified by an engineers section). Knocked out shields can be "bump-started" by running the reboot/repair sequence in the ship tab, significantly reducing downtime. Like ship transfers, this takes time and money, dependent on type and distance. Alternatively, you can submit to the interdiction attempt, then keep boosting until you can show is allowed to dock at their carrier. As such, it is much trickier and more laborious to control your ship with FA off. Introduction Let's be honest, Elite: Dangerous (ED) doesn't exactly go out of its way to explain things to players (though it is now starting to get much better in this respect!). Both can be used to save loadouts as well as share them with friends. The Training menu contains interactive tutorials that teach you how to dock and the basics of space travel, combat, driving on planets, and mining. See the INARA page for a full list of these. They are also cleared when you leave or defect from a power. When purchasing a new module you will be given the choice to either store or part exchange the old one (if present). In particular, ED Tutorials has a large number of detailed, well-written and easy-to-follow tutorials covering "all styles of play from exploration and mining to Thargoids and PvP combat". 23.3.6. Materials traders can be found at some starports under the contacts menu. Reputation improves as you craft modifications. But as soon as you craft modifications. But as soon as you craft modifications. But as soon as you craft modifications. direction to restore a purely forward or reverse velocity. I travelled to Sagittarius A in just a DBX; I love that ship! For very long or risky trips out into the void, the AFMU can repair modules and repair limpets can restore the hull. Before heading out, it may be worth stocking up synthesis materials (Horizons only), such as those needed for longer jumps and replenishing heat sinks, limpets, and the AFMU.Remember that, if you do ever run out of fuel and get stranded, the Fuel Rats are always willing to help out no matter where you are stranded, the Fuel Rats are always willing to help out no matter where you are stranded. There are many systems within the Bubble, both inhabited and uninhabited, where you can scan "unexplored" bodies for easy money and rank progression. Did you know that there are a handful of remote starports located well outside of the Bubble, e.g. in and around Colonia. If you have Horzions, then dirty drive tuning can make a huge difference to your maximum speed and boost capability. target (jump to pirating, smuggling, and silent running section), so read the briefing carefully. Lastly, and this goes for playing in Solo as well, never, ever fly around in a ship you cannot afford to lose — always have enough money to cover your rebuy!! 16.6. PvE-only groups If a particular incident has put you off playing in Open or you just don't fancy it, but you still yearn for a bit of human contact, then you might want to consider joining a PvE-only private group. However, they often have fewer facilities available than at starports (check the system map for details). There is a total of 6 pips to be allocated between the three capacitors; a max of 4 pips can be placed in any one. Docking computer options. More expensive versions can house multiple SRVs. Once you've done this, click on one of the vehicle bay slots to purchase an SRV (see screenshot below). You simply collect as much as you can carry from the issuing station, then return to pick up more; rinse and repeat. The bodies they are screenshot below. discovered appeared on the system map, but are described as "unexplored". If the mothership goes does down, you will be given the option to recover an active NPC pilot. You will then need to pay off any bounties or fines relevant to that jurisdiction on top of your rebuy cost. Following ship destruction, you'll magically respawn at either a nearby starport or the last one you docked on. By disabling "report crimes against me" (in the ship tab), the cops will not show up at all if you get attacked, which can be useful if you're wanted or carrying illegal goods. All players in the wing should be able to see and use these depots, and they allow you to make multiple trips to complete the mission. These blueprints can only be bought using materials and commodities. Fighters are launched via the role panel (UI focus + down). That said, there are certain regions (i.e. around LHS 3447 and Asellus Prime)active Community Goal systems recent or current story event locations, e.g. crash sites, alien discoveries, generation ships, etcsystems being focussed on by PowerPlay campaignspopular destinations such as Engineer bases, the Sol System, Shinrarta Dezhra, etc. There's also no police response at hazardous resource extraction sites or compromised navigation beacons, though any crimes you commit will still be recorded. 21.9.3. Using the FSS The FSS is essentially a telescope for locating and scanning unexplored planetary bodies, scenarios, mission targets, POIs, and USSs. Scanning a planet with the FSS will also inform you of the likely presence of any biological, or xenological, or xenological POIs. After completing a discovery scan, the FSS will display the system's orbital planes and inform you of how many unexplored bodies there are. Like you, NPC pilots hold a combat rank with the Pilot's Federation, which will improve through active duty (i.e. dogfighting). In Elite: Dangerous lore, the Guardians were an ancient alien race and their ruins can be found throughout the galaxy. Weapons and combat-related scanners, such as the kill warrant scanner, can only be used when in this mode. Analysis Mode (central HUD = blue). This way you receive no damage, have full control of your ship when you drop out, and the FSD cooldown timer will be much reduced. The cost of doing so increases with their combat rank, so an Elite crew member will set you back 2.25 million credits, for example. Thankfully, ARX cannot be used to purchase anything that directly affects gameplay, such as credits and materials. Its perpetrators fly disposable, unshielded ships (e.g. Sidewinders) that they have deliberately damaged in order to get the hull down to just a few percent. If you're struggling to find a specific material, it's also worth searching the forums as there is plenty of useful info on there. You can choose between fastest or economical routes - it's more fuel efficient to perform multiple short-distance hyperspace jumps than a single long-distance hyperspace jumps. scanner makes finding them easier. At an altitude of 600km, you will enter a special form of supercruise known as orbital cruise and your HUD will now also display a pitch ladder (see annotated screenshot below). As mentioned above, metals and minerals that you do not wish to be processed can be added to your ignore list. For example, for Aisling Duval fortification involves collecting "Programme Materials" from the faction HQ in Cubeo and transporting them to control systems you wish to fortify. Note that hatch breaker limpets, which are fired like a missile, penetrate shields and attach themselves to your cargo hatch, releasing some of your precious wares into the void. Supercruise assist. The Elite: Dangerous Wiki has a more detailed guide on Pilot Federation ranks. When close to the correct wavelength, the patterns in the reticule will begin to align symmetrically and look like those in the tuner bar below. Powerplay missions 2. They normally last for several days or more and anyone can take part — it doesn't matter whether you play in Open, Private Group, or Solo. In the status tab, you can view current standings of local factions and your reputation with them. Trading coffee 1. You can improve your survival chances by using chaff to break gimbal locks and heat sinks and ECM to break missile locks. They are indicated by a blue circle in the bottom left of the listing summary. Outside of the game, you can find friends through the: Also, check out The Git Guide to Trading in Open. The same applies to the mothership when you take control of the fighter. It works surprisingly well and there's a 21-day free trial available — it only costs \$10 USD anyway. Firing your guns drains the weapons capacitor, replenishing your shield drains the systems capacitor, and boosting drains the engines capacitor. You should be even more wary of travelling through these systems if you have to head back to their base. You may need to assign keys in the controls menu in order to rotate and quickly undo changes. ARX can only be used to buy cosmetics items including ship skins, bobbleheads, and Holo-Me customisations from the in-game store. 16. Be aware that random scans are performed on ships entering and leaving starports, so if you are caught with a criminal status you'll be vaporised before you can say "bollocks" (jump to Pirating, smuggling, and silent running section). Curiously, you very rarely get scanned at outposts so these can be a convenient refuge for outlaws, though they tend to provide fewer services than starports — some don't even offer repairs or munitions resupply (available facilities are listed on the system map). The AFMU is a module itself and takes up an internal slot. You can also choose to manually deactivate modules not currently in use. Elements and manufactured materials are grouped together under "materials", data materials are under "data". So, if a fighter is lost, that bay will automatically start constructing a replacement. When you get close enough, the object will appear on your normal sensor and will also be highlighted by your HUD. The kill warrant scanner (KWS) can be used to scan a target for additional bounties linked to the current jurisdiction's superpower allegiance. General hyperspace tips: it's worth setting a hotkey for quick access to the galaxy map (M is a great choice!!); jumps can be cancelled, up until the drive finishes charging, by pressing the relevant key a second timean FSD cooldown timer will appear underneath the fuel indicator after jumpingyour ship will heat up while the FSD is charging so you may need to allow your ship to cool between successive jumps or move away from that giant ball of fire you're orbiting (jumps or move away from that giant ball of fire you're orbiting (jumps or move away from that giant ball of fire you're orbiting (jumps or move away from that giant ball of fire you're orbiting (jumps or move away from that giant ball of fire you're orbiting (jumps or move away from that giant ball of fire you're orbiting (jumps or move away from that giant ball of fire you're orbiting (jumps or move away from that giant ball of fire you're orbiting (jumps or move away from that giant ball of fire you're orbiting (jumps or move away from that giant ball of fire you're orbiting (jumps or move away from that giant ball of fire you're orbiting (jumps or move away from that giant ball of fire you're orbiting (jumps or move away from that giant ball of fire you're orbiting (jumps or move away from that giant ball of fire you're orbiting (jumps or move away from that giant ball of fire you're orbiting (jumps or move away from that giant ball of fire you're orbiting (jumps or move away from that giant ball of fire you're orbiting (jumps or move away from that giant ball of fire you're orbiting (jumps or move away from that giant ball of fire you're orbiting (jumps or move away from that giant ball of fire you're orbiting (jumps or move away from that giant ball of fire you're orbiting (jumps or move away from that giant ball of fire you're orbiting (jumps or move away from that giant ball of fire you're orbiting (jumps or move away from that giant ball of fire you're orbiting (jumps or move away from that giant ball of fire you're orbiting (jumps or move away from that giant ball of fire you're orbiting (jumps or move away from that giant ball of fire you're orbiting (jumps or move away from that giant ball of fire you're orbiting (jumps or move away from that giant ball of fire you're orbiting (jumps or move away from that giant ball of fire you're orbiting (jumps or move away being chased by a hostile, it is usually quicker/safer to jump to a new system than enter supercruisewith a wake shift scanner, you can analyse high energy wakes to follow pilots through the hyperspace animation will stop you accelerating into the star when you finally exit the jump; alternatively, the supercruise assist module does this for you automatically if you have hyperspace dethrottle set to on. In systems that contain a distant secondary star, you may need to fly closer to it for the scan to take place, or you can find and zoom to it in the FSS. Aiming just before the word "miss" appears will hit the opposite point to the white dot. When you deploy your landing gear the scanner will change to a surface relief map with a disc projecting where you will land, it turns blue above suitable terrain. Remember to exercise some trigger discipline when bounty hunting in busy areas. 17.3. Squadron communication Whether you're the leader or just a member, you can access info on your Squadron through the home tab of the system panel. The type of missions available at a particular station will generally reflect the local economy, system state, and the political leaning of the issuing faction. Remember to select between economical and fastest route computation via the route tab. You'll be warned that your FSD is operating beyond safety limits and your ship will become difficult to control. You can also select any charge and choose to detonate them all immediately. Here, I'm looking at coffee (mmmm... coffee!). Projectile/kinetic-based weapons (e.g. multicannons, canons, fragment cannons) will wreak havoc on an unshielded hull, but require ammo. 2. The cost and duration (in real time, bot game time) of this procedure is dependent on ship type and distance and can get quite expensive and lengthy. Yaw, which is turning the ship around its vertical axis (i.e. turning the nose left and right), has been deliberately limited in Elite: Dangerous. Caveats aside, it's still a useful feature and I use it a lot. 15.1. Criminal status Criminal status is subject to the jurisdiction, so you'll only ever be wanted whenever you travel through space controlled by a faction that has issued a bounty against you — the word "wanted" will appear above your fuel gauge in the bottom right corner of your screen. Multi-crew 1. By increasing your reputation and rank with the Federation and Empire you will be rewarded with permits to restricted systems (e.g. Sol or Achenar) and allowed to purchase faction-specific ships such as the Imperial Clipper or Federal Drop Ship. Turrets must be assigned to a fire group and are activated by pressing fire once. The Finlay-Freundlich Hub starport in the Kikua system is a wealthy, large population agriculture economy. To join someone else's ship, click "join another ship". Purchasing a fuel scoop is also a must for anyone heading outside of the Bubble, otherwise, you'll quickly run out of fuel and end up stranded! To use any of the exploration scanners you need to assign them to a fire group and switch to analysis mode.

Pilot's Federation ranks. If you're flying a hot ship that's wanted in the jurisdiction you're flying through then a red "wanted" sign will appear just above the fuel gauge. Each crew member gets their own power distributor pip to assign in addition to the helm's. Multi-crew 3. When you hit the correct tuning, a hollow white circle will appear in the centre of the blob. 21.8.6. Using collection limpets To improve efficiency, I strongly urge investment in a collection limpets — particularly as mining fragments will eventually dematerialise, so speed is of the essence. Once you think you've found a motherlode asteroid, you need to fire a prospector at it. This affects how they are aimed and used. 3. SLF outfitting 2. 12.1. Fire groups To use weapons and scanners, they must first be assigned to a fire group via the systems panel. High-security outposts will also scramble fighters to protect themselves. Multiple groups can be created and these are cycled through sequentially when you press the fire group key. And you will want to fly out to a ring with pristine reserves and use the DSS to find hotspots for rare, highly valuable minerals such as void opals, low-temperature diamonds, alexandrite, grandidierite, etc. Also, note that mission-related signal sources will keep respawning until you complete your objective. PvP (player vs. You only need to get the last shot on the ship to claim the kill. You can also find contracts that pay for a specified number of warzone kills in a stated system. Once discovered, their locations can be revealed on the galaxy map using the services filter (within 40ly of your current position). Dromi is part of the Pilot's Federation District, which is a cluster of 10 systems near Sol that are restricted to new Commander characters who have yet to gain their first Combat, Trade, or Exploration rank. If you lose your ship, you will be given the option to recover any NPC crew members onboard on the rebuy screen. Each PP cycle lasts a week, at the end of which all preparation, expansion, and control actions are resolved and your new rating is determined and salary paid. When in combat always keep an eye on the power distributor (lower right). Above this line will destroy many of the goodies inside. The higher your reputation with the Engineer, the faster this will occur. I hope this beginner's guide is useful and I'm happy to answer any questions posted in the comments. As long as you set the throttle to 75% before or just on being 6 seconds from your destination you won't overshoot. 21.1.1. Scenarios Missions can also be given to you in space by NPCs, sometimes as an alternative proposal to an active mission. 21.11.1. Installing cabins and accommodating your passengers First, you'll need to install some cabins in an optional internal slot. You don't need to wait for the scan to finish before zooming back out and moving on to the next body. Lastly, a few people have been asking me about my plans for updating the guide with respect to the Odyssey expansion. NPC pilots take 50% of the progression points for each kill they're involved in, as Frontier confirmed on Reddit. This requires a collection limpet controller to be installed (in an optional internal slot); the limpet drones are bought separately from the restock menu at starports and take up cargo space. If you do see someone, don't panic — most will totally ignore you and leave you to go about your business in peace. You'll need a decent ship, kitted out for combat. Scanning certain terminals can also be used to override security systems. When first joining another Commander's ship, you must select a role from those available. More recent changes mean that the buying price of specific minerals can vary considerably and is highly dependent on local market conditions, such as economy type, faction state and current demand. More serious crimes, such as assaulting or murdering clean ships, will result in a bounty being issued and you will become wanted. the game. Core mining 2. Engineer modifications are rated by grade, with grade 5 offering the largest effects. Looks like I've been a little naughty... Click image for larger version. For each fire group, you can set individual weapons or utilities to either primary fire, secondary fire, or none. Docking on a fleet carrier is virtually the same procedure for landing on an orbital outpost. Works like a shotgun. If the missile hits the deposit, you'll get a "deploying drill" message in the targets panel (lower-left screen) followed by a visual representation of the missile drilling through the rock. The Elite: Dangerous Wiki has visual references guides for meteorites and outcrops and planetary POIs. As mentioned earlier, some POIs are guarded by turrets and mobile sentries that will open fire if you trespass or get too close — you will receive a warning first. That's a very good question and there's no longer a simple answer, particularly as FDev have rebalanced mining a number of times over the years. These can be disabled by taking out the relevant generator or using your datalink scanner on the associated terminal. This high grade emissions USS will expire in just under 19 minutes. 21.9.2. Discovering planetary bodies When you arrive in an unexplored system, it will seem empty at first but your ship will automatically start discovering planetary bodies. Generally, you'll want to concentrate on gathering minerals at the top end of the list, such as alexandrite, grandidierite, void opals, low-temperature diamonds, etc. And yes, I self-destructed my Cutter and paid out a 42 million credit rebuy cost just to generate this screenshot in the top end of the list, such as alexandrite between Commanders pledged to separate powers will result in power bounties instead of normal ones. The more you contribute relative to other Commanders, the better the bonus reward you'll receive. Starports: These come in a variety of shapes and sizes, but the principal for docking is always the same. Trading trends can be filtered to only show data based on other Commanders (i.e. players). Night vision can be very helpful! Click image for larger version. This includes some alien (i.e. Guardian) technology. There are normally several and you need to take out the right one to fulfil "cut the power" missions. Improving any of these ranks also increases the maximum loan available to you upon ship destruction. Wave scanner 3. They can be configured via the ship tab of the systems panel to: target only = engage your current target only fired weapons 12.4. Utilities and countermeasures These modules are installed in a utility mount slot. Shoot the rock and collect the materials by driving over with your cargo scoop deployed. You no longer need to scan a wanted ship first before engaging. However, you cannot be lawfully attacked for 100,000cr a pop. 23.7.3. Experimental effects For each modification, you can also purchase an experimental effect. Take passengers to a sequence of visitor beacons in a number of systems. Undiscovered planetary bodies are indicated as waves on the filtered spectral analyser (FSA), which looks like an old-fashioned radio tuner. For the Fighter Con, this can only be done when using the mothership interior view, but the Gunner can also assign their pip while in the third-person view. Horizons does increase the system requirements for playing Elite: Dangerous, so for the time being the vanilla game is still available to run from the game launcher. One way to counter this is by popping a heat sinks, etc) with the Helm. Fragments liberated from the same asteroid will normally have a similar ore composition and can be analysed by targeting them. When launched, they will slowly repair the target vessel. The amount of tritium required per jump varies considerably according to distance and carrier mass. The process consists of firing probes at different regions of the planet's surface. You will be informed of these changes via the comms panel. A variety of orders can be issued either to your fighter or the mothership, depending on which one you are currently in control of. Clicking on a grade will show you the outcomes and planetary POIs; ships also drop them upon destruction. Some are better suited for explorers, Krait Phantom), some perform well as multi-role ships (e.g. Adder, Cobra, Imperial Courier, Python). Drive assist allows you to maintain a constant speed of your choice and is actually pretty useful (think cruise control); simply set the throttle while engaged. Buying an SRV. 7.1 Docking computers To make landing easier, there are two types of docking computer: assists with landingadvanced docking computer: assists with both landing and launching Both of these computers fully automate the landing process and kick in as soon as docking permission is granted and throttle is set to zero. They're medium-small in size and popcorn-shaped. However, a number of elements can also be obtained as a byproduct while strip mining asteroids (jump to mining and collection drones section). Before buying and outfitting a new ship it's important to think what do you actually want to do with it. Scoop or use collection drones to gather these up. These can only be bought with materials and commodities. In the status tab, you can also view your rank and reputation with the three superpowers. Any bounties are converted into active fines. 23.6.2. Cut the power missions These involve heading to a named/persistent outpost then locating and destroying a specific power generator. If it goes wrong you could also seriously damage or destroy your ship. 11. As such, yaw only allows for minor adjustments so you will need to get used to using roll and pitch for turning — think WWII fighter planes or the X-wings/tie fighters from Star Wars. Your ship will touch down on the nearest piece of suitable terrain. Using the FSS 1. 21.10.3. Silent running" is a useful tactic for evading scans when entering ports. Passenger cabins 2. Select any fissure with a charge on it, then click the "detonate now" to blow the asteroid. It's also worth signing up to the official forums as you will find a wealth of information and advice there, plus it's the best place to keep yourself informed about any changes or additions to the game. It's generally also quicker to use the 6-second rule for getting about in supercruise. The limpets also slow and can be outrun, and can be destroyed by point defence turrets and ECM (once attached to the hull). If you're the first to map the surface, after selling the data you will be credited with the discovery on the system map along with a 50% credit bonus. Thrusters work in pairs to accelerate your ship relative to its current orientation. There's now quite a lot of equipment that can be used for mining, including: Mining Laser. Alternatively, you can touch down and search for them with the SRV (jump to Finding materials and POIs using the SRV wave scanner section). In terms of rewards, bounty claims and combat bonds are duplicated for each crew member. It's a battle of the blue and red power bars (here I'm successfully escaping interdiction, yay!d). If this capacity is exceeded then modules will be turned off automatically according to the priority set (1-5) in the module loadouts using the online tools at EDSY and Coriolis. Laser mining 3. 12. Not only does this system allow for players intentions to be matched with each other, but also helps prevent griefing/trolling. It can be accessed either from the starport services menu (top right) or from the starport services menu (top right) or from the starport services menu (top right) are restricted to new players who have yet to gain a either Combat, Trade, or Exploration rank. In general, combats bonds can only be redeemed at starports where the issuing faction is present. However, as a last desperate measure, you can run the emergency repair sequence ("reboot/repair" in the functions tab), which will cannibalise non-essential modules in order to fix your drives. Some will require you to break the law (killing, piracy, illegal salvage, trespass) or may result in hostile ships being sent after you. If you drop out too early, you'll end up too far away, and if you drop out too late you will overshoot or smash into the ground. Needed to process the ore from mining fragments. Detailed surface scanner (DSS). Selecting a system and then clicking on the "compare in commodities market" icon will make its import and export prices available on the commodities market screen. Modules assigned a lower priority (higher number), will be informed of the details via your comms and transactions panels. For some daft reason, you cash in these "Codex vouchers" at an authority contact rather than Universal Cartographics. To scan a data point or terminal, simply target it and hold the assigned key until the process is complete (it will take a few seconds) — the scanner works in both normal and turret view. Successfully fortifying a system temporarily reduces its upkeep cost, whereas successfully undermining a revival's system increases theirs (fortifying/undermining beyond 100% is a waste of time). Stored ships can be reviewed from any order and you receive a time extension for each one you scan. They will continue to respond to any crimes you commit until you leave the system. In particular, convoys and distress calls often contain large pirate wings or you can interdict valuable targets in supercruise — claiming a bounty on a wanted Python, Federal Drop Ship, or Anaconda (etc) can net you anywhere up to 500,000cr. This is the first of four data points. You can view your present standing with these superpowers under the status tab in the systems panel. Simply fire a single probe directly into the ring. The game is also steeped in lore and has a long and rich history, for those willing to go look for it. Some ships are dedicated fighters (Eagle, Viper, Vulture, etc), others dedicated haulers (e.g. Hauler, Type-6, Keelback). The pulse wave scanner highlights these with a bright yellow that does diminish as you get closer. The cost is dependent on their combat rank. The 6D version has the capacity for two fighters, but only one can be launched at any one time (the exception being during multi-crew sessions). Note that these facilities are not always present at smaller outposts (check the system map for details) and that the availability of ships and modules varies considerably from system to system. You also fail the mission upon ship destruction, though apparently, your passengers are satisfied, you will be informed of your next destination. You can swap between the fighter and the mothership at any time. For surface mapping you need a DSS installed and assigned to a fire group. You need to be within 1km of the deposit for this to work. You can click on each discovery type for further info. 15. The galactic average price of a commodity across all markets in the galaxy (the clue is in the name!). FSD supercharging 3. For many players, the aim is in finding Earth-like worlds (ELWs), interesting stars, and other high-value bodies, but there's a lot of joy to be had travelling through nebulae and the sense of scale. Note that while in normal flight above a planetary surface, your ship will have reduced manoeuvrability at slow speeds, as more thrust power is diverted into vertical thrusters in order to maintain your current altitude. In general, bounty payments can only be collected at starports where the issuing faction is present. To crack one open, keep placing charges on the fissures until you reach the optimum yield (blue bar). If your ship's pitch is between -60 degrees and +5 degrees when this happens, you will enter glide mode and cruise at speed of 2500m/s until near to the surface. Apologies for my crap Photoshop annotations! Click image for larger version. You will lose any unclaimed bounties upon destruction, so don't forget to cash them in when you get a chance. However, being caught with stolen goods is not the end of the world — you will not be fired upon and you will only be fined. It's pretty straight forward to use, but if you're feeling lazy you can use one of the 50 presets or you can randomise each of the available features. Plus it's great if you're feeling lazy you can use one of the 50 presets or you can randomise each of the available features. glow when you're aimed at a scannable feature. Otherwise, you may land a fine or worse — stations resort to quite drastic measures when dealing with "blockages"! When over a landing pad, your scanner will change to display a schematic of your ship relative to the pad. Collection limpets are pretty useful for salvage missions that take place in space. When aiming a charge, you need to take into account the rotation of the asteroid as well as the hardpoint placement of your launcher. You can review collected materials in the inventory panel. Don't worry, there are no penalties if you change your mind and end up not participating in the objective. Depending on your rank (admin level), you will have access to different channels. Once you're a few km above the surface you will no longer be mass locked, and should be able to engage your FSD to either enter supercruise or perform a hyperspace jump (if your destination is not obstructed by the planet surface). You can deactivate supercruise assist at any time by heading back to the destination's info screen in the navigation tab. Only systems that end up above this line will become expansion candidates for the next cycle. 21.9.7. General exploration tips and info: You need to find a starport more than 20LY from a system to sell the data for it.Earth-like worlds, water worlds, and terraform candidates generate the best income. By switching to another ship, you leave behind all fines and bounties associated with it until you swap back again. Metallic megalode 2. Here, we can see that the inner ring of Delkar 7 contains metallic asteroids with pristine reserves. These proposals can be accepted or rejected through your comms panel. While the majority of these signal fields will be very close to the orbital plane, you may occasionally have to go hunting for a field that is sneakily hiding somewhere above or below the plane. If a passenger becomes too dissatisfied, they may demand you dock at the nearest starport, where they will promptly disembark, while less stable types may suddenly abandon ship using the escape pods; either way, you don't get paid and will lose reputation with the associated faction. If you fancy participating, scroll down to the bottom and click the sign-up button. Drilling a subsurface deposit. However, for a 25% commission the Interstellar Factors Contact, which only found in low-security systems, allows Commanders to pay off fines, claim bounties, and hand in combat bonds that relate to any system or jurisdiction. To participate, you first need to enrol. From rating 2 and above (if you've been pledged for more than four weeks) you will be given a vote on what the Power's priority should be next PP cycle, to either: consolidate — invest CC in system defencepreparation — to invest CC in preparing candidates for an expansion attempt Voting for consolidation raises the "consolidation line". To confirm a motherlode without wasting a prospector limpet, you can fly close and visually look for the presence of fissures on the surface. The Elite: Dangerous Wiki entry on exploration has an up-to-date guide to exploration data payouts (based on the formulae from MattG's forum post). You can review passenger traits and their current level of satisfaction at any time via the transactions tab. A list of known Technology Brokers is available through the INARA "nearest" tool and can be filtered by proximity to a specified system. Rejoining ship 2. Wing mission depots — collecting. They're also less reliable at range and their ability to target accurately can be temporarily disrupted by chaff. You can also filter missions by reward options. Although the 6D hanger has the capacity for two SLFs, only a single fighter can be deployed at any one time — the exception being during multi-crew sessions. Normally it will be a crime to attack any of these. These are the busiest player locations in the game and tend to be magnets for Commanders seeking out cheap kills, with Community Goals probably being the worst for this. Manual docking is often much faster and can be essential if you need to avoid those pesky authority scans. 23.1.1. Landing at a planetary port Docking at a planetary port is very similar to docking at an orbital outpost. Good luck with this as most folks are extremely unreceptive to being pirated. Depending on your configuration and the type of star, your ship may get very hot, so now would be a good time to use some of those heat sinks. The good news is that the insurance cost is reduced by over half for a fully-crewed ship. 18.1. Pilot's Federation As a member of the Pilot's Federation, you hold separate ranks with them for combat, trade, and explorer, which are independent of any faction. Mission-related signal source. Each activity comes with a rule set — breaking one of these rules can result in you being automatically kicked from the session, so do behave! Click image for larger version. 23.8. Ship-launched fighters and NPC crew The following ships can install hangars that allow you to store and deploy ship-launched fighters (SLFs): Imperial CutterFederal CorvetteAnacondaFederal CutterFederal CutterFederal CorvetteAnacondaFederal CutterFederal Cut any other ship module and come in two classes: 5D hangar = capacity for one SLF6D hangar = capacity for two SLFs. These come in multiple flavours, each with their own strengths and weakness: F63 Condor — FederalGU-97 — ImperialTaipan -IndependentXG7 Trident — GuardianXG8 Javelin — GuardianXG9 Lance collected can be viewed in the inventory panel. There are also hundreds of minor factions, up to five in any one system. Matching or beating the probe efficiency target nets you a credits bonus. Pick-up and drop-off depots now appear on the missions board for haulage scenarios, which allows you to make multiple trips to complete a mission. AFMUs are not so useful for combat-orientated ships but they can come in handy for long exploration expeditions. Boosting drains the engines capacitor and generates a considerable amount of starports. Boosting in and out of starports (jump to Combat, weapon and distributor fundamentals section). and resist the urge to boost through the mail slot. Once within 7.5km, request docking then head over to your pad and land normally. The further away from the planet to land probes on its rear side; gravity will take care of the rest. Aim too far away and the probe will miss the planet altogether, but the HUD will inform you of this with the word "miss". Aiming at the hashed line will land the probe halfway between the centre of the front and the centre of the back of the planet (relative to your view). These can be fired from the normal cockpit view or from the turret camera, which sits on top of the SRV. A variation on this is the so-called "scenarios", which may be offered to you at locations such as megaships, installations, settlements, distress calls, combat aftermaths, etc. More importantly, it leaves you in a much better position for both fighting and fleeing. This not only tells you what ore the asteroid contains but also magically doubles the yield (see prospector section below). 15.6. System security and the ATR There are four levels of system security: high, medium, low, and lawless/anarchy. Module power management. The mission will name a specific planetary outpost, some of which will be heavily defended by numerous turrets and NPC ships as well as the skimmers themselves. Essentially, the higher your rank, the more you'll get (up to 80% of the reward value according to Frontier). Depending on the mission type and commodities involved, Community Goals can be quite profitable and include bonus rewards based on your total contribution relative to other Commanders (e.g. top 75%, top 25%, etc.) as well as the destroying a ship usually yields zero cargo (other than materials for Engineer upgrades; jump to Horizons section), which leaves three ways to approach this: Find/interdict a human player and use the comms system to demand they drop some cargo. You do not need to deploy weapons for these systems to work; however, while PDTs are passive, ECM must be activated manually and has a 10-second cooldown. Therefore, by having a second slot, you are able to immediately launch another fighter if the other one is vaporised. Reported = discovered by you. Stored hot modules can be cleaned in any port for a fee. The crucial factor to be considered in any port for a fee. all this is how much a specific expansion attempt will cost and what its income and upkeep would be if controlled. They require a repair limpet controlled. They require a repair limpet controller (internal slot), a supply of programmable limpets (which take up cargo space), and must be assigned to a fire group. Once in a session, the comms panel can be used to: leave or close a sessionactivate/deactivate voice chatmute other crew memberssend text messages and friends requestsblock players from future sessions The history tab also handily keeps track of who you've recently played with. Bounty hunters and pirates will typically order you to cut your engines and stow your weapons while they scan you for active bounties or tasty cargo. And who doesn't want a moon buggy with guns and shields? PowerPlay (PP) allows you to pledge your allegiance to one of 11 galactic personalities/Powers and support them in their quest for territorial expansion. Possible rewards include additional credits, materials (Horizons only), commodities, or a greater reputation boards at starports. Wing missions depot — delivering. I have listed my own key bindings for controlling the FSS below: Click here to reveal FSS key binds FSS key binds rowstepped zoom in + mouse wheel stepped zoom out - mouse wheel tuning right. All modifications result in both positive (blue circles) and negative (red circles) outcomes. Obviously, some will try to flee while others may counter-attack so you might consider disabling their drives before attempting one of the above. Firstly, you can turn off non-essential ship modules (e.g. shield boosters, FSD, cargo hatch, etc) in the systems panel to reduce total heat output, which will give you more time before overheating. When working in a wing, the rewards will be duplicated rather than shared. Burst and beam lasers have a higher DPS (damage per second) than pulse lasers, but require more power and cooling, and will heat up your ship more quickly. That said solitary NPC ships are generally not very challenging and you're not really losing anything if your free Sidewinder gets wrecked (jump to Death and insurance section). Fighter hangars are installed as an optional internal module. Note that you can only set active crew at the Crew Lounge in ports. This can be from getting too close to a star, being attacked by certain engineer-modified weapons, boosting too much, and the heat generated from firing your own guns. At the end of a multi-crew session (either by disconnection or exiting), you'll be presented with a report. lists for unlocking all the known Technology Broker wares. 12.3. Fixed, gimballed, or turreted? 22.5. The metagame, command capital, and consolidation voting In order for your chosen Power to succeed and grow, they need to manage their command capital, and consolidation voting In order for your chosen Power to succeed and grow, they need to manage their command capital (CC) wisely. Although the gunner's third-person view allows 360 rotation around the mothership, weapon firing is limited by hardpoint placement (this doesn't affect scanners). Flying a fighter is almost identical to flying any other small ship (jump to Ship-launched fighters and NPC crew section). However, this takes a few minutes. If the ship is clean but found to be wanted elsewhere, you will be granted a license to kill them. In fact, specifically targeting subsystems can be a very effective tactic. Completing this mission will take them out of the district and they will not be able to re-enter (unless they clear their save data and start afresh). To scan a surface feature: Switch to analysis mode and have the computational scanner set to a fire group. You can scan once within 700m, but it's easier if you get a bit closer. Aim the scanner's reticule at any of the objects and fire to scan. USSs are semi-permanent, lasting for up to 40 minutes. Don't worry, thanks to a stack of heat sinks, I managed to survive! 10. The INARA components database is a good place to find out where specific manufactured materials tend to spawn. Rebuy cost. If you have more than one SRV, you can also choose which vehicle you wish to deploy. It requires a special module, which is installed in an optional internal slot. Outcrops/meteorites form patterns in the lower half of the scanner, whereas POIs tend to form patterns in the upper half. I mean, you may think it's a long way down the road to the chemist but that's just peanuts to space. Oh, and don't be fooled by a system being labelled as "high security", this offers little protection from dedicated player killers. The CQC rank is solely from playing the CGC Championship game mode and has no bearing on the main game. 21.9. Exploration and fuel scooping Exploration is a solitary life that involves discovering and mapping planetary bodies, then selling the data to a Universal Cartographics contact back at a starport. Be warned, security forces will open fire if you're caught harbouring a criminal (jump to pirating, smuggling and silent running section). POIs appear on your scanner as large blue circles that can only be seen if flying above 1.5km Clicking on one will bring up details about available services and docking access. Here you can choose to accept or decline the financial rewards. Generally, if you're a good boy or gal, they'll let you leave in one piece. You can only be in one Squadron at a time. 12.2. Combat loadouts Weapons are installed at hardpoints and are rated by size/class: small = class 1 medium = class 2 large = class 3 huge = class 4 Generally, larger weapons do greater damage and penetration, but cost more, require extra power, generate additional heat, and put a bigger drain on your distributor. 21.11.2. Passenger traits Before taking on a job, it is important to properly read the brief and learn the passenger's traits. Note that you need to switch to analysis mode to use most of this equipment. When you first enter another Commander's ship you will need to choose from the available roles. To map a planet's surface: Target the planet, switch to analysis mode, and select the relevant fire group. Fly towards the planet. These work like dumb-fire missiles. And for those looking for a challenge, try combining this with FA off! 2. These limpets can be effectively countered with point defence turrets (PDTs) and activating ECM, which will remove any attached limpets from your hull. You can also sell ships remotely. To acquire an invite, you must first learn about them and then meet their basic criteria — this sometimes includes being on cordial terms with a named minor faction. You can still drive the SRV while in turret mode. 23.3. Synthesis, materials, and materials, and materials, and materials traders Horizons introduced a looting and crafting mechanic that revolves around collecting materials, and materials, and materials traders Horizons introduced a looting and crafting mechanic that revolves around collecting materials, which come in four flavours: elementsmanufactured materials and enterials and enterials and materials are specified with a named minor factor. materials Materials take up no cargo space, how many you can carry depends on grade: grade 1 (most common) - 300 eachgrade 2 - 250 eachgrade 2 - 250 eachgrade 2 - 250 eachgrade 3 - 200 eachgrade 5 (rarest) - 100 each They are retained when your ship or SRV is destroyed — unlike bounties, combat bonds, and exploration data. 21.8.7. Using prospectors You can also buy prospector limpets to ascertain the content of nearby asteroids. This will take a little time and you will be entirely at the mercy of any hostiles. You can view multiple commodities simultaneously, but I'm only looking at coffee here (green lines). The aggressor will also take damage and drop out of supercruise if they lose the battle, whereas a successful evader will carry on in supercruise unharmed. In my own experience, there are two main approaches to mining: high-volume laser mining and motherlode hunting (core mining). Be warned that some POIs are protected by turrets and mobile sentries that will turn hostile if you get too close — you will see a warning on your HUD first. When you highlight or click on a specific commodity, it provides import and export prices from nearby systems for which you hold trade data. By accepting the payouts, you also take too long the payouts. local space rozzers may show up and try to ruin your day. Passenger demands will appear in the comms panel and vary considerably, such as heading to a station to purchase a specific commodity (like my alcoholic friend here) or stopping off at a conflict zone to watch the whiz bangs for a bit. I believe that this occurs when your upkeep debt exceeds a specific commodity (like my alcoholic friend here) or stopping off at a conflict zone to watch the whiz bangs for a bit. 250 million credits, which is equivalent to defaulting for 10 weeks on a fully outfitted carrier. At these, you'll encounter everything from shipwrecks and pirate ambushes to wedding parties and trade convoys. So if you apply throttle to the right thrusters, you will start heading left. These come in four accommodation classes: economy, business, first, and luxury. Curiously, nearly everything you encounter on the surface is considered "legal salvage". See video below for a basic demonstration of docking at planetary port. The fighter's multi-crew interface works in a very similar fashion to that presented when you team up with wingmen. While airborne you can control both pitch and roll, useful for making sure you land on your wheels. 21.5. Assassin Agent 47 wannabes can take on assassination contracts from the missions boards. Core asteroids are relatively rare, so a faster ship facilitates scanning more rocks in a shorter space of time. Night vision can make these easier to see. Taking on a mission above your current rank can be lucrative but also risky, i.e. you may be attacked/interdicted by very strong ships. You can also access many of these official resources from the top right of the game launcher. Supercruise, interdiction, and low and high waking Supercruise is the mechanism for travelling within star systems — distances to starports and points of interest (POIs) can be enormous. They have a cargo capacity of up to 25,000 tonnes that owners can use for personal storage. You're basically looking for flashing blue blobs along the orbital plane. 21.4. Bounty hunting Kill criminal scum for bounty vouchers, which are then cashed in at starports in the relevant jurisdiction (see below). First, you need to target and approach the planet (or port/POI) in supercruise. Also, reputation increases faster when working for minors factions aligned to superpowers with which you have a good standing. Fleet carriers are persistent structures, which means that other Commanders can see and interact with them regardless of game mode or whether the owner is even currently logged in to Elite: Dangerous. However, these megaships are indestructible and have similar defences to space stations, so don't even think of trying to take one down! 25.1 Docking at a fleet carrier scan be found on the system map if present. If you enter a system that another Commander has already visited, any astronomical bodies that they discovered will appear in your ship's HUD and system map but will be listed as "unexplored" (see screenshot below). Each individual model also comes in several varieties, according to weapon loadout. 23.9. The Commander creator allows you to completely customise the appearance of your avatar. Generally, it will be quicker to fly it yourself. You never get massed locked when high waking. There's also a comprehensive old-school game mechanics/concepts. 23.10.4. Fighter Console game mechanics/concepts. 23.10.4. Like the Gunner, the Fighter Con starts off in the mothership's cockpit. Personally, I keep going until I reach around 60-70% of my possible scoop rate, keeping the heat level between 60 and 70%. Be aware that the skill of NPC pilots and the strength of their loadout correlates directly with their combat rank (see ED Wiki for a list of pilot federation ranks). Once a player gains their first Pilot's Federation rank, they will be offered an optional graduation mission. Again, you'll be warned of this in the description. As you get closer they will start to resolve into distinct bands, decreasing in size the closer you get. You can gather liberated fragments manually using your cargo scoop, but collection drones are far more efficient (and fun!). You don't need to wait for the scan to finish before zooming back out and moving on to the next body. The flashing blob will disappear when all the bodies within it have been discovered. Wave scanner 1. Points of interest (POIs) such as navigation beacons, tourist beacons, installations, megaships, and resource extractions sites are permanent. Larger ships will mass lock your ship when you attempt to transition to supercruise (low waking), significantly increasing the time it takes for your FSD to charge. Using the FSS 2. This relates to the amount of time it takes for your ship when you attempt to transition to supercruise (low waking), significantly increasing the time it takes for your FSD to charge. Using the FSS 2. This relates to the amount of time it takes for your ship when you attempt to transition to supercruise (low waking), significantly increasing the time it takes for your FSD to charge. found in the Galnet news feed or found in the galaxy map by using the "war" state filter. The better the accommodation, the fewer passengers it can take. I still use the "6-second rule" for this (jump to Supercruise and interdiction section) and never go above 75% throttle once over the planet. Both types of docking computer take up a class 1 internal slot, so you'll need to decide whether it's worth installing one. Using the FSS 3. You're looking for single bands or bands of two or three parallel lines. Some missions do not require the use of any cargo space, e.g. messages, small packages, etc. You will still have access to security contacts, refuelling, the black market and active missions, but all other services will be unavailable, including repairs. Also, there are often several generators in an outpost and you need to destroy the correct one to complete the mission. The seismic charges work like a dumb-fire missile. Generators can sometimes be tricky to find as they don't appear on your scanner until quite close. 23.8.1. NPC crew For the sake of clarity, it is worth pointing out here that SLFs are flown remotely by "telepresence". Ideally, two or three times this in case you have a run of bad luck. The Elite: Dangerous Wiki has a list of mineral types and where they can be mined. Community Goals 2. Breaking these rules could see you automatically kicked from the session, e.g. shooting at ships and where they can be mined. with a clean status. Of course, there are also hidden mysteries for ED's community to unravel and ancient ruins to discover, which you can read more about in the Codex, through Galnet, and on the forums. Fleet carriers, or more simply fleet carriers, or more simply fleet carriers, are player-owned assets that act as a mobile base of operations and effectively behave like mini, portable starports. Carriers have a jump range of up to 500LY and owners can use them to store and transport their fleet. Ferrying from A to B. The refinery module can be found in the inventory tab of the system panel. Materials inventory. Click on any faction for further details. Gunner interface. The navigations tab provides an indication of the size and security level of persistent outposts. Do you want to be a trader, bounty hunter, smuggler, psychopath, a professional assassin, courier, mercenary, miner, pirate, explorer or jack of all trades? System faction standings. You will be warned of this by your HUD as well as before jumping This means that NPCs/Commanders aligned to that Power can legally attack you in those systems, whereas you cannot legally attack them or fight back. Other useful external resources: Galactic Academy — a Frontier-endorsed, community-run Discord server geared towards helping new players and finding friends to play with. Elite Dangerous Discord server — official Elite: Dangerous Discord server geared towards helping new players and finding friends to play with. Elite Dangerous Discord server — official Elite: Dangerous Discord server geared towards helping new players and finding friends to play with. Elite Dangerous Discord server — official Elite: Dangerous Discord server geared towards helping new players and finding friends to play with. Elite Dangerous Discord server — official Elite: Dangerous Discord server — offici Discord server/forum, useful for finding friends, wings, clans, etc.Other Elite: Dangerous Discord servers and communities. EDDB — an unofficial online database that provides relatively up-to-date info on stations, factions, and commodities. Lastly, the Codex, which is also accessible from the home tab of the right-hand cockpit panel, contains the: Knowledge Base, which outlines key aspects of Elite: Dangerous lore, including information and history about the main factionsPilot's Handbook, which explains the basics of some of the game's main activities and professions, such as mining, exploration, trading, and bounty hunting External resources If you haven't already, I recommend checking out the Elite: Dangerous community page, where you will find a series of tutorial videos, patch notes, and some general information on different aspects of the game. System conflicts last for 7 days and the CZs that spawn come in three intensity flavours: low, medium, and high For subsurface deposits, you require a subsurface displacement missile launcher. At first, only a handful will be known to you; contact with others is established by working with known to you; contact with others is established by working with known to you; contact with others is established by working with known to you; contact with others is established by working with known to you; contact with others is established by working with known to you; contact with others is established by working with known to you; contact with others is established by working with known to you; contact with others is established by working with known to you; contact with others is established by working with known to you; contact with others is established by working with known to you; contact with others is established by working with known to you; contact with others is established by working with known to you; contact with others is established by working with known to you; contact with others is established by working with known to you; contact with others is established by working with known to you; contact with others is established by working with known to you; contact with others is established by working with known to you; contact with others is established by working with known to you; contact with others is established by working with known to you; contact with others is established by working with known to you; contact with others is established by working with known to you; contact with others is established by working with known to you; contact with others is established by working with known to you; contact with others is established by working with known to you; contact with others is established by working with known to you; contact with others is established by working with known to you; contact with the known to you; contact wit start being vomited out into space. Once close enough, a search zone will spawn. These instantly draw all the heat from the ship, reducing the temperature to 0%, but only last a few seconds. However, some countermeasures can also be given a hotkey and therefore don't actually need to be assigned to any fire group to be used. Stored modules can be reviewed, switched and transferred via the outfitting menu. Ship transfer and module storage 13.1. Ship transfers It is possible (and fun) to own multiple ships — up to 30 per station I believe. It's worth noting that because game's UI has been tweaked and added to over the past few years some older screenshots in the guide may differ slightly from the current UI. 21.9.4. Surface mapping For extra credits and glory, you can also map the surface of planetary bodies. They can also use the ship tab during a multi-crew session to disable the fighter con or limit the gunner to just weapons and scanners, which is pretty useful for gunners who seem intent on spamming all your shield cell banks and heat sinks. Search zones can be seen and targeted from high orbit. All missions timers are in real time so never take on what you can't complete (extensions are occasionally granted) and some carry a fine for completion failure. The Role Panel is found underneath the scanner by using UI focus + down (I have a key bound to "role panel"). This statement will then appear on your Squadron entry for other players to see when they're looking for a group to join, so make it snappy! Also, Frontier are planning to eventually host info pages for all the Squadrons on the Elite: Dangerous Community Page. Like modifications, these also must be bought using materials. The Elite: Dangerous forums are awash with anti-pirating sentiment (with many equating it to griefing) and some players will combat log (i.e. kill their game process to escape combat; an exploit that is supposedly being looked into by Frontier). It is impossible for more-experienced Commander characters to enter these systems. You need to choose which fighter to launch and whether you or an NPC pilot will fly it. Conflict Zones. Then there's the weekly upkeep, which starts at 5 million and scales upwards according to your facilities configuration. A fully outfitted fleet carrier has an initial setup cost of 6.15 billion credits and a weekly maintence of 26.7 million. The HUD will warn you if you're speeding. The Helm can kick crew members or end the session at any time. 22.4. Dangers It's important to realise that by pledging allegiance to a Power you will be considered "hostile" when travelling through systems controlled by a rival Power not aligned to the same Superpower as your own Power — e.g. Hudson (Federation) versus Lavigny-Duval (Empire). It's possible for the Helm to send you orders, including a request for you to dock the fighter. Here I've set up two fire groups. Wave scanner 2. On Playstation 4 and Xbox One, ARX completely replace the Frontier Points system for buying in-game extras. Some notes about Squadron creation: you cannot change the Squadron name or four-letter ID after submitting theorem and the set up two fire groups. Wave scanner 2. On Playstation 4 and Xbox One, ARX completely replace the Frontier Points system for buying in-game extras. form (so watch out for typos!)you have to choose a superpower affiliation and this cannot be changed laterpowerplay (power) and faction affiliations are optional but cannot be changed once set; however, you can leave them blank and set at a later dateif you wish to be allied to a specific faction, you need to be in a system where the faction is present when you create your Squadron; otherwise, you won't be able to select them Creating a Squadron. 16.5. Don't be put off from playing in Open. To switch between these two modes, you need to bind a key for "Switch HUD mode' under the "Mode Switches" section of the control options. Especially important for asteroid rings! Click image for larger version. Lavigny-Duval's fortification efforts you need to pirate "Garrison Supplies" from "Imperial Supply" vessels in her control systems. On the system map, you can view prohibited commodities for each starport. This is known as high waking. Fighter interface. Once again, these are of little use during combat and generally more suited to intrepid explorers. As with Materials Traders, once discovered, their locations can be revealed on the galaxy map using the services filter (but only within 40ly of your current position). 25.2 Buying a fleet carrier Fleet carriers are intended as endgame content and are seriously expensive. Missions vary according to faction and function (see PP interface). Note that the fighter will be lost if it veers more than 30km away from the mothership. See below for a description of the main ways to obtain each type: 23.3.1. Elemental materials Elemental materials are mainly found on planetary surfaces (jump to Using the SRV datalink scanner section) and are required for both synthesis and Engineer upgrades. If you have outstanding fines and bounties in other jurisdictions, these will remain active and your ship and modules will still be hot. Investing in a better controller increases both the number of simultaneous drones you can launch and their range and life-span. Icy megalode 1. When you arrive, you will need to target the beacon to scan it. Click one of the fighter bay slots to purchase an SLF. There are also four types of planetary ring: icy, rocky, metal-rich, and metallic. The Community Goal will then appear under your transactions tab, where you can track both global and personal progress. Missions range from bringing specified commodities or exploration data to particular stations to fighting in named conflict zones or collecting bounties in certain jurisdictions. You can monitor both global and personal progress through either missions boards or under your transaction tab. If landing is possible, the planet will have a blue ship icon next to it the navigation tab of the target panel and a blue halo around it in the system map. Point Defence Turrets (PDTs), which don't need to be deployed and automatically engage enemy missiles and limpets, can also buy you precious seconds. Be aware that you will sometimes be requested to transport cargo that is considered illegal at the intended destination, but this will be spelt out in the mission description. Don't make it easy for them by flying in a straight line — keep changing direction and try to be unpredictable in your movements. However, this only works for systems you've visited in the past. Be careful when scooping at binaries and trinaries, as your ship is likely to get much hotter than normal. Crucially, unlike with the wings mechanic, it uses a matchmaking system and players can hook up instantly regardless of where they are in the galaxy. Get over it. Here, the party is willing to share the cabin with another group. When looking for a suitable spot to mine, it's important to check the planet's information on the system map. To determine if there are any more bodies to be found, either: use the discovery scanner while in analysis mode — you simply need to switch to the FSS and hold the fire button until the scan is completedswitch to the relevant fire group and hold the fire button until the scan is completed switch to the relevant fire group and hold the fire button until the scan is completed switch to the relevant fire group and hold the fire button until the scan is completed switch to the relevant fire group and hold the fire button until the scan is completed switch to the relevant fire group and hold the fire button until the scan is completed switch to the relevant fire group and hold the fire button until the scan is completed switch to the relevant fire group and hold the fire button until the scan is completed switch to the relevant fire group and hold the fire button until the scan is completed switch to the relevant fire group and hold the fire button until the scan is completed switch to the relevant fire group and hold the fire button until the scan is completed switch to the relevant fire group and hold the fire button until the scan is completed switch to the relevant fire group and hold the fire button until the scan is completed switch to the relevant fire group and hold the fire button until the scan is completed switch to the relevant fire group and hold the fire button until the scan is completed switch to the relevant fire group and hold the fire button until the scan is completed switch to the relevant fire group and hold the fire button until the scan is completed switch to the relevant fire group and hold the fire button until the scan is completed switch to the relevant fire group and hold the fire button until the scan is completed switch to the relevant fire group and hold the fire button until the scan is completed switch to the relevant fire group and hold the fire button until the scan is completed switch to the relevant fire group and hold the fire button until the sca the discovery scan in a different interface) Scanned bodies and other POIs will then need to be further analysed in the FSS before they are considered to be "explored". Leave the galaxy map to see what the range of your next jump will be. Useful resources to get you started on your imaginary space career, it's worth checking out some of the in-game and external resources for Elite: Dangerous. These surface features appear in your HUD and navigation tab of the systems panel and can be filtered by type. Explains the basics of some of the game's main activities, such as mining, exploration, trading, and bounty hunting. After filling your hold, you'll want to maximise your profit by researching the best selling locations using either the in-game trading tools (jump to trading section) or external resources such as the EDDB commodity finder. 23.2. SRV basics 23.2.1. Purchasing and deploying an SRV To explore the surface you need a surface reconnaissance vehicle (SRV), which is essentially a moon buggy with guns and shields. The Codex, introduced in the Beyond 3.3 update, is an in-game repository of information. Each circle shows the current value, maximum possible value, relative change (from baseline), and progression towards the maximum value for each attribute. Once you get a better ship/loadout (at least a well kitted-out Viper, Cobra, or Adder, but ideally a Vulture), you'll be able to go after juicer but more challenging targets. The training videos will launch in your web browser. Which materials spawn is dependent on ship type and system state. You also need an active fuel scoop. Long distance ferrying. These can include things like geysers, fumaroles, barnacles, thargoid and guardian stuff, and other interesting or even mysterious phenomena. If you've been given admin rights, you should also be able to exercise those through the Squadron interface. For example, a barebones carrier with no cargo will need 68 tonnes of tritium to jump 500LY. With flight assist (FA) on (default), the computer will maintain a constant forward or reverse velocity (as set by you) and will automatically counter any lateral or vertical acceleration that you apply. You might want to quickly retreat to a safe distance before detonation. They're much better than they used to be, especially as they now penetrate/ignore shields. If you are not directly over the blob. If the tuning is correct, the FSS will let you zoom into the signal field. A list of known Guardian ruin sites can be found on the Canonn Research Group website. Named parties (crown symbol in the mission list), will refuse to share. When flying through the mail slot, you'll need to match its rotation — especially in larger ships. 23.10.5. Bonus power distributor. However, this is of no use during combat scenarios as you need to be travelling. 100m/s) can land you a fine or even a murder bounty if you manage to destroy them; so it's generally a good idea to avoid unnecessary speeding Docking. Some passengers will not react well to danger or illegal activity, others will not appreciate delays or being scanned by authority vessels. "Store Multiple" allows you to store any non-essential module from your current ship. These fragments need to be collected either manually using your cargo scoop or by using collection drones (see collection drones (see collection below). Note that no category can exceed a total of four pips. This automatically sets your throttle to 0% when you exit hyperspace and prevents you from getting too close to the star You can disarm a specific charge from the contacts panel. In the left panel, you can see I'm currently storing a cargo rack (exciting stuff!). They're also the best way to make money in the game early on — trading and combat are not so easy in a tiny, fragile Sidewinder. Whenever possible, I will continue to update the guide to reflect changes to the game and to improve the usefulness of the information. Engineers page. The resources are persistent and the chances are that other Commanders will have been there mining. Alternatively, you could always head out to one of these locations in a cheaper or more expendable ship such as Sidewinder. For the latter, you will potentially face a large Non-human Signal Source are thargoid-related encounters typically found in and around the Pleiades Nebula (near Merope and Maia) or other systems that the thargoids have penetrated. At mission depots, you can choose how much you want to haul and how much you want to drop off number of well-armed pirates, which can be fun but challeng Bonus rewards also improve with global progress (tier bar chart on the right). These wakes can be targeted and travelled to, allowing you to follow other ships in and out of supercruise. Demand at individual starports can change rapidly, so don't rely on data that's more than a few hours old! It's also worth keeping an eye out for mining missions at starports, as these can make gathering specific minerals much more profitable than usual. FA off can be quite useful during a dogfight, allowing you to travel in one direction and shoot in another. Other POIs such as conflicts zones, military checkpoints, distribution centres, etc are dependent on the political and economic situation of the system, which will change over time. These packages will be of relevance to one of the three Superpowers (check the transactions tab) and can be sold at a local security office in one of their ports. Repeated offences against the same target will result in you being given an assault bounty. To detect more distant signal sources, you need to either discover them using the FSS (jump to exploration and fuel scooping section) or by scanning the current system's nav beacon. Taking on a mission briefing). Still, it's better than training up a new pilot from scratch. For the former, you will require fuel or repair limpets. Repeated modification will gradually move you towards the maximum possible values for that grade and will eventually unlock the next grade. Wing missions are indicated by a blue circle symbol. Shield cell banks (SCBs), installed in an optional internal slot, can partially or fully restore active shields in a short space of time. Fixed weapon variants must be aimed manually, essentially by pointing the nose of your ship at the target — or slightly leading them if using kinetic weapons. As you get close (around 2Mm), your HUD will change to display your altitude and speed of descent. But if you have the capacity to install the extra gear and don't like leaving behind valuable minerals, exploiting surface/subsurface deposits can nicely supplement laser and core mining. Note that named passengers (crown symbol in the missions list) will not share cabins with other parties. The brown line shows a multi-jump route that I've plotted on the galaxy map. However, if your PC meets the minimum system requirements, there's little reason not to play the Horizons version. The EDDB is a great site for researching trade runs or finding systems that import or export specific commodities. Trade prices and production are affected by supply and demand as well as government type, wealth and population size of the system's current status, e.g. civil war, lockdown, boom, etc. On the pulse wave scanner, they will glow an intense yellow that does not diminish on getting closer. More generally, you may also be harassed by NPCs when carrying out PowerPlay-related activities. This displays a list of known Engineers and their requirements and your current status/reputation with them. Here, I'm using two GU-97 fighters with fixed beam laser and a heat sink. Coffee (highlighted) is in high supply and can be bought for 1048cr per tonne, which is 457cr below the galactic average. Encoded/Degraded Emissions are shipwrecks where you are likely to find cargo canisters and things like occupied escape pods, black boxes, data caches, etc, which can be sold to Search and Rescue contacts or on the black market; sometimes you will have to contend with rescue ships who may become hostile if you attempt to plunder the wreckage; if you have the Horizons expansion, you may also find materials and data beacons at these Weapons Fire Detected will usually contain pirates, bounty hunters and system authority ships battling it out; these are good for bounty huntingCombat aftermath sometimes spawn a scenario/mission or contain rarer manufactured materialsHigh-grade emissions (Horizons expansion only) contain rarer manufactured materialsHigh-grade emissions (Horizons expansion only) and these can sometimes be hostile or wanted; these have the potential for bounty hunting but are probably best avoided early on; sometimes also trigger scenariosCeremonial Comms will contain a trade ship; if you have want they want, it will be automatically transferred to their ship and you will be compensated with credits (usually well above the galactic average)Distress Calls usually trigger a scenario in which NPCs are in need of fuel/repairs or are under attack by pirates. They can also cause specific POIs to spawn. If you want to learn more, then this unofficial PowerPlay manual provides a detailed but slightly out-of-date guide on the mechanics. Any collectable items (cargo, materials, etc) can also be added to this list. You can only place one charge per fissure. A Squadron can accommodate up to 500 members. Cleaning up the universe one scumbag at a time. This is a value between 0 and 10 that increases by 1 with each new murder, but decreases by 1 for every two hours of goody-two-shoes behaviour (active gameplay not real time). However, if you have two AFMUs, they can be used to repair each other. The former is expensive and the latter can be very time consuming. Requires a stock of limpets. Collection limpet controller. Fuel scooping. Also, note that any undelivered cargo will become classed as stolen upon mission failure and, therefore, can only be sold on the black market. However, you will be refunded the full cost of the carrier minus the upaid debt upon decommissioning. Encounters with pirate Commanders are infrequent; however, they probably won't be so inept (jump to pirating, smuggling and silent running section) and it might be in your best interests to give in to their demands. Faction reputation is unaffected for the Gunner and Fighter Con. Additional tutorials in the form of training section of the main game menu. 18. When back on the commodities market screen, click on compare icon to switch between stations in the comparison system. Whether you intend to land directly on the surface or dock at a planetary port, the initial steps are the same. Once at a nice hotspot, you need to scan the asteroids using the pulse wave scanner. Modifications 2. You can either purchase tritium from starports in refinery economies (the galatic average at the time of writing is 51,572 Cr) or mine it from deposits on icy asteroids. Parties can be upgraded but not downgraded. 23.11. To harvest an element from a planetary surface: Target the liberated materialDrive over it with your cargo hatch deployed You can use the system map to determine the available elements and their relative abundance on a specific planet (see screenshot below). If successful, they latch onto the cargo hatch of the target and try to break it open. Squadron hub. 16.1. Fighting back PvP combat is a whole different ball game to fighting NPCs. PvPers tend to fly around in dedicated combat-ships fitted for the sole purpose of fighting other Commanders. Behold the destructive beauty of the white dwarf! To supercharge you need to head into one of those wavy polar jet thingys, but make sure you keep your distance from the star. But, they also generate significant heat when triggered (that can damage your modules) so you may need to also simultaneously deploy a heat sink. As such, some systems are far safer to travel through than others, while those wanting to indulge their violent misanthropic fantasies will fare better in low-security and anarchy systems. They can be sold at any starport, but the further you travel from the source the higher the return you will make. In a similar vein, you can also take on contracts to kill x number of pirates/traders/authority vessels/etc in a certain system (massacre missions). Two other excellent resources are the Elite Dangerous Wiki and ED Tutorials. This access level is essentially a reputation system. If you do this through the Galaxy Map and use the "plot route" option (as opposed to merely selecting a system), you can switch back to targeting your high-wake destination at any time using the "target next system in route" key (you need to bind a key for this first in the control options!). Each cycle (if you have a rating of 2 or above) you will be able to vote on whether the Power should prepare or consolidate. However, they do reduced damage per hit compared to their fixed counterparts and some gimballed variants have increased distributor draw or reduced clip sizes and/or increased reload times. Your HUD will display an "Illicit Cargo" warning above the fuel gauge if you are carrying anything that could get you into trouble in that particular system. Normal flight is the low-velocity flight mode (sub-light speed) you enter when you drop out of supercruise, interdiction and low and high waking section). Multi-crew report. Exciting stuff. These guys will show up if you commit enough crimes in a single jurisdiction; the trigger threshold is related to the system security level. Prospectors also highlight any fissures and surface and subsurface deposits. You will then receive some flavour text about the site via the comms panel. Obviously, this is easier to do in a more agile ship. Essentially, this is just an interactive tutorial that gently introduces players to the basic concepts and controls of flight, combat, and space travel. Over the past five years, the game has grown and evolved, and so has this guide. Fledgeling Commanders must first undergo a Pilot's Assessment in order to get their Pilot's Federation licence prior to starting the game. Your comms panel will inform you when a scenario is available. To activate, click on the desired destination in the navigation and then on the supercruise assist icon at the bottom (second left). You can also zoom in/out slightly, but you may need to bind keys in the controls menu first. It is used for docking and landing on planets (Horizons expansion only), dogfighting, mining, and exploring points of interest, such as signal sources, navigation beacons, and asteroid fields. And when you switch to a non-SLF ship and then back, you will need to set the active crew member again. Also, note that tattoos and some of the flight suits need to be purchased for real money from the Frontier store. 9. The starter's zone systems are marked on the galaxy map and in the navigation panel by a Pilot's Federation icon and include Azoth, Dromi, Lia Fail, Matet, Orna, Otegine, Sharur, Tarnkappe, Tyet, and Wolfsegen. The endgame, career paths, and ways to make money Let's get down to brass tacks: there is no real endgame in Elite: Dangerous other than that you set for yourself. I have enough fuel to complete the solid part of the route line but will need to acquire more fuel for the dashed section. Other players will show up on your scanner as a hollow cube or triangle. Metallic megalode 1. These can only be detected and claimed by Commanders pledged to the issuing power. From planets, elements are harvested from the outcrops and meteorites scattered across the surface (jump to Finding materials and POIs using the SRV wave scanner section). The latter may then demand some or all of what you're carrying. Regardless of whether or not you are flying the fighter, the docking sequence must be initiated before it can return to the ship (role panel or hotkey). These include a wide variety of materials section), with higher-grade modifications requiring rarer items. Some rares are also considered illegal and must be sold on the black market. Unfortunately, the current crime and punishment implementation lacks teeth and provides little deterrent for wannabe murderers. You can also choose to install facilities and services similar to those found at standard starports, such as commodity markets, black markets, outfitters and redemption offices. For gameplay reasons, each direction has a maximum speed that can be reached (in m/s). Last revised: 27 September 2021. 23.3.2. Manufactured materials Manufactured materials are ingredients for Engineer upgrades. doesn't need to be docked before exiting the game. This strategy is well-suited to faster, more agile ships but can still be done in larger ships (I manage well enough in my Imperial Cutter). You can view the available experimental effects by clicking on the "experimental effects" button in the bottom right. So: a high-yield charge on a low-strength fissure = greatest effect on the total detonation yield by placing just two high-strength fissures. Using the galaxy map you can also see trending trade routes for any commodity (select from the filters tab) for systems you've visited in the last 24 hours. However, the financial rewards for scenarios are usually quite poor and taking them on is more about supporting a specific faction. Harvesting these can significantly increase your yield but requires extra equipment. Also, some missions will result in hostile ships being sent after you. Then I just sit there until my tank is full. TheOriginalB has posted some walkthroughs on the official forums on how to obtain the bits and bobs needed to unlock Guardian tech: 23.3.5. Synthesis Synthesynthesis Synthesis Synthesis Synthesynthesis Synthesis Synthesy up your life support if your canopy gets blownboost FSD range for a single jumprefuel, rearm, and repair your SRV Common materials are used for basic versions, but rarer materials are used for basic versions, but rarer materials are used for basic versions that provide certain bonuses such as increased damage for a single reload. You can also view current trading trends for systems vou have visited in the last 24 hours. Taxi service and tour operator Become a glorified taxi service! Don't worry, someday a real rain will come and wash all this scum off the shipping lanes. A particular Engineer may not go up to grade 5 for all their available modifications. Annotated orbital cruise HUD. The initial cost is 5 billion but they also incur a weekly upkeep and require a supply tritium for jumping. At a distance, objects will appear as unresolved blobs. Cabins are installed in an optional internal slot and come in a variety of sizes and accommodation types. They can also be harvested from the crystals and other targetable fragments at geological features such as geyser and fumaroles. Note that the ARX awarded during your current gameplay session may not show up until you exit the game to the main menu. 21.13 Community Goals are global, story-driven missions created on a semi-frequent basis by Frontier. And don't forget to bookmark your favourite systems! It is important to properly plan your journeys, especially if you have a small fuel tank. These are collected from and delivered to the "Power contact" at relevant ports. Fleet carriers appear on the system map and clicking on one will provide additional information, including available services, docking access and details about the proprietor. However, it is always possible to give the scum, err, I mean less discerning clients, a free upgrade. They deal in blueprints for special weapons and modules that can't be found anywhere else. Used for strip/laser mining ore and elemental materials. Abrasion blaster. Passenger traits. nearer the edge of the hotspot. Engineers reside in remote planetary bases scattered across the galaxy and access to them is by invitation only. Bigger and more expensive versions scoop at a faster rate — always buy the best one you can afford/fit as it will save you a lot of time, especially in ships with larger fuel capacities. Tourism. The HUD will tell you to switch modes if you try to use something that doesn't work in your current mode. If money is an issue and you want all your ships in one place, then you can always purchase a cheap ship as a taxi and sell it when you switch to the stored ship. For coffee, I would make 940cr per tonnes. However, by switching to the outside third-person view (see screenshot), you're able to fire/use the weapons, scanners, and utilities available to you. Some sites will be protected by skimmers. Missions taken on from starports now come with up to three reward options, to be chosen from on completion. The HUD will let you know when you're close enough to start the process. Once in range, reduce speed. General supercruise tips: even with 0% throttle, you will still be travelling at 30km/sto safely disengage from supercruise you need to be travelling less than 1000km/s, you can perform an emergency stop at any time by double pressing the supercruise key, but this will cause minor damage to your ship and its moduleskeep your distance from stars and planetary bodies, etc, as these will slow you down (bloody gravity!) and if you get too close your ship will automatically perform an emergency stoporbital lines can be turned off in the ship tab of the system panel (you can also bind a key for this)obscured destinations will appear as grey hashed circle in your HUDthe

frame shift drive (FSD) is responsible for both supercruise and hyperspace jumps; however, you can bind separate keys for bothif you're a real glutton for punishment, why not take a trip out to Hutton Orbital in Alpha Centauri; don't forget to buy a souvenir mug when you land 3.1. Supercruise assist module semiautomates flying to a location while in supercruise. For those trying out kb/m, I'd definitely recommend setting: pitch/yaw to mouse control on and off (I prefer relative on these days), playing about with mouse sensitivity/deadzonebinding spacebar to pitch up — a neat trick I learnt from flying jets in the Battlefield games You'll definitely want to configure key bindings to your own taste and as a guide, I've listed my own below (any controls: mouse x-axisyawmouse y-axispitchrelative mouse x-axis & y-axisonFlight rotation: roll leftAroll rightDpitch upspaceFlight thrust: thrust leftQthrust rightEthrust upWthrust downSthrust forwardmouse 4thrust backwardmouse 5Flight throttle: increase throttle+ mouse wheelthrottle increments10%set speed to 25%2set spe frame shift driveJsupercruise-toggle orbit linesOTargeting: select target aheadTcycle next targetGcycle previous shipFselect wingman 1F1select wingman 3F3select wingman 3F3select wingman nav-lockF5cycle next subsystemYcycle previous shipFselect highest threatHcycle next subsystemYcycle previous shipFselect wingman 3F3select wingman 3F subsystemUtarget next system in routePWeapons: primary firemouse 1secondary firemouse 2cycle next fire groupNdeploy heat sinkVMiscellaneous: ship lightsLcargo scoophomejettison all cargo*not set!*landing gearinsertuse shield cell/use chaff launcherCcharge ECMXnight visionnum -Mode switches: target panel6quick comms enterrole panel6quick comms enterrole panel8internal panel9open galaxy mapMopen system (FSS) scanner key binds are listed in section 21.9 Exploration and fuel scooping. Without a stack of heat sinks, you'll be lucky to survive. The distance you can jump is dependent on the type of ship and its total mass, frame shift drive (FSD) class/rating, and available fuel. You change your avatar at any time and as many times as you like, so knock yourself out. This is something to be aware of when bounty hunting in busy locations. Storing modules 1. Simply drop out of supercruise at a tourist beacon, then target the beacon. These tutorials can also be safely accessed at any time while playing the game, from the home tab of the right-hand panel (systems) of your ship's cockpit. However, bounties must be paid off at an Interstellar Factors Contact. 21.2.3. Outfitting a trade ship When trading, cargo space is everything. These behave similarly to nav beacons. Collected fragments are processed by your refinery module. Nebukatze posted some good pictures of a metallic megalode on Reddit. With the trade data overlay enabled on the galaxy map, you can view which systems are importing (blue diamonds) and exporting (green triangles) a specified commodity. Secondly, you can deploy a heat sink (of which you can carry a very limited number and require the launcher to be installed in a utility slot). The PP overview shows the Power's current galactic standing and their CC income, expenditure, and surplus or deficit. Otherwise, if you get attacked outside of an anarchy system, the cops will eventually show up and you might get scanned. You need to release the trigger when the white horizontal bar is over a seam, which are represented as blue bars. Most are optional. In-game resources It didn't always, but Elite: Dangerous now contains several in-game resources aimed at newer players. Unidentified Signal Sources (USSs) Whenever you first enter a system, a set of USSs will spawn in supercruise. scanning the data points you find at planetary outposts and crash sitesscanning private data beacons you find at degraded/encoded emission signal sourceswake echoes are obtained by using a wake scanner (works the same as manifest or kill warrant scanner) to analyse the high energy wakes that are left behind by ships entering hyperspace; a good place to do this ison signal sourceswake echoes are obtained by using a wake scanner (works the same as manifest or kill warrant scanner) to analyse the high energy wakes that are left behind by using a wake scanner (works the same as manifest or kill warrant scanner) to analyse the high energy wakes that are left behind by using a wake scanner (works the same as manifest or kill warrant scanner) to analyse the high energy wakes that are left behind by using a wake scanner (works the same as manifest or kill warrant scanner) to analyse the high energy wakes that are left behind by using a wake scanner (works the same as manifest or kill warrant scanner) to analyse the high energy wakes that are left behind by using a wake scanner (works the same as manifest or kill warrant scanner) to analyse the high energy wakes that are left behind by using a wake scanner (works the same as manifest or kill warrant scanner) to analyse the high energy wakes that are left behind by using a wake scanner (works the same as manifest or kill warrant scanner) to analyse the high energy wakes that are left behind by using a wake scanner (works the same as manifest or kill warrant scanner) to analyse the high energy wakes that are left behind by using a wake scanner (works the same as manifest or kill warrant scanner) to analyse the high energy wakes that are left behind by using a wake scanner (works the same as manifest or kill warrant scanner) to analyse the high energy wakes that are left behind by using a wake scanner (works the same as manifest or kill warrant scanner) to analyse the high energy wates are left behind by using a wake scanner (works the same as manifest or kill warrant scanner (works the sam just outside of starports or, even better, at the distribution centres found in high-population systems in a famine state (use the filter in the galaxy map to find these) 23.3.4. Guardian materials Guardian blueprints and materials are special materials required by the Technology Broker for unlocking Guardian weapons and modules. To scoop up materials and cargo, deploy your cargo scoop, target the item, and simply drive over it. For each modification you wish to craft, you must first acquire the necessary ingredients. You can also send messages to other members. Note that this rating system does not apply to all module types. This will reveal both their identity and a threat level (0-5). After recalling your ship, position your SRV directly underneath the vehicle hangar bay. For instance, all cargo racks are E rated and hardpoints are rated according to size and targeting system (jump to Combat and weapon fundamentals section). If you gain enough merits your rating with the Power will increase. Hitting one of these rocks with a prospector will display these features on your HUD. If it gets too hot, equipment will begin to take damage and malfunction — you're fine up to 100% on the temperature gauge. These hotspots are permanent POIs and can then be targeted and flown to in supercruise. Prior to joining or creating a multi-crew session, you must select from a list of planned activities. Another expense to consider is tritium, which is what fleet carriers use to fuel their hyperspace jumps. 23.5. Using the SRV datalink scanner Data points and terminals can be found at some outposts and crash sites. The same goes for goods considered illegal at that starport (visit the system map for a list of prohibited items). The Elite: Dangerous Wiki lists the galactic average price for each mineral type, which gives you a good idea of their relative values. These don't appear on your sensors until relatively close, so can sometimes be tricky to locate. 23.6.3. Data missions Similar to the cut the power missions, but instead you need to use your datalink scanner on a specific terminal. 24. 21.9.1. Getting started All ships have a built-in discovery scanner, composition scanner, and full spectrum system (FSS), but if you want to map planetary surfaces then you'll need to buy and install a detailed surface scanner (DSS). Note that scanning private data points is illegal — this info is displayed in turret view (see screenshot below). Gimballed weapon variants are semi-automated and auto track targets within a limited radius, meaning all you have to do is get the target in front of you and press fire. A PDF version of this beginner's guide is now available for download! Many thanks to CMDR Aurelius Borealis for creating, maintaining, and hosting this PDF version. 23.3.3. Data materials Data materials are ingredients for Engineer upgrades and can be acquired in several ways. Laser mining 2. If there are several bodies present in the field, you may need to zoom in one or more times to separate them out and scan each one. Once fully zoomed into the planet, a scan will take place and provide more information about it. Moving the cursor over a visited system will generate a pop-up that reveals prices and additional options. Speed, silent running and heat sinks are your friends. Their grade/rarity is indicated by the "petals" icon to the right, with 5 petals being the rarest. Sorry folks! Beginner's guide contents: IntroductionUseful resources to get you startedChoosing a game modeStarter's zone (Pilots' Federation District)Controls and general flightNormal flight fundamentalsDockingSupercruise, interdiction, and low and high wakingHyperspace, FSD supercharging, and the galaxy mapShips, modules, and power managementCombat vs. Power generator. For instance, you need a key to switch between the inside and outside views. They can be filtered. Once deployed, you can switch between controlling the fighter and the mothership at any time. You're far more likely to be attacked at a high-intensity RES and there will be no security forces to protect you at a hazardous RES. 22.1. Rating, rewards, and PP cycles All PP actions are rewarded with "merits" and a very small amount of credits (100cr per merit). Ignored minerals are remembered by the game for future sessions but can be removed from the list in exactly the same way. For instance, disabling drives can leave a ship stranded; whereas taking out the powerplant halves their power output, which can potentially leave them stranded and/or defenceless. Icy megalode 2. This confirms if it can be core mined and adds fissures and other surface features to the HUD. If this is the case, you will need to avoid been scanned by the authorities (jump to pirating, smuggling and silent running section). A white diamond indicates that you have trade data for the system, but the selected commodity is not being traded. Boosting applies a very large amount of forward thrust in a very short space of time to quickly and temporarily accelerate your ship well beyond your normal maximum speed. White dwarfs seem to provide around a 50% boost and neutron stars around 300%. As you get closer to the correct wavelength, the patterns on the reticule will align symmetrically and become the same as those on the tuner bar below. Intel packages will be relevant to one of the three major factions and can be sold at a local security office under their control. Here my cargo hatch, FSD, interdictor, and fuel scoop have been shut off while my hardpoints are deployed. These often revolve around attacking or defending a nearby objective, such as space installation, but others involve joining in with a salvage operation or playing the good Samaritan to help out a random dude with repairs or refuelling. However, they'll still turn up if you start wasting clean ships. The trick is to get good at picking out core asteroids from the crowd. Zero is usually safe, but watch out for the occasional pirate ambush. Metallic megalode 3. These are very useful on less nimble ships or those with less effective hardpoint placement or convergence. 23.7.1. Reviewing possible modifications and finding ingredients To start the modification process for a specific module, you need to dock at Engineer who offers upgrades for that module type. Fighters 1. 23.2.2. Controlling an SRV First, you will probably need to configure your controls — you'll find the SRV options. Superpower relations. The system map and navigation tab will also list any outposts (small buildings icon) and planetary ports (skyscraper icon) present on the surface. If you fly low enough, larger POIs can actually be seen from the air — turning your lights or night vision on helps with this. This is the collection depot, found on the missions board of the issuing station. You then have 120 seconds to place the rest of your charges on other fissures. Crucially, a pilot "trained" from scratch will be less of a financial burden than one hired at a higher rank. Wave scanner 4. This is done through the controls menu under the multi-crew section. Starports in these systems offer simpler missions and more basic outfitting options that are geared towards newcomers flying Sidewinders. Fleet carriers are a serious financial investment and generally intended as "endgame content", so not really aimed at greenhorns. Eventually, a mission-related signal source will appear. Nice! 21.8.5. Surface and subsurface mining Asteroids that glow yellow with the pulse wave scanner will usually have some surface and/or subsurface deposits. Thankfully, you have an infinite supply of these probes and don't have to buy or make them. Scanning these locations earns you extra credits and you get a Codex entry for your efforts. These can be stored, free of charge, at any starport or planetary port with a shipyard. I play almost exclusively in Open and my experience of interacting with other players has largely been positive. 23.1. Planetary flight and landing At present only planets without an atmosphere (i.e. rocks/moons) can be landed on. However, they may not always be worth the extra time, effort, or risk when playing alone. After each successful attempt, you will need to target a new seam. Not that it really acts as much of deterrent to dedicated player killers! You can see your current notoriety under the statistics section of the statistics section directly over it. Death and insurance Good news: there's life after death — brace yourself: it's just a game, you're not actually Jesus. A common exploration rite of passage is travelling the 25,000 LY to Sagittarius A, the black hole at the centre of the Milky Way (done that, got the t-shirt!), or the 65,000LY trip out to Beagle Point on the outer rim of the galaxy (I might give that a miss!). 21.2.2. Rare commodities in the game that are classed as "rare" and which behave differently from standard commodities. The galaxy map also features: a search function the ability to display trade routes (jump to trading section) the ability to filter systems by things like allegiance, economy, government, state, security, station services, trade data availability, and star class; these filters can be applied to the route plotter in real time. There are also a variety of combat scenarios for you to learn how to dogfight. Doing so also reduces your max speed and prevents you from accidentally boosting. Community Goals 1. To create a session on your own ship, either click on a friend to invite them (they must be open play first) or on "find crew" to open your ship up to strangers via a matchmaking system. If you're the first to discover or surface map a body, you will receive 50% extra money and be credited with the discovery or mapping on the system map, but only after selling the data. To consistently find systems that other Commanders haven't explored, you may need to fly far from the Bubble (e.g. at least 2500LY); also, try avoiding direct routes to nebulae and other popular destinations or try travelling further above or below the galactic planeYou get a bonus for discovering all of the bodies in a system. Discoveries will appear in your Codex. The Diamondback and ASP explorer variants are relatively affordable and well suited to exploration due to their large jump ranges and fuel tanks. However, this applies to your own ship as well, which is why it's very risky to continue fighting after your shields go down. As such, the KWS can significantly increase bounty hunting income. Essentially, the starter's zone provides a safe haven for new players while they find their (space) feet. These are actually better suited to bounty hunting than they are for mining. You can request transfer of remotely stored modules via the outfitting menu. Cmdr Jeff God of Biscuits posted some good pictures of an icy megalode on Reddit. Before mining a specific asteroid, it is worth firing a prospector probe at it. The Elite: Dangerous Wiki has a list of rare goods. Modifications 1. Power contacts" at relevant starports and limited by a collection quota. Prospectors are single-use, slow and have limited range. There are also tutorials related to mining, SRV driving, and ship-launched fighters, while advanced combat scenarios can be found under Challenge Scenarios. From the outfitting menu, ship modules are broken down into several main categories: hardpoints — weapon systemsutility mounts — scanners, countermeasures, shield boosterscore internal - essential components such as thrusters, power plant, FSD, bulkheads, etcmilitary compartments - a subset of core internal and only available in some ships; these provide additional slots specifically for hull and module reinforcement packages and shield cell banksoptional internal - this is where the majority of modules are installed, such as shields, cargo racks, fuel scoops, limpet controllers, passenger cabins, etc, etclivery — cosmetic and naming features (i.e. skins, decals, nameplates and bobbleheads) for your ships and auxiliary vehicles; these are pruchased using ARX (jump to ARX and the in-game store section), a virtual currency that can be bought in bundles from the Elite: Dangerous store. The ship you're not directly controlling will appear on your scanner as a green contact and an icon on the HUD will indicate current distance and direction. Then you can harvest surface deposits by shooting them off with the ablation laser, which basically works like a shotgun. Clearing all associated bounties removes the hot status from your current ship and all its fitted modules. Black markets are also listed on the status from your current ship and all its fitted modules. found under the contacts menu in some starports. The datalink scanner is for scanning data points and terminals that are found at outposts are deployed and orders are issued through the role panel, i.e. the panel below the sensors area (UI focus + down, or you can set a specific key). The sweet-spot for manoeuvrability is 50% throttle, which is the blue section on your speed indicator. They work for all types of facility. If you aim too far from the centre of the planet, the probe will miss the surface altogether. 21.2.2. Researching trade runs You permanently acquire access to trade data from each system where you've docked at a port or scanned the nav beacon. When you deploy your landing gear, the scanner will display a surface relief map with a representation of your ship above it (see screenshot below). This is important to know if you want to avoid a potentially massive fine. You need to be within 700m to scan a surface relief map with a representation of your ship above it (see screenshot below). feature. You can receive a fine for simply loitering inside a starport, flying recklessly, or accidentally discharging your weapons within a no-fire zone. Crew members are simply beamed in as holograms ("telepresence") with their own ships safely despawning. You can set up hot keys (under "targeting" in the controls menu) that allow you to quickly select your crewmates or their targets. You can hook up with potential wing mates in-game by joining a Squadron. Available utilities and countermeasures include: kill warrant scanner — scans target for bounties linked to the current jurisdiction's superpower allegiancemanifest scanner — scans target for bounties linked to the current jurisdiction's superpower allegiancemanifest scanner — scans target for bounties linked to the current jurisdiction's superpower allegiancemanifest scanner — scans target for bounties linked to the current jurisdiction's superpower allegiancemanifest scanner — scans target for bounties linked to the current jurisdiction's superpower allegiancemanifest scanner — scans target for bounties linked to the current jurisdiction's superpower allegiancemanifest scanner — scans target for bounties linked to the current jurisdiction's superpower allegiancemanifest scanner — scans target for bounties linked to the current jurisdiction's superpower allegiancemanifest scanner — scans target for bounties linked to the current jurisdiction's superpower allegiancemanifest scanner — scans target for bounties linked to the current jurisdiction's superpower allegiancemanifest scanner — scans target for bounties linked to the current jurisdiction's superpower allegiancemanifest scanner — scans target for bounties linked to the current jurisdiction's superpower allegiancemanifest scanner — scans target for bounties linked to the current jurisdiction's superpower allegiancemanifest scanner — scans target for bounties linked to the current jurisdiction's superpower allegiancemanifest scanner — scans target for bounties linked to the current jurisdiction's superpower allegiancemanifest scanner — scans target for bounties linked to the current jurisdiction's superpower allegi determine jump destination pulse wave scanner — scanning highlights high-value asteroid schaff — temporarily disrupts targeting of gimbals and turrets and possibly missiles, requires ammoshield booster (passive) — strengthens shield by a set percentage and stacks additively; fill unused slots with the highest rated you are capable of powering and can affordpoint defence turrets (passive) — attempts to shoot down incoming missiles and hatch breakers; requires ammo; these do not need to be deployed or assigned to a fire group 12.5. Distributor management The secret to dogfighting is good power distribution management. Like standard modifications, they are bought using materials. The capacity of each cabin varies according to accommodation type and module size. Here, you can learn how to dock, travel, and dogfight. The Elite: Dangerous Wiki has a guide on each of the SLF types. A useful feature of the supercruise assist module is the hyperspace dethrottle function. For surface missions (Horizons expansion only), a search zone will appear on the planet once you get close enough (jump to Surface missions section). The last column of the table has been set to show the export profit if sold at the Leberecht Tempel Gateway in the Cordenet system. 15.2. Notoriety As well a bounty, players also receive a notoriety rating for killing other ships. Be warned, it's risky and it will cause minor damage to your FSD. If no target is selected, they will fix your own ship. You can also earn ARX by simply playing the game but this is capped at a mere 400 ARX per week. Shadier characters might be pursued by hostile forces or be wanted in some systems. Multi-crew Multicrew allows up to three players to team up together on the same vessel, with the owner flying (Helm) and the in-game store In the September 2019 update, Frontier introduced an in-game store and a virtual currency known as ARX to Elite: Dangerous. You can view your combat, trade, and exploration ranks from the home tab of the systems panel. FSD supercharging 2. 16.3. Running Some players will frag you no matter what, and if you're outnumbered or not properly equipped for a fight, then your only choice is to skedaddle promptly (i.e. flee)! If you're feeling confident, you could try to win the interdiction battle (jump to Supercruise, interdiction battle (jump to Supercruise, interdiction, and low and high waking). Countermeasures can be assigned to a fire group or activated by a hotkey. Orbital outposts and megaships: These are small orbital platforms where you land on an exterior pad. On the buy screen, the last column displays the profit (or loss) you would make per tonne if you bought the commodity at the current port and then sold it at the galactic average price. 7. 17.1. Finding a Squadron To join a group, access the Squadron UI through the home tab in the systems panel, then click on "Browse Squadrons". As you'd expect, rare materials are worth far more than common materials. However, the most rewarding exploration, both in terms of credits and personal satisfaction, comes from heading far out of inhabited space to map previously uncharted systems. I've also included a video demonstration of me finding and mining a void opal motherlode below: A good motherlode asteroid will net you between 10 and 20T of a very high-value mineral, e.g. void opals. There are three main types of human-manufactured SLF: the F63 Condor, GU-97, and Taipan. However, each limpet only yields a small fraction of the target's cargo and it's pot luck what cargo it liberates. If this info is not available, you'll need to either: buy exploration data from a starportscan the system's nav beacon" discover" the planet using the FSS Clicking on the info panel for a specific planet will tell you about the quality reserves, which can be one of five ratings: Pristine — bestMajorCommonLowDepleted — worst Higher quality reserves offer better yields and improve the chances of finding higher-value minerals. Also, the colder your ship, the harder you become to detect; at 0% you become virtually invisible to all but the closest of ships. When both lines are in the blue zones of the alignment scales in the target panel, the "Safe Disengage" message will appear above your scanner and pressing the supercruise key drops you at your destination. Also, if your canopy is shot out, you'll switch to emergency life support and lose some HUD functionality. Surface mapping 2. In general, focusing solely on surface or subsurface deposits is not an efficient mining strategy. also essential for harvesting asteroids with surface features, including motherlodes. Also, trade ships are likely to attract more attention as they're sought after by pirates and make easy prey for player killers. Bring up the role panel, go to the SRV menu, and select "board ship". And remember, the higher the gravity, the slower and more careful you need to proceed. The icons to the left of the destination give an indication of possible activities that you can engage in there. Core mining 1. At the end of each cycle, you will lose half of your merits, plus any unclaimed vouchers or undelivered Power commodities. It's far more fuel efficient to perform multiple short jumps than a single long-distance jump, but doing so will dramatically increase journey time. Materials are sometimes also awarded for completing missions, can found at signal sources and planetary POIs (including geological features), and can be obtained through megaship interactions. Each time you press the "generate modification" button, you spend the required materials and each attribute will increase or decrease in a predictable manner. You can core mine any asteroid with fissures. You start off in first-person view, where your fire groups in the systems panel — just like in your own ship, but with an extra two fire buttons to assign. 15.3. Power bounties The bounty system is different for crimes perpetrated in a PowerPlay section). If you go over the optimum yield, don't panic. A higher rating will improve your weekly rewards/salary, as well as increase your Power commodity quota and unlock access to faction-specific gear - e.g. Prismatic shields for Aisling Duval, Retribution beam lasers for Edmund Mahon, etc. Analysis ModeCombat, weapon and distributor fundamentals, and repairing damageShip transfer and module storageDeath and insuranceCrime, punishment, and system securityPvP, PvE and being interdicted/attacked by other playersSquadronsReputation, rank, factions, and civil warsThe CodexUnidentified Signal Sources (USSs)The endgame, career paths, and ways to make money: PowerPlayElite Dangerous: Horizons and Beyond expansions ARX and the in-game storeFleet carriers 1. If your SRV is destroyed, you will be given the option to rejoin your ship in orbit on the death/insurance screen at no cost, though you will need to head to a starport in order to purchase a new SRV. You can significantly increase jump range by: upgrading or engineering your FSDinstalling lighter modulescarrying less fuelemptying your cargo hold Journeys are planned through the galaxy map, but you can also select nearby systems quickly via the bottom of the navigation tab. Like a dumb-fire missile launcher. To abort this and enter normal flight immediately, simply raise the pitch to above 5 degrees. Surface mapping 1. Also, the goodies get strewn over a large area. You can lock onto subsystems of a targeted ship either via the "sub-targets" tab of the targets panel or by cycling through them using a hotkey. Docking Docking is something you will need to become proficient at as you'll be doing it constantly. Security barrier. In addition to an initial one-off hiring cost, each crew member you take on board, regardless of whether they are active or not, will take a set percentage of all profits. The Codex is divided into three main sections: Commander. Although these are intended for people playing as a group, they can still be taken on by solo Commanders. I have no idea where this config file is stored on the Mac, PS4, or Xbox One versions! Whether you use kb/m or a dedicated controller, I'd also recommend checking out Voice Attack, a nea app that allows you to bind keys to voice commands. 21.12. Simply pick up as much as you can carry and take it to the depot at the destination. Hitting them with a prospector will confirm the contents and highlight surface features on the HUD. In the first group, my turreted pulse lasers and canons are set to primary fire and my gimballed multicannons to secondary. As you discover planetary bodies, their orbital paths will also be added to the display. Limited ammo. Refinery. From here you can either launch a fighter or switch to one that's already deployed. You can also use Canonn's interactive galaxy map to locate sites. Bear in mind that you can only scoop at KGB FOAM class stars these can be filtered on the galaxy map and a handy icon will display the last scoopable star on your current plotted route. Projectiles also have a travel time, so you need to lead targets — the HUD will show you where to aim. This will be managed automatically by the ship's computer if you assign modules a power priority in the system panel higher numbers (i.e. lower priority) will be switched off first. You can mine at individual belt clusters, which are often found in close proximity to stars, but these usually comprise just a handful of rocks. You can get away with just a mining laser and refinery module, but I would strongly recommend also installing a DSS and prospector and collection limpet controllers. If you get too close to the star, you will drop out of supercruise and start taking serious damage as well as heating up. There's the official forum for that!!! Fly safe Commanders of 2. For each notoriety point, your bounty will increase by 10% of the difference of your respective rebuy costs. The trade ratio depends on the rarity of the substances you're exchanging. As a beginner, fighting back is probably best well avoided until you have more experience and knowledge of the game, especially if you don't have a lot of cash to spare or the time to sink into Engineer modifications. Clicking on a specific location will bring up more details. You can launch a fighter without an active crew member, but you'll only be able to order it to either follow you or hold position, and it will not partake in combat. Alternatively, there's also the officially-endorsed Elite: Dangerous subreddit. Elite: Dangerous is all about creating your own journey and setting your own journey and yo and cracking open the so-called "motherlode" or core asteroids. The best tactic to avoid being caught is to enter the starport at speed so that there isn't enough time to complete the scan before you're inside. However, on 27 October 2020, Frontier made Horizons available to all current and future players for free, which was a nice gesture. It brought new features that significantly expanded the base game, most notably: the ability to land on planets and explore their surfacespersistent characters known as Engineers, who can upgrade ship modulesmaterials and crafting ("synthesis")ship-launched fighters (SLFs)multi-crew co-op playHolo-Me avatar creator (or Commander creation) In 2018, Horizons was followed up by the Beyond expansion ("season 3"). This one has 10 bins, 6 of which are currently in use. Trust me, you'll be spending a lot of time in supercruise. So, for instance, a class 6 first-class cabin has a capacity for 12 passengers, whereas class 6 economy can hold 32. 23.10. All detected bounties will be claimed on the ship's destruction. Once you've created a Squadron, you'll be presented with a new UI for managing that Squadron (accessed from the home panel). In contrast, the supply of asteroids is virtually infinite at a planetary ring and many rings will contain one or more hotspots for specific, high-value minerals. The SRV can only carry 2T of cargo, though the materials limit is the same as in your ship (jump to Synthesis and materials section). This is what I usually do when mapping a surface: Fire one probe to the opposite side of the planet. Simply target one and fly down to it like you would with any other planetary location. Therefore it's important for you and others who support your Power to focus their efforts accordingly, such as which systems to fortify and which to prepare for expansion. Contracts for killing a specified number of pirates (massacre missions) in a named system are also available on mission boards. As weapons and scanners only require power when deployed, it is possible to exceed the total capacity of your power plant (within reason) with careful management and planning. Though, only the Beluga and Orca, which are dedicated passenger liners (and rather plush looking), can install luxury cabins. The status of their shields/hull and current orders are displayed on the dashboard, next to the schematic of your own ship. Targeting a fissure will tell you its strength. Once the shields are down, they will take a while to reboot and come back online; the bigger the shields, the longer this will take. If you're the first to scan a body, after selling the data you will be credited with the discovery on the system map. TheOriginalB has posted some walkthroughs on the official forums on how to obtain the bits and bobs needed to unlock Guardian tech: Technology Brokers can be found under the contacts menu in some systems. Personally, I approach the corona at 25% throttle, dropping to zero when I reach around 60-70% of my possible scoop rate (in this case my max rate is 878kg/s) and a heat level between 60 and 70%. To create a Squadron, access the Squadron UI through the home tab in the systems panel, then start filling out the form in the left-hand panel. Rammers may also use silent running to avoid appearing on your scanner. Ideally, you want to research trade routes using the galaxy map to find juicy hauls. Here I'm around 60% towards maxing out grade 5, as shown by the bar underneath the grade selector. Members are generally quite helpful if you have any questions, but always remember to do a search first before posting a query. Once you've created a Squadron, you can management it through the hub UI. Facilities you can dock at include: starports (most common)orbital outpostssome megaships and space installationsplanetary ports (Horizons only)player-owned fleet carriers) Before you can land, you need to get within 7.5km of the facility and then request docking permission via the contacts tab of the targets panel. You will be shown the possible mission rewards before committing to the mission and get to choose your preferred payment upon completion (up to three options). So to rejoin, you may need to recall your ship from orbit using the SRV menu in the role panel. Multi-crew 2. 12.6. Shields and SCBs Shields slowly replenish when not being hit. With only an E-rated life support module, that gives you just 5 minutes to get to a starport. After the fireworks and a satisfying kaboom, the asteroid will break into several large chunks and spew out valuable minerals. Ships, modules, and power management New ships are purchased from shipyards and new modules via the outfitting menu. Land there, deploy your SRV, and scoop up the cargo. Wing missions Can be found on the mission boards at starports. Normally, the target is found at a mission-related signal source (jump to a note on missions section). Rotation. Here I'm opting for the cracked industrial firmware - an excellent decision I might add! Click image for larger version. The key binding for switching between analysis and combat mode is under "mode switches" in the control options. Your ship will automatically detect any nearby USSs (within a 1000Ls or so). Don't forget to turn them back on when needed and remember that most modules have a bootup time. If you can find some good routes, but it usually requires a little research — imperial slaves and precious metals are a good place to start once you have the necessary capital. In the second group, my collector limpet controller has been set to primary fire. Details of active events can also be found under the Community Goal Discussions sticky on the official forums or through the Galnet News service. Simply use your vertical thrusters to leave the surface, point the ship upwards and then engage forward thrusters. I can't stress this enough: ALWAYS make sure you keep at least this amount in reserve. The are three major factions (superpowers) in Elite: the Federationthe Empire (all hail the Empress)) the Alliance You hold a rank and a reputation with both the Federation and Empire, though currently just a reputation with the Alliance. The longer you hold the trigger before releasing, the higher the yield of the charge, as indicated in central targeting reticule by the number of bars that fill up. All fines and bounties are attached to the ship you committed the offence in - the ship and all its modules become "hot" ("It weren't me officer, it was the ship that done it! I'm telling ya, that thing is evil, pure evil!"). If permission is denied, you may have to wait patiently until a free pad becomes available. Modules also take damage from excessive heat. Interdiction is a way to pull ships out of supercruise and requires a special module. The Interstellar Factor Contact can only be found in low-security and anarchy systems (use the filter on the galaxy map to find). Materials manufactured — trade in manufactured materials row — trade in data materials row = trade in data materials traders come in three varieties: raw = trade in manufactured = trade in data materials traders come in three varieties: raw = traders come in three varieties: raw followed by the material you're selling. This data can also be bought for 100cr a pop. Note that thrusters drain your engine capacitor. This colouring should not diminish on getting closer. Obviously, some potential clients have standards and will refuse to travel in cattle class, or even business or first for that matter. If you can't afford this or choose not to pay this, then it's back to the free Sidewinder. Better controller modules increase the change of success and allow you to fire more limpets simultaneously 21.10.2. Smuggling stolen goods and prohibited items Any loot you acquire as a pirate and many items found at signal sources will be classed as stolen or illegal. On top of your rebuy cost, you'll be forced to pay off all fines and bounties relevant to that jurisdiction. 23.10.6. Possible crew combinations Depending on the configuration of the ship (i.e. availability of weapons, NPCs, and fighter bays), the following combinations are possible: helm + one human-controlled fighter bays), the following combinations are possible: helm + one human-controlled fighter bays), the following combinations are possible: helm + one human-controlled fighter bays), the following combinations are possible: helm + one human-controlled fighter bays), the following combinations are possible: helm + one human-controlled fighter bays), the following combinations are possible: helm + one human-controlled fighter bays), the following combinations are possible: helm + one human-controlled fighter bays), the following combinations are possible: helm + one human-controlled fighter bays), the following combinations are possible: helm + one human-controlled fighter bays), the following combinations are possible: helm + one human-controlled fighter bays), the following combinations are possible: helm + one human-controlled fighter bays), the following combinations are possible: helm + one human-controlled fighter bays), the following combinations are possible: helm + one human-controlled fighter bays), the following combinations are possible: helm + one human-controlled fighter bays), the following combinations are possible: helm + one human-controlled fighter bays), the following combinations are possible: helm + one human-controlled fighter bays), the following combinations are possible: helm + one human-controlled fighter bays), the following combinations are possible: helm + one human-controlled fighter bays), the following combinations are possible: helm + one human-controlled fighter bays fighter + one NPC-controlled fighterhelm + two human-controlled fighters 23.10.7. Risks and rewards As it's their ship, the Helm takes all the risk. They can be removed and changed at any time. 22.6. More detailed PP guides My guide here is a simple introduction to PP that glosses over many of its more complicated aspects. You can disable the autodock and autolaunch functions from the ship tab. The SRV is equipped with duel gimballed plasma repeaters, which have a limited supply of ammo. If you only have fines, these can be paid off at the security contact to immediately restore full access. Ship transfer. They hang around popular stations and will attempt to kamikaze into Commanders travelling above the speed limit (over 100m/s), resulting in the victim receiving a murder bounty and being instantly obliterated by the station's defences. Getting scanned near or inside a starport while harbouring an illegal passenger will almost certainly result in annihilation. You receive this message when the process is complete. It's broken down into sections that you can jump to using the contents list above. Note that jettisoned cargo will eventually dematerialise, so don't mess around when collection drones). Whichever faction owns the largest starport is deemed the controlling faction for the system and their political leaning determines the government type. 23.1.2. Landing on a planetary surface Similar to above but when you drop out of orbital cruise: head to where you want to land — ideally somewhere relatively flatreduce your altitude to less than 1kmdisengage forward thrusters. However, for a 25% commission, the Interstellar Factors Contact, found only in low-security systems, allows Commanders to pay off fines, claim bounties, and hand in combat bonds that relate to any systems a little counter-intuitively, you can also "discover" planetary bodies in many Bubble systems and in systems that other Commanders have already fully or partially mapped. Click here to reveal key binds Driving: drive assistmouse 5 [toggle]srv pitch mouse 4Driving targeting: select target aheadTDriving turret controls: turret mouse x-axisyawturret mouse y-axispitch invertedDriving a car. If you start getting too hot, don't panic, fly away from the star and begin the procedure again. I strongly recommend setting up a hotkey for quick access to the system map. Surface landing. The System map can be used to determine what elemental materials can be found on a planet's surface. Here you can see I have "grade 4 access" with Hera Tani and I'm around 60-70% towards gaining "grade 5 access". BE WARNED THOUGH: if you play a hotkey for quick access to the system map can be used to determine what elemental materials can be found on a planet's surface. in Open, Community Goal sites are among the busiest locations in the game and tend to be a magnet for Commanders with nefarious designs — being interdicted and attacked by others players is a very strong possibility. We do this by firing seismic charges, which if aimed right will stick to the fissures. The best option for mining is to use the DSS to discover hotspots for high-value metals/minerals. (>)tuning left, (

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