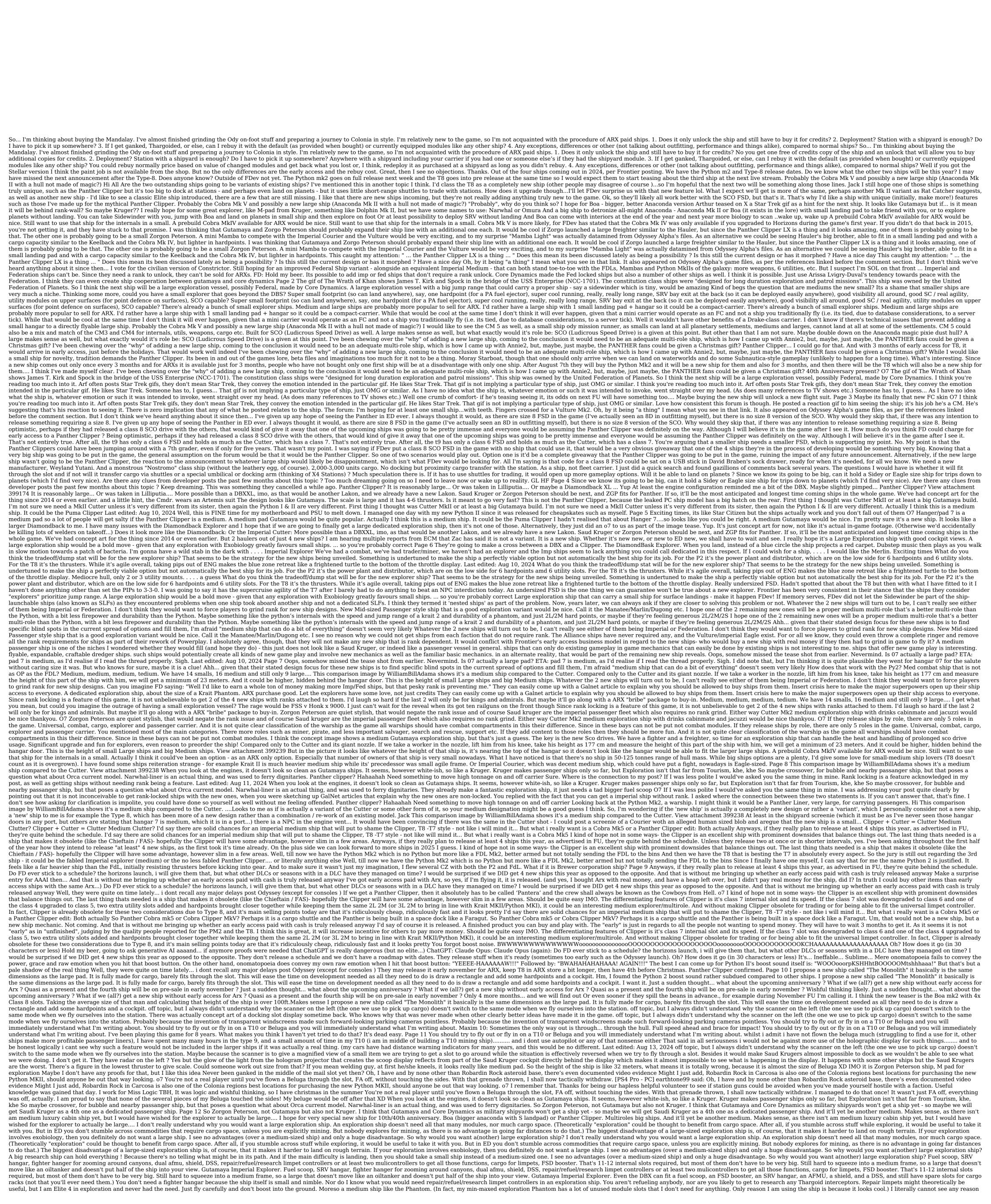
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to use a large ship for exploration. Research limpets are not only used to scan Thargoids. Dual afmu, so they can repair each other. Fuel limpet depends. It might come in handy if a friend or squadron member runs out of fuel near you. And if you're a fuel rat, you want one anyway. Last edited: Aug 29, 2024 Research limpets are not only used to scan
Thargoids. Dual afmu, so they can repair each other. Fuel limpet depends. It might come in handy if a friend or squadron member runs out of fuel near you. And if you're a fuel rat, you want one anyway. Are you seriously claiming that a medium-sized exploration ship (like the AspX or the Phantom) cannot comfortably fit all of that? Even the DBX can
fit most of that, not to talk about the Phantom. (Also, how exactly do you expect an AFMU to get damaged in exploration? The only thing else in your ship is getting damaged, you are definitely doing it wrong. And yes, even a fully min-maxed exploration DBX can fit
an AFMU. Much moreso the AspX and Phantom.) Dual AFMU-s are really not needed. Even if you take so much damage from overheating while fuel scooping or crashing into planetary exclusion zones that you bring it back up to 1% and continue using it. The only benefit of dual AFMU-s is
having more repair capacity and/or repair speed, but a single 3A on Phantom is enough to do a Colonia neutron highway run. And if you use a half decent shield that can absorb full non-boost speed flight into terrain. Unless they go with another ship by FD, Lakon or ZF
(Develop and release two new ships at the same time? Are you crazy?), it would make sense that next ship is a SK (passenger/rescue?). I would like a Gutamaya or CD, but would we see one manufacturer get ahead of the other? Silly thought: when new ships were announced, they said "at least" four were being released. What if it's a double whammy,
with both a new Fed and a new Imp ship being released together? In that way, neither manufacturer gets a head start. This is without any considerations as to whether it would make sense to release two ships in early access at the same time. Dual AFMU-s are really not needed. Even if you take so much damage from overheating while fuel scooping
or crashing into planetary exclusion zones that you bring the AFMU down to 0%, you can reboot the ship to bring it back up to 1% and continue using it. The only benefit of dual AFMU-s is having more repair capacity and/or repair speed, but a single 3A on Phantom is enough to do a Colonia neutron highway run. And if you consider DSSA, there's
very little reasons to bring repair limpets, especially if you use a half decent shield that can absorb full non-boost speed flight into terrain. The integrity of most core modules, actually it's very close to that of a G5 Armoured + Double Braced 4A power plant. The AFMU is probably
one of the last modules you'll ever lose. Commanders, as a explorer and exobiologist. The minium amount of optional is 8. That's true. But if you want to be prepared totally, even without 2 AFMU there is nice to have things like repair and research limpets, cargo for "souvenirs" from notable stellar phenomena etc. And... yes, you can fly carefully, but
there are different style. I fly and watch VOD or YT at the same time, landed tousands of times and hitted maybe 3 times, but... it happened even if you have 10k hrs of crefully playing, so totally agree about "more than you need stuff" as a "nice to have idea". And I like modules like SuperCruise Assist, because I llike to put SA
through the planet and use that time for making tea, dinner, or lurk at some website. I preffer long, slow sessions of game than shorter and more intensive. But of course, you can fly even Sidwinder all the time. About large ships for exploration/exobiology. I preffer small ships and flying without SRV, but a lot of cmdrs use universal M-pad phantom or
similar. Many of them forget that Dolphin is the best chocie between S-pad and all-might M pad, because of many optionals and decent jump range (like 65 Ly fully equipment). But I had a time in my exploration life when my favoiurite ship was Belgue. It is very good-looking, very luxury and comfortable ship. It is enormous big, but because of small
landing gears and a lot of space under it, it could land suprisly good even in the mountains. You don't need a big emptty place for land, you just need 4 small pieces of land, like for 4 simulatenusly landing sidewinders And literally this is pretty nice and funny way to exploration. I used SLF to find a good spot and then lande them on Beluga and use
SRV to find all three probes (of course i think about lovely fungoida). In the Elite lore there is a ship called Boa - it is a larger version of anaconda and have S landing pad, so you can literaly fly above planet surface and use sidewinder to land and collect bio probes And I wanna say, I can't wait for the new Mandalay ship. This is the situation, when my
wishful thinking meets reality. I love Zorgon Peterson ships for how they looked. I spent a lot of time doing explo in Hauler, even if I had a lot of money for any ship. It is just so nice to fly. I hope Mandalay will have even more than 9 optionals. The only thing that may get damaged in exploration is the FSD, if you do neutron jumping. If anything else in
your ship is getting damaged, you are definitely doing it wrong. Which is why I'm a sightseer, not an explorer... Half of my last Colonia run was done with 40% hull... and shields of around 1,000 Mj... If that mountain hadn't jumped out on me, I'd have been fine! What if it's a double whammy, with both a new Fed and a new Imp ship being released
together? In that way, neither manufacturer gets a head start. Brilliant idea! This is without any considerations as to whether it would make sense to release two ships in early access at the same time. Yes, yes it would! All that rivalry between filthy fed & imp supporters would be sublime... Naturally, as an anarchist, I ensured I am both King &
Admiral so that I can have all rank-locked ships to impress the rubes I'm going to fleece... Commanders, as a explorer and exobiology exploration ship: Fuel scoop. Guardian FSD booster. Shield generator. AFMU. (Although this is not
100% mandatory if you don't intend to neutron-hop.) Planetary vehicle hangar. (Also not 100% mandatory, even for exob, but highly convenient.) Detailed surface scanner. I don't really know what the remaining 2 ought to be. These are the fundamental optionals for a long-range exobiology exploration ship: Fuel scoop. Guardian FSD booster. Shield
generator, AFMU. (Although this is not 100% mandatory, even for exob, but highly convenient.) Detailed surface scanner, I don't really know what the remaining 2 ought to be, Cargo (can be caustic) and a repair drone. Which is why I'm a sightseer, not an
explorer... Half of my last Colonia run was done with 40% hull... and shields of around 1,000 Mj... If that mountain hadn't jumped out on me, I'd have been fine! Brilliant idea! Yes, yes it would! All that rivalry between filthy fed & imp supporters would be sublime... Naturally, as an anarchist, I ensured I am both King & Admiral so that I can have all
rank-locked ships to impress the rubes I'm going to fleece... I dont think so, because Frontier need new players, so ships behind rank-wall aren't the best option for that,. These are the fundamental optionals for a long-range exobiology exploration ship: Fuel scoop. Guardian FSD booster. Shield generator. AFMU. (Although this is not 100% mandatory
if you don't intend to neutron-hop.) Planetary vehicle hangar. (Also not 100% mandatory, even for exob, but highly convenient.) Detailed surface scanner. I don't really know what the remaining 2 ought to be. Cargo and repair limpet. And yes, you can say it isn't mandatory, but for me explorer should can operate for months even if you do a mistake. To
do exploration/exobiology stuff in fact you can use even sidewinder build like that: Which is why I'm a sightseer, not an explorer... Half of my last Colonia run was done with 40% hull... and shields of around 1,000 Mj... If that mountain hadn't jumped out on me, I'd have been fine! If you are getting damage because of boosting towards a mountain, I
don't think the AFMU is the biggest concern at that point. (If the damage to modules is caused by the ship overheating while fuel-scooping, I repeat the same sentiment: You are doing it wrong. Even with a very heat-inefficient build it's perfectly possible to fuel-scooping, I repeat the same sentiment: You are doing it wrong. Even with a very heat-inefficient build it's perfectly possible to fuel-scooping, I repeat the same sentiment: You are doing it wrong. Even with a very heat-inefficient build it's perfectly possible to fuel-scooping, I repeat the same sentiment: You are doing it wrong. Even with a very heat-inefficient build it's perfectly possible to fuel-scooping, I repeat the same sentiment: You are doing it wrong. Even with a very heat-inefficient build it's perfectly possible to fuel-scooping, I repeat the same sentiment: You are doing it wrong. Even with a very heat-inefficient build it's perfectly possible to fuel-scooping at full or almost fuel sentiment.
distance to the star.) Cargo and repair limpet. And yes, you can say it isn't mandatory, but for me explorer should can operate for months even if you do a mistake. I suppose they don't even decrease your jump range in any significant way. A limpet controller can be engineered for weight, and limpets can be synthesized when
needed, so you don't need to carry them around, decreasing your jump range.) Incidentally the DBX has exactly 8 optional module slots, so I'm sure even it will be sufficient for all that, if you fiddle around enough. Not to talk about the medium-sized ships. I suppose they don't even decrease your jump range in any significant way
A limpet controller can be engineered for weight, and limpets can be synthesized when needed, so you don't need to carry them around, decreasing your jump range.) Incidentally the DBX has exactly 8 optional module slots, so I'm sure even it will be sufficient for all that, if you fiddle around enough. Not to talk about the medium-sized ships. Yes,
that's whay I said "at least 8 slots". I like to have 2x AFMU, and research limpets because of stellar phenomena. Of course, then we are not talking about maximize jumprange, but still if they compares that to explorer conta it will be more than enough. I think it boils down to mindset. Are you the one who would take a moderately sized
motor ship and cram it to the quills with everything you might need on an expedition, the more the better? Or are you the one who takes to the ocean in a Six Metre sailing yacht to go around Cape Horn, taking with you only what you really need to survive? Page 13 I like to have more to have 2x AFMU Not to be a contrarian once again, but I honestly
don't see a point in having two AFMUs (unless, perhaps, it's for the extra ammo). If your modules (other than the FSD) are taking damage, you are doing it wrong. And even then, as mentioned by others, the AFMU is likely to be the last one to break, as it tends to have the most integrity. Hull I can understand. Heaven knows I have sometimes collided
with the ground on accident, a few times so badly that the shields weren't enough to protect the ship. (But then, I don't use shield boosters in my explorer... Those could help maybe.) I don't really know what the remaining 2 ought to be. Research limpet for the space phenomena. You can conveniently use the Xeno Controller. Decontamination is
useless, but you'll have repair and research in one. Not to be a contrarian once again, but I honestly don't see a point in having two AFMUs (unless, perhaps, it's for the extra ammo). As I said, I feel more safe with that even it it isn't important in 99% of my trips. If your modules (other than the FSD) are taking damage, you are doing it wrong. And
even then, as mentioned by others, the AFMU is likely to be the last one to break, as it tends to have the most integrity. So you want to say that I shouldn't play? Or you would let me play my own way with two AFMUs? I wrote the strong line between 'minium 8 optional' and 'what I want to have'. Even more, I put a Sidewinder build for explo I
sometimes use. And one more... this new ship is a M-pad so we should compare to ships like Phantom (9 slots)... if you have one more slot, you left it free or will install second AFMU? Hull I can understand. Heaven knows I have sometimes collided with the ground on accident, a few times so badly that the shipled weren't enough to protect the ship
(But then, I don't use shield boosters in my explorer... Those could help maybe.) The same way you can make a mistake and just accidentaly fly into the star watchning netflix the same time. I never did it in fact, but still like to have more than enough... Research limpet for the space phenomena. You can conveniently use the Xeno Controller.
Decontamination is useless, but you'll have repair and research in one. Quite a compromise for such a niche use: Only available in class 3 (needlessly so, as you'll never need support for 4 active limpets), 10 tons, can't be engineered for weight... Quite a compromise for such a niche use: Only available in class 3 (needlessly so, as you'll never need support for 4 active limpets), 10 tons, can't be engineered for weight...
support for 4 active limpets), 10 tons, can't be engineered for weight... And that's the reason to have more small optionals in exploration ship. Xeno multi limpet is 15 T 1a repair and 1e research are 2,6 together. That is why I hope for at least 6,5,4,3,3,2,2,1,1 edit... @Michael Ryan (sorry i forgot to quote your post) I get you want to watch netflix... and
that is your choice - blaze your own way and all that..... also i myself like to have an audio book playing when out and about. equally if you want to alt tab in and out and have other things open, or go off and make a brew, then more power to you BUT...... imo the difficulty of the game needs to be decided on the assumption that the player is
actually playing the game giving it their full concentration, and shouldnt be weighted towards giving get out of jail cards for those who want to put all their attention into the game. obviously all views are valid, and this is just mine, however i
would rather FD inject more unexpected events into the game and forced us to make decisions when speccing our ships loadouts including compromises as well as things which will catch us out and hurt us if we are not giving the game it full attention. I want elite to become deeper in complexity not some shallow mobile game i can play whilst
watching TV. imo the Vulture is a great example of how (again just imo) the game took a wrong turn. At launch the vulture was a really interesting ship, precisely because you could not just A rate everything..... if you wanted it to kick like a mule you had to compromise elswhere due to the Power Plant limitations. a really well balanced ship which kind
of got lost post engineers imo. indeed i have a real dislike at how powerful (in PvE) the anaconda is... which is a shame as it is a unique experience flying it, its like piloting an oil tanker..... but it really should not be make explorer
ships as good as the anaconda for exploration.......... it should be that why the hell is the anaconda such a good explorer ship in the 1st place, with it ludicrously low (paper?) hull mass which can still mass lock weightier ships Last edited. Aug 29, 2024 edit... @Michael Ryan (sorry i forgot to quote your post) I get you want to watch netflix... and that is
your choice - blaze your own way and all that..... also i myself like to have an audio book playing when out and about. equally if you want to alt tab in and out and have other things open, or go off and make a brew, then more power to you BUT...... imo the difficulty of the game needs to be decided on the assumption that the player is actually
playing the game giving it their full concentration, and shouldnt be weighted towards giving get out of jail cards for those who want to put all their attention into the game. (...) At first it was JUST about how many optional should exploration
ship has and my opinion, why I LIKE to have it more than 8... there is nothing about how game should be made. I like play relaxing games, and I don't feel that game is boring, becuase a lot of thins can be done without my attention. That's all about what do you like. If we want to create wide open environment, all kind of playes are at the same level.
And as Fdevs said: "there is no the best way to play Elite". And back on the track - the fact that new ship would have 11 optionals doesen't make it worse than 8 optionals... so it isn't anything more than just light discussion about exploration way... If you are getting damage because of boosting towards a mountain, I don't think the AFMU is the biggest
concern at that point. (If the damage to modules is caused by the ship overheating, You are doing it wrong. Even with a very heat-inefficient build it's perfectly possible to fuel-scooping, I repeat the same sentiment: You are doing it wrong. Even with a very heat-inefficient build it's perfectly possible to fuel-scooping.
damage I have encountered is by carelessness on planetary bodies, although I did lose my first ship (once I'd got past the mail slot sniper) in my second week of play to a WD, a problem that has never occurred again. Overheating when scooping, nope! Although I do let the alarms start to complain at times. Half of my sightseeing issues have been due
to sheer enjoyment, rather than taking playing a game seriously, maybe my trip in the Mandolay can aim for a 1% arrival... That's a thought! There isn't a "wrong" way to play the game, apart from playing and not enjoying, is there? That's the point. and about
overheating, sometimes I just too fast turn on FSD, and it is like 1%, but after few months it could be problem it should be that why the hell is the anaconda such a good explorer ship I have sometimes wondered if that was intentional or a mistake. (A
bit like a neutron star supercharge giving you a 400% jump, which AFAIK was originally a typo in the code, the original intent being it giving you much less, but was so universally well-received that they elevated it to an official feature.) i dont think there is a right and wrong way to play a game however i would counter with another question. is it
good game design to introduce a smaller ship which can carry every single module you could possibly ever need (for exploration), and give it a jump range as good as any other ship in the game without giving it a different massive Achilles heel. its a smaller ship to the anaconda so logically I would be expected to make compromises to what it can
carry.... if the idea is it will be able to jump a bit further than other exploration ships such as the asp / diamond back explorer and the phantom as well as use an SCO drive properly then personally i would expect it to be able to carry slightly fewer extras than the asp/phantom not more. time will tell however. Last edited: Aug 29, 2024 I have
sometimes wondered if that was intentional or a mistake. (A bit like a neutron star supercharge giving you much less, but was so universally well-received that they elevated it to an official feature.) that has crossed my mind as well, however the ship
was introduced in beta way before release. had it of been in error FD had plenty of time to fix but didnt so i can only assume it was deliberate. which i guess you could argue may make sense it it really was a paper thin hull when on the light weight armour...... but it isnt that bad, not as bad as its mass would indicate anyway. is it good game design
to According to the experts on this forum, nothing in ED is good game design, so the Mandalay should excel in exploration and carry everything including the kitchen sink with a jump range of 1,000 LY with only 2 tons of fuel used... (Games designers choose how they design their game, whether others think it is good or bad is another matter
altogether - it is easy to criticise work if one isn't doing it, isn't it?) (...)is it good game design to introduce a smaller ship which can carry every single module you could possibly ever need (for exploration), and give it a jump range as good as any other ship in the game without giving it a different massive Achilles heel. But there are new generation
ships, so, yes it suppose to be way better than older ones. its a smaller ship to the anaconda so logically I would be expected to make compromises to what it can carry..... if the idea is it will be able to jump a bit further than other exploration ships such as the asp / diamond back explorer and the phantom as well as use an SCO drive properly then
personally i would expect it to be able to carry slightly fewer extras than the asp/phantom not more. time will tell however. How we have so big ship like anaconda jumping so far if other big ships can't do it, even if they are made for transposrt like Beluga? How anaconda can have so high mass factor and little core mas... etc. Anaconda is the best
example of unabalnced ship according to what you wrote about Mandalay. So I really don't need to polish my sentences to explain why I should know better than fdev how to create ships. I like what is it even if I would tone it other way. I still have a choice, there is a lot of ships in elite. And smaller ship means smaller optionals no amount of them
Doesn't the child has ten fingers like an adult? Anaconda has 12 optional. We are talking about 8-10 optionals. For an example: Python - 10, Dolphin (S-pad!) - 9... 6 of 16 M-pad ships have 8 or more optionals. This isn't anything uncommon especially for ships considered by manu as the best for exploration and exobiology job. If your modules (other
than the FSD) are taking damage, you are doing it wrong. And even then, as mentioned by others, the AFMU is likely to be the last one to breaks, what will you use to fix it? The odds of you having anything like a fixable ship when your
AFMU fails you are not good! When I started the game "the internet" insisted you needs a second AFMU, I've never needed a second one One of two things, you have it but don't need it. The odds of you having anything like a fixable ship when your AFMU fails you are not good! When I started the game "the internet" insisted you needs a second AFMU, I've never needed a second one One of two things, you have it but don't need it.
insisted you needs a second AFMU, I've never needed a second one The obvious counter-point would be, what are you putting in the same slot? From an exploration perspective one of the neatest things about AFMUs is that they have no mass, and only use power when turned on. If you have spare slot in your build it's arguably more ridiculous NOT to
bring one along, rather than leaving an empty slot or bringing something else you don't really need with mass that limits your jump range. It's a bit like taking weapons out into the black. Some people do, fair play to them, but you will never need them. Guardian Arrays require weapons fire to activate. Do you want to be the first player to find Raxxla,
or something, only to find out you need to shoot your way in? Last edited: Aug 29, 2024 If I had spare space I would, and I do in my Anaconda but on a DBX I don't have the room as I need a repair limpet for the time I face plant a planet - limping back to the bubble with 4% hull isn't fun! Edit: but the point is you don't need additional AFMUs. what is
your dbx build, because I forgot about something or it still have space for AFMUx These are the fundamental optionals for a long-range exobiology exploration ship: Fuel scoop. Guardian FSD booster. Shield generator. AFMU. (Although this is not 100% mandatory if you don't intend to neutron-hop.) Planetary vehicle hangar. (Also not 100% mandatory if you don't intend to neutron-hop.)
mandatory, even for exob, but highly convenient.) Detailed surface scanner. I don't really know what the remaining 2 ought to be. I have a vehicle hanger. Perhaps a bit unnecessary now we have legs, but it can be useful grabbing mats for synthesis. Plus I still like driving around! Sir Tim Peake I counted it too, but I know what I missed Right, DBX
with repair limpet has only one AFMU Page 14 I literally cannot see any reason to use a large ship for exploration. Options, different play styles, role play... there are many reasons. Technically you don't need any ship other than a cobra 3 (or even a sidewinder) to play elite dangerous but here we are. According to the experts on this forum, nothing in
ED is good game design, so the Mandalay should excel in exploration and carry everything including the kitchen sink with a jump range of 1,000 LY with only 2 tons of fuel used... (Games designers choose how they design their game, whether others think it is good or bad is another matter altogether - it is easy to criticise work if one isn't doing it,
isn't it?) yeah sure but it is a discussion forum for the game so we are allowed to discuss what our hopes are and what we like or not aren't we? FWIW personally I am just happy to see new content coming to the game. the exact details are less important to me than we are getting content. it's summat to chew the fat over at least. for the record I still
havent got around to getting a python MK2 yet! Last edited: Aug 29, 2024 Unless they go with another ship by FD, Lakon or ZP (Develop and release two new ships at the same time? Are you crazy?), it would make sense that next ship is a SK (passenger/rescue?). I would like a Gutamaya or CD, but would we see one manufacturer get ahead of the
other? Silly thought: when new ships were announced, they said "at least" four were being released. What if it's a double whammy, with both a new Fed and a new Imp ship being released together? In that way, neither manufacturer gets a head start. This is without any considerations as to whether it would make sense to release two ships in early
access at the same time. They didn't specified their plans for next year... I think it depends how this year flurry of ships would have ROI. The obvious counter-point would be, what are you putting in the same slot? From an exploration perspective one of the neatest things about AFMUs is that they have no mass, and only use power when turned on. If
you have spare slot in your build it's arguably more ridiculous NOT to bring one along, rather than leaving an empty slot or bringing something else you don't really need with mass that limits your jump range. I like to put at least one (never occupied) cargo rack in explorer builds, the reason being it allows you to use the "cargo mass" slider in the
galaxy map route settings. I often use this to guickly recalculate a route because route filters are ignored on the initial route calculation after a login. You can do the same switching to economical and back, but I prefer to slide and recalculate. Additionally, setting a non-existent cargo mass forces slightly shorter jumps, giving marginally better fuel
economy while still using the "fast" route setting. Very minor QoL improvements, but not nothing, so I'd rather put the rack in than leave an empty slot. I like to put at least one (never occupied) cargo rack in explorer builds, the reason being it allows you to use the "cargo mass" slider in the galaxy map route settings. (...) Mmm, nice idea! i dont think
there is a right and wrong way to play a game however i would counter with another question, is it good game design to introduce a smaller ship which can carry every single module you could possibly ever need (for exploration), and give it a jump range as good as any other ship in the game without giving it a different massive Achilles heel, its a
extras than the asp/phantom not more. time will tell however. Actually, I think, that hypothetical atmospheric planets introduction (which was hinted in last FU), could be an opportunity to balance ships... not only in terms of atmospheric maneuvribility but also slot numbers and overall performance... They didn't specified their plans for next year.
think it depends how this year flurry of ships would have ROI. Yes, it's not too unreasonable to believe that if this P2W* scheme works, they might be rolling out more ships/assets, to some extent. *Pay to Whatever, according to personal preference Actually, I think, that hypothetical atmospheric planets introduction (which was hinted in last FU),
density atmospheric planets... And about ship balancing. I am sure, trying to read betweend words isn't the best way to feed dreams, even if they are so beautiful. yeah as much as I would love another major paid dlc with atmospheric planets (because it surely
would not be free) I am not holding my breath and I certainly would not read too much into what FD said, we are getting new stuff this year which is better than what we had for a while, I am just gonna enjoy that for a bit and hope it keeps coming Additionally, setting a non-existent cargo mass forces slightly shorter jumps, giving marginally better
content coming to the game. the exact details are less important to me than we are getting content. It's not an accident that's also CIG's MO. They know they don't have a game too. When in last FU? What do you mean? They just said about good flying experience in atmosphere,
nothing more. And we have atmosphere planets in Elite. There is no difference between flying on an atmospheric planets... It was mentioned above that there is no difference between flying on an atmospheric planets... It was mentioned above that there is no difference between flying on an atmospheric planets...
even heat the ship when landing. Last edited: Aug 30, 2024 It is entirely possible they were just chatting a bit and meant "This thing would fly better in a dense atmosphere [than other ships]"... without any implication intended that it is actually being worked on. May be (or rather, is very likely) that we'll just have to see if there was anything to it or
not. But yeah, I cannot say I ever noticed any difference to the flight model in the tenuous atmospheres, which is probably why we got them or add turbulence effects at higher altitudes*. *Though one could argue they kind of exist with the Maelstrom clouds around (active/recently
destroyed) Titans, where your ship gets kicked around. And maybe the storm Lagrange clouds? I've yet to come across one of those, though. Ehh, I don't consider new ships to be content. It's just more assets. It's not an accident that's also CIG's MO. They know they don't have a game too. the thargoid content (not that I have done it) PP2 and the as
yet unannounced new feature It is entirely possible they were just chatting a bit and meant "This thing would fly better in a dense atmosphere [than other ships]"... without any implication intended that it is actually being worked on. But you have to agree that it's pretty weird to release a space explorer that looks a lot like an airplane. I'm inclined to
think there's something we don't know. P.S. Introducing a dense atmosphere in the game could change a lot of things, from the oceans might be the easiest thing in the game (not easy, but easier to do than anything else) and before from the
atmosphere they couldn't allow it. I wonder if they added oceans they could make some of the ships land on water? Last edited: Aug 30, 2024 Sure, but we're talking new ships here. it's nice to have them..... my main gripe - at least with the new python, I dunno about the other 2, is that the cockpit has not had an update over existing ships. sexy
looking exteriors are great but I can't see the outside of my ship when I am flying but even now after 1000s of hrs I love exploring the inside of my ship in VR. reusing other cockpits/bridges is a bit of a cop out (I felt the same about the viper mk IV and the colours are different in that at least.... the federal ships less so as they are
kind of variants of the same ship so it makes sense for them to be v similar) Ehh, I don't consider new ships to be content. It's just more assets. It's not an accident that's also CIG's MO. They know they don't have a game too. Oh well, at least, today anyway, FD aren't charging thousands for a ship.. And after a short period it becomes part of the
game's asset collection, so no, not at all like CIG In ED/O there are 40+ ships available to buy with in-game credits, and, so far, FD doesn't wipe the player of this game is forced to spend money on new ships, and, once they have ships, they
keep them... TBH, after wrods: "variants of new ships" I was expecting something like Viper Mk III and Viper Mk IV, not: "only the same canopy" My translator malfunctioned. And I'm supposed to make that phrase read
"variants of old ships." Page 15 It is entirely possible they were just chatting a bit and meant "This thing would fly better in a dense atmosphere [than other ships]"... without any implication intended that it is actually being worked on. May be (or rather, is very likely) that we'll just have to see if there was anything to it or not. But yeah, I cannot say le
ever noticed any difference to the flight model in the tenuous atmospheres, which is probably why we got them in Odyssey. Hardly any need to change the flight model for them or add turbulence effects at higher altitudes*. *Though one could argue they kind of exist with the Maelstrom clouds around (active/recently destroyed) Titans, where your
ship gets kicked around. And maybe the storm Lagrange clouds? I've yet to come across one of those, though. After this post I was trying to find a moment when they said about dense atmospheres... and I can't. Even more, at the stream you can hear about "light atmospheres".... so, there is any little hint to think that frontier somehow announced
dense atmospheres. After this post I was trying to find a moment when they said about dense atmosphere... and I can't. Even more, at the stream you can hear about "light atmospheres".... so, there is any little hint to think that frontier somehow announced dense atmospheres. Oh well. I didn't watch the thing anyway, so I was just throwing out some
ideas coming from the rational side of the brain. Oh well. I didn't watch the thing anyway, so I was just throwing out some ideas coming from the rational side of the brain. Totally understand, but my rational side of the brain. Totally understand, but my rational side of the brain yells: "money, they don't have money yet for that big update" That is on my wishlist... Rest assured, I am only partially sane. A
look at my inara profile and the fact that I am seriously doing that, may tell you enough about the weird ways in which my brain (also) operates. If taken on faith (two already have but no access to Mandalay yet) that all new ships have the same cockpit as their parents. It turns out the 4th ship can not be Saud Kruger in these ships cabin part of the
main part of the hull. It's hard for me to imagine a Beluga or Orka cockpit on an average ship. On the other hand, not having a tourist ship with a good flight in SCO is a complete failure If taken on faith (two already have but no access to Mandalay yet) that all new ships have the same cockpit as their parents. It turns out the 4th ship can not be Saud
Kruger in these ships cabin part of the main part of the main part of the hull. It's hard for me to imagine a Beluga or Orka cockpit on an average ship. On the other hand, not having a tourist ship with a good flight in SCO is a complete failure With Kurgers it is even easier, because their cockpits aren't real cockpits, you can't see commander throught the glass, so you
can really use interior from one ship and not care so much about the exterior. Of course it needs to be similar, but still it easier (and in fact the canopy is only this one small part on the front. If taken on faith (two already have but no access to Mandalay yet) that all new ships have the same cockpit as their parents. It turns out the 4th ship can not be
Saud Kruger in these ships cabin part of the main part of the main part of the hull. It's hard for me to imagine a Beluga or Orka cockpit on an average ship. On the other hand, not having a tourist ship with a good flight in SCO is a complete failure to be honest i would say we need more "passengery" reasons to own a passenger ship like the existing Beluga more than
we need a new passenger ship. i have done some passenger stuff over the years and dolphin, but generally I find a T6 or a python to be just as capable if not moreso than the "proper" ships. imo we need more 1st class missions, with a bigger differential in payout for said missions, as well as probably give the actual passenger ships a
boost, my suggestion would be a bunch of fixed passenger slots added to them, locked down like the military slots... thus improving their role as passenger ships but without just making them better cargo carriers. Oh no... My Beluga was my second great explorer, and first one long expedition exploration ship, with all stuff I needed and even more to
be honest i would say we need more "passenger ship like the existing Beluga more than we need a new passenger ship like the existing Beluga more than we need a new passenger ship. i have done some passenger ship like the existing Beluga more than we need more 1st
class missions, with a bigger differential in payout for said missions, as well as probably give the actual passenger ships a boost, my suggestion would be a bunch of fixed passenger ships but without just making them better cargo carriers. For some
reason I thought the main advantage of passenger ships was the deluxe cabins, not 1st class. For some reason I thought the main advantage of passenger ships was the deluxe cabins, not 1st class. For some reason I thought the main advantage of passenger ships was the deluxe cabins, not 1st class.
ships to make them stand out more for that feature. i did try to use one for its intended purpose but in the time i was wating around trying to fill my ship with lower class plebs and made more money. sorry my bad.... 1st class/deluxe what ever my point
still stands, we need more of those with a bigger pay incentive as well as extra slots in the passenger ships to make them stand out more for that feature. i did try to use one for its intended purpose but in the time i was wating around trying to fill my ship with appropriate unique premium passengers i could have just filled up a different ship
immediately with lower class plebs and made more money. It's been a very long time since I drove an expensive passenger, I remember they were not happy if something happened on the way and reduced the price .... like that. So, if one of them shakes up in SCO now, will he be happy? All the same, it is most likely to need a super stable ship for
important people so that they are not shaken in SCO. It's been a very long time since I drove an expensive passenger, I remember they were not happy if something happened on the way and reduced the price .... like that. So, if one of them shakes up in SCO now, will he be happy? All the same, it is most likely to need a super stable ship for importan
people so that they are not shaken in SCO. hmmmm bit of a segue but that does touch on a potential mission template for unstable cargo deliveries. too much knocking about and the cargo is damaged - or for really risky high payers, it blows up!. WOW, I just realized that even Adder has moving wings whet it's landed, lol... after 2500 hrs of the game
WOW, I just realized that even Adder has moving wings whet it's landed, lol... after 2500 hrs of the game! its a nice little ship is the adder, under rated i would say. i used to use it all the time for visiting crashed ships and what not due to its tiny landing footprint. Page 16 its a nice little ship is the adder, under rated i would say. i used to use it all the
time for visiting crashed ships and what not due to its tiny landing footprint. For what it's worth, I consider the cutest ship in ED. It's like a puppy before it grows up to become an (ugly) adult FDL. I am flying adder on exobiology now, and just realized that from Zorgon Peterson Mama has the best cockpit for exploration anyway
hahahahahaha I am flying adder on exobiology now, and just realized that from Zorgon Peterson Mama has the best cockpit view really restrictive, even tho i understood it's actually quite nice in VR. But, as a plain 2d user, i kinda hate it's cockpit view. However, the Hauler is really brilliant
for exobiology - it's not as restrictive as the sidewinder, while still being small enough to land almost anywhere. The one thing I really love about Odyssey is how much it gave life to the small
ships that used to be nothing but cheap stepping stones to the chunky ones. Since exobiology has been a thing, the Hauler has been one of my favourite ships away from the Bubble. Stepping stones tone ike skipping stones since they made Creds irrelevant. If you
have a fleet of carriers and jump around galaxy a lot, credits aren't so irrelevant. Still, just one 40 victim pirate massacre mission that you can do in an hour will more than cover one week's worth of upkeep and tritium cost of a fully equipped carrier. And if you can stack 5 of these missions... Currently I have 16 years of my carrier's upkeep in bank
along with 12500 tons of tritium reserves, and I haven't followed the gold rushes/get-rich-quick schemes at all. FWIW, my bet on ship #4 is Panther Clipper for Xmas or what, may it be a passenger ship or not. O7, Stepping stone? more like skipping stone? more like skipping stones at all. FWIW, my bet on ship #4 is Panther Clipper for Xmas or what, may it be a passenger ship or not. O7, Stepping stone? more like skipping stones at all.
do in an hour will more than cover one week's worth of upkeep and tritium cost of a fully equipped carrier. And if you can stack 5 of these missions... Currently I have 16 years of my carrier's upkeep in bank along with 12500 tons of tritium reserves, and I haven't followed the gold rushes/get-rich-quick schemes at all. for a new player with no carrier
owner friends, credits dont come easy Still, just one 40 victim pirate massacre mission that you can do in an hour will more than cover one week's worth of upkeep and tritium cost of a fully equipped carrier. And if you can stack 5 of these missions... Currently I have 16 years of my carrier's upkeep in bank along with 12500 tons of tritium reserves,
and I haven't followed the gold rushes/get-rich-quick schemes at all. Hehe, last trip I spent 3,7 B worth of tritium. Upkeep cost is irrelevant for me Now I have plan for the next carrier with slightly under 24 billion in the bank, but that will have to change, once there are 42
different ships in the game. I have a carrier and 542 million in the bank... I'm hoping for something very different like the Panther Clipper. But, imho something that big has to have a S class ship bay, possibly optional for cargo or ship bay. With a ship like that, I'd think I was the owner of a small carrier to roam all over. ... I'm a serf with no FC and
only a few billion that sustains my small fleet of 15 ships but I think I can afford one of those. GL HF I'm hoping for something very different like the Panther Clipper. But, imho something that big has to have a S class ship bay, possibly optional for cargo or ship bay. With a ship like that, I'd think I was the owner of a small carrier to roam all over. ...
I'm a serf with no FC and only a few billion that sustains my small fleet of 15 ships but I think I can afford one of those. GL HF In previous version of Elite there was Boa with S-pad landing pad/hangar bay for a new player with no carrier owner friends, credits dont come easy Everything pays 10s of millions now. The only thing that wouldn't pay is
pvp. I don't know these new players are doing if they're not in a position to make billions by the end of their first week. You are talking from the position to make billions by the end of they're not in a position to make billions how. The only thing that wouldn't pay is pvp. I don't know these new players are doing if they're not in a position to make billions how. The only thing that wouldn't pay is pvp. I don't know these new players are doing if they're not in a position to
make billions by the end of their first week. Enjoying the game instead of following "grind guides" that are designed to get you to endgame ASAP instead of a million is rare. I made that experience with an alt I created toward the end of.
last year, I think. Nah, I'm coming from the position of someone that actually explores a game and see what's possible instead of watching grind guides. This game is p easy. Only a sucker would be doing missions from the start. Anyone that actually explores the game will quickly find virtually risk free (actually risk free with an Arx ship!) bounty!
leeching will get you set up in a ship to do mining in short order, or just whisking around Ag systems to scan water worlds or Earth likes. From there it's easy to setup a mining ship, you don't even need to core mine but you can set up an effective Adder for that if you're smart enough to figure out how to find cores. At that point you're in a position to
make billions. Or just take your sidewinder somewhere to scan salads, that'll take a bit longer but odds are you'll be buying a carrier when you get back. Everything pays 10s of millions now. The only thing that wouldn't pay is pvp. I don't know these new players are doing if they're not in a position to make billions by the end of their first week.
Playing the game, rather than watching Youtube guides, is what most players are doing when they start out. How long that period lasts will vary player to player, but I'm very happy for FDev to balance the game economy around them, and not those of us with billions of credits. We have our material-grind to be getting on with. I still remember all the
plotting and planning I did in my Cobra to scrape together enough money for my first Asp Explorer for 6 million (plus a couple of rebuys.) I wouldn't recommend any player skip that stage of the game, because that's when it's closest to Elite of old. Playing the game, rather than watching Youtube guides, is what most players are doing when they start
out. All evidence to the contrary. There's a thread here from someone asking why the Ody settlement youtube recommended they raid is dark and they can't do it. If they actually played the game they would've realized that's actually better since they can do reactivate missions for it. Clearly they have only watched youtube instead of playing. Page 17
You definitely don't remember how it is to start the game without any knowledge from sites and tutorials outside the game. And you still forgot about the best options for making money, what is kinda funny. Tthis game
is not Monopoly. You can't win this game. The way is what players usually enjoy. Only fews preffer way of grind and maximization. I do actually. I've been playing the game since beta and figured all this stuff for myself before there were guides and youtube vids for everything
I didn't forget anything, I'm just pointing a few easy ways to get off the ground that cost nothing and are risk free, not detailing money exploits which I have no interest in and wouldn't know anyway. I made my first B bounty hunting when that was considered "poor" because it was the thing I enjoyed most. Hey, if you don't want to talk about how easy
the game is, you can just stop. Everything pays 10s of millions now. The only thing that wouldn't pay is pvp. I don't know these new players are doing if they're not in a position to make billions by the end of their first week. My first week was more like learning how to fly and running insystem trade (Mercenary edition player, got a few days headstart
on 1.0). I didn't even do a hyperjump before I felt comfortable enough to do one. My first week was more like learning how to fly and running insystem trade (Mercenary edition player, got a few days headstart on 1.0). I didn't even do a hyperjump before I felt comfortable enough to do one. (off topic, that's me talking about my own words) I remember
learning the game too. And when I saw the start screen I thought that open and single player are different games. There was no closed flight zone back then, and I spent many months agonizing over being fodder for gankers in the open game. (off topic, that's me talking about my own words) I remember learning the game too. And when I saw the
start screen I thought that open and single player are different games. There was no closed flight zone back then, and I spent many months agonizing over being fodder exactly once, my humble Hauler getting blown up by an AspE early on. Left open after that and never looked back. Everything
pays 10s of millions now. The only thing that wouldn't pay is pvp. I don't know these new players are doing if they're not in a position to make billions by the end of their first week. Not if you are a new player with rank 1-3 in everything, the payouts are really weak Big cash comes later, so a sort of progression is still in place,
assuming one does not go for road-to-exo-riches in the starting sidewinder and/or avoids all get rich guides Indeed it does, I started a new alt very recently, and am not a new player, it still took a reasonable amount of time to get to higher earnings, despite knowing exactly how to 'progress'! Maybe, if we aren't making billions in our first week, we are
doing it all wrong? Indeed it does, I started a new alt very recently, and am not a new player, it still took a reasonable amount of time to get to higher earnings, despite knowing exactly how to 'progress'! Maybe, if we aren't making billions in our first week, we are doing it all wrong? I hope so. I need a second carrier once we have more than 41 ships
in the game, and I don't want to invest more time into the required alt account than absolutely necessary. I do actually. I've been playing the game since beta, and new playes should do it in a week. Got it XDXD I hope so. I need a second carrier once we have more than 41 ships in the game, and I don't want to invest more time into the required alt account than absolutely necessary. I do actually. I've been playing the game since beta, and new players should do it in a week. Got it XDXD I hope so. I need a second carrier once we have more than 41 ships in the game, and I don't want to invest more time into the required alt account than absolutely necessary. I do actually.
and I don't want to invest more time into the required alt account than absolutely necessary. You can transfer your money via commodity and a fleet carrier. Back on track! I realized this video: Source: Pretty much things are now in game... so... Panther Clipper by Gutamaya sounds possible for me But I stll want Boa with S-pad hangar Back on track!
I realized this video: Source: Pretty much things are now in game... so... Panther Clipper by Gutamaya sounds possible for me But I stll want Boa with S-pad hangar I wonder if the Mamba Light is...nah.... sets tin foil to attack position for a new player with no carrier owner friends, credits dont come easy its relative.... but when you consider that a
handfull of stolen kills in a RES can net you enough money to go right from an E rated sidewinder fitted with KWS to a moderately fettled cobra or a trade / mining class T6 ... in lets be conservative and say 30 mins, i would argue credits come easy enough to make a huge number of ships in the game largely redundant. this i think is a damn shame as
system patrols in a supplied security ship, or new ship delivery missions, or ship heist missions through to chained missions where you infiltrate a pirate lord and then getting the hell out of there. (...)this i
think is a damn shame as some of the small ship content is the best in the game imo (...) I went back to the Sidewinder when operating from Fleet Carrier. There is nothing better to land anywhere in a seconds. And I realized that I woul be very happy to find new small ship in the game. Even something unique like SLF with planet landing possibility, or
would highlight it and then my npc would pilot the big mining ship to it. i dont have a fleet carrier yet.... maybe in another 500 hrs game time or so Mmmm, imagine having a NPC team to minning in the wing, and you need to buy ship for everyone... its relative.... but when you consider that a handfull of stolen kills in a RES can net you enough money
to go right from an E rated sidewinder fitted with KWS to a moderately fettled cobra or a trade / mining class T6 that's how i started my Epic account - but i did start in teh newb zone. Shadowed the police in the local res, got credits for an adder, did some missions, got a Cobra Mk3, then a T6 ...and then i cannot remember if i jumped directly to
Dropship or i went through an AspX first But i do remember i stood in that Dropship for like 2+ months, non-engineered and it was a blast that's how i started my Epic account - but i did start in teh newb zone. Shadowed the police in the local res, got credits for an adder, did some missions, got a Cobra Mk3, then a T6 ...and then i cannot remember if
i jumped directly to Dropship or i went through an AspX first But i do remember i stood in that Dropship for like 2+ months, non-engineered and it was a blast total derail now but i spent ages in all my ships at the start, because 1) i wanted to fully upgrade and experience every ship before i moved on, 2) because i had (have) a rule that i can never
strip down or sell a ship i do not have another version of...... and 3) because at launch the game WAS a lot tighter wrt earnings and repairs were high as well...... and could not swap for anything Because if you enjoy the game, first steps with
dreaming about better, bigger ships makes a chills, and there is a lot of fun with doing it at your own pace. btw, has anyone spotted npcs flying these new ships, or are they commander-exclusive? Just thought I'd ask here. Looked around for an answer already. Is there a way to find megaships from outside the system? I'm currently randomly jumping these new ships, or are they commander-exclusive? Just thought I'd ask here.
around and checking the nav panel. Enter your location, select "Mega ship" for the station type, sort by "distance to commander position" (for some reason it defaults to distance from sol) That'll only
show Megaships that show up in the System Map. There's the other type of Megaships that are "Point of Interest" in the NavPanel. To find those, the best method for me was (I'm assuming you want to do this for Power Play Merits): Go to Inara and search for your system. The last tab of the system is Frontline Systems. Open it. This will show all
systems around you. Open one by one and check if there's a Megaship on it. It's just under "VIEW ALL STATIONS" 90% of the time, it'll be there. These POI-Megaships jump around, so sometimes Inara isn't 100% updated. See below. I must be missing something here.... I am trying to complete a weekly powerplay mission - "Hack holoscreen adverts
in reinforcement systems" I am at a reinforcement systems I am at a reinforcement system outside a station and have Recon limpets equipped, but I cant target any of the projectors? I must be missing something here.... I am trying to complete a weekly powerplay mission - "Hack holoscreen adverts in reinforcement systems" I am at a reinforcement system outside a station and have
Recon limpets equipped, but I cant target any of the projectors? I've seen them listed in the contacts screen as you get near a station (left panel, 3rd tab) Also, hacking in a reinforcement system will mean you're looking for screens that have been vandalized and showing any other power than the one you work for (who currently controls the system).
Hack those vandalized screens to revert them back to showing your pledged power. Jumped to a different power than the one you work for Which may -
though doesn't always seem to - require the system to have been undermined a bit this cycle. So it might be a task which is easier to do later in the week, perhaps?) I have this problem: I am pledged to Li Yong Rui and I have a task "Hack holoscreen
adverts in HARITANIS system" which system is controlled by Li Yong xD. So, on all stations I can't hack any hologram... I have this problem: I am pledged to Li Yong xD. So, on all stations I can't hack any hologram... Look for ones that have
been hacked by another power and hack them back to Rui. I was in a Kaine system last night and the outpost I landed at had Mahon adverts, but I didn't have a recon controller to rectify the issue. No one from the competing power's wants to hack the holoscreen in Haritanis... cmon guys!! hack em!!! pls I'm having the same problem as you guys. The
weekly objective is to hack holoscreens in Wolf 1481, but I don't see any holoscreens at any of the stations. I presume that's because I'm allied with the Federation. So, as implied above, do I need for an opposing power to hack the holoscreens, at some point, over the week? I have 9 of these to complete. Ugh! Also, hacking in a reinforcement system
will mean you're looking for screens that have been vandalized and showing any other power than the one you work for (who currently controls the system). Hack those vandalized acreens to revert them back to showing your pledged power. I've found that if you look at systems that are being reinforced, where the other powers' score on the tug-of-
war section is close to or exceeding the resident power, you will find adverts that need repairing. In have the weekly PP assignment to hack the holo-screens at Bernards Star. There are zero at Miller Depot and the ones at Boston Base are not showing as 'lit-up' in my contact panel. Another dud PP game mechanic! Ok, this one is silly. At first, I also
didn't see any holoscreens, but after a quick jumping out and back in to the station, I saw a single holoscreen that I could hack. Further jumps kept respawning a single holoscreen that I could hack. Further jumps kept respawning a single holoscreen that I could hack. Further jumps kept respawning a single holoscreen that I could hack. Further jumps kept respawning a single holoscreen that I could hack. Further jumps kept respawning a single holoscreen that I could hack. Further jumps kept respawning a single holoscreen that I could hack. Further jumps kept respawning a single holoscreen that I could hack. Further jumps kept respawning a single holoscreen that I could hack. Further jumps kept respawning a single holoscreen that I could hack in to the station, I saw a single holoscreen that I could hack in to the station, I saw a single holoscreen that I could hack in to the station, I saw a single holoscreen that I could hack in to the station, I saw a single holoscreen that I could hack in to the station, I saw a single holoscreen that I could hack in to the station, I saw a single holoscreen that I could hack in to the station, I saw a single holoscreen that I could hack in to the station, I saw a single holoscreen that I could hack in to the station in the s
that are being reinforced, where the other powers' score on the tug-of-war section is close to or exceeding the resident power, you will find adverts that need repairing. appears to be broken this week, been through 3 loads of 32 limpets.. not found 1 that works, racked up a bunch of fines.. trying everything... I really hate this language in PP 2 appears
to be broken this week, been through 3 loads of 32 limpets., not found 1 that works, racked up a bunch of fines., trying everything... I really hate this language in PP 2 Hmmm... I (successfully) hacked a dozen or so holoscreens vesterday evening, 9 in acquisition systems for the weeklies, another handful in my own reinforcement systems because some
misguided pilot thought they should show their support of Patreus by defacing my patron's station entrance. Last edited: Monday at 9:04 AM I had a weekly mission for a particular system. Which doesn't have any stations, just one orbital outpost with zero holoscreens. Oh, well. The other 4 weeklies were easy this time, so eh Hello all - what is the
best way these days to increase combat rank, other than Thargoid Scouts? I saw some videos that says to take Pirate massacre missions, and all the ships in the USS were mostly harmless. Compromised nav
beacons. Plenty of high level targets. I found it about equivalent to mowing down scouts on a time basis and good to mix it up. Technically the fastest is through farming the on foot bounties count toward Combat rank, rather than
Mercenary rank (Merc increased by on foot combat bonds, not bounties). To optimize this to the max you need to find a system like this, Naren works I think since one of these types of settlements is there, and it gets faster yet if you relog a 4th time you lose the
mission. However, G3 gear is basically the absolute bare minimum just to do regular Safeguards, as the enemies come in fast and are tough. G5 is the recommended for the double spawn ones. You can't tell which missions will double spawn ones. You can't tell which missions will double spawn ones.
requires Ody work, and Ody upgrading (which I really dislike) I would second the vote for CNBs because they're easy to find and provide a steady stream of materials as well. Technically the fastest is through farming the on foot Safeguard missions (especially if you do them at a system where the spawn rate is doubled the usual), since on foot
bounties count toward Combat rank, rather than Mercenary rank (Merc increased by on foot combat bonds, not bounties). To optimize this to the max you need to find a system like this, Naren works I think since one of these types of settlements is there, and it gets faster yet if you relog during the last wave for the 3 runs so you don't need to go back
to the station. If you relog a 4th time you lose the mission. However, G3 gear is basically the absolute bare minimum just to do regular Safeguards, as the enemies come in fast and are tough. G5 is the recommended for the double spawn ones. You can't tell which missions will double spawn, it's just something goofy with the small settlements that
does it, Google might know. However, since this requires Ody work, and Ody upgrading (which I really dislike) I would second the vote for CNBs because they're easy to find and provide a steady stream of materials as well. Thanks yeah well as you say, that might be the case except for how long it will take to upgrade the on foot gear in the first
place! Thanks yeah well as you say, that might be the case except for how long it will take to upgrade the on foot gear in the first place! The other thing is, if you only farm on foot materials at Anarchy settlements, you will get combat rank there too from the bounties, so your combat rank will go up while getting the G5 items you would use to increase
your combat rank. I say that just to clarify, but I personally don't do it. I have tried, but I really dislike the Ody on foot material gathering, it's unfun imo and the ships are where Elite shines. I've reset my save a few times and am only Dangerous on this reset, but if I did try to raise my combat rank for some reason, I would probably use a CNB mixed
with BGS. The on foot gets a pass from me. Hello all - what is the best way these days to increase combat rank, other than Thargoid Scouts? I saw some videos that says to take Pirate massacre missions, and all the ships in the USS will be high enough rank for you to get ranking up points. However this doesn't seem to be the case - I tried a few and
the ships in the USS were mostly harmless. Have you tried shooting Revenants? if you only farm on foot materials at Anarchy settlements... Which happened wholesale when Odyssey released as players don't want bounties or notoriety, even if a lawful settlement may be closer and provide the same, or
better, materials. If you can get your hands on G3 gear, you are set to start a legal settlement raiding career. It gives you loads of ARX, combat rank and on-foot material to G5 everything and the kitchen sink. In addition, it is a perfect way to learn all the layouts and sneak maneuvers to disable the alarm. Just hop from port to port, always check the
Pioneers' for good stuff, and check for bargains of good material rewards. In other words: play the game, The first gear I've G5ed was May with backpack cap, night vision, extra ammo and tool consumption mod, a Tormentor with indoor silencer, mag cap, hip accuracy and range, as well as Executioner with outdoor masking, scope, range and stowed
reloading. The fastest ship-based way I've seen is at Checkpoints in Anarchy systems that are in a state of Outbreak. Lots of Elite Eagles to swat in those. That combination of system state and government is extremely rare though. The second best I've seen was CNBs (Compromised NAV Beacons). They don't seem to stick around for more than a few
days though. You can search for both CNBs on Inara. Edit: The Inara search doesn't include System in solo mode tonight. The controlling faction is in Outbreak, and also at War (according to Inara). Edit 2: It turns out there is no way to quickly search for an Anarchy system in a state of
Outbreak. I am currently only dangerous combat rank. I have not done any Ody on foot Anarchy settlements. I have done a few Ody on foot CZ's. There are those. Others replied with info on those in previous posts. I did pirate massacre missions and assassination missions until Master. First get allied with the factions in one system. Pick a system(s)
with multiple factions targeting one specific faction in the next system over. I then went to the Resource Extraction in the next system over. I then went to the Resource Extraction in the next system over. I then went to the Resource Extraction in the next system over. I then went to the Resource Extraction in the next system over. I then went to the Resource Extraction in the next system over. I then went to the Resource Extraction in the next system over. I then went to the Resource Extraction in the next system over. I then went to the Resource Extraction in the next system over. I then went to the Resource Extraction in the next system over. I then went to the Resource Extraction in the next system over. I then went to the Resource Extraction in the next system over. I then went to the Resource Extraction in the next system over. I then went to the Resource Extraction in the next system over. I then went to the Resource Extraction in the next system over. I then went to the Resource Extraction in the next system over. I then went to the Resource Extraction in the next system over. I then went to the Resource Extraction in the next system over. I then went to the Resource Extraction in the next system over. I then went to the Resource Extraction in the next system over. I then went to the Resource Extraction in the next system over. I then went to the Resource Extraction in the next system over. I then went to the Resource Extraction in the next system over. I then went to the Resource Extraction in the next system over. I then went to the Resource Extraction in the next system over. I then went to the Resource Extraction in the next system over. I then went to the Resource Extraction in the next system over. I then went to the Resource Extraction in the next system over. I then went to the Resource Extraction in the next system over. I then went to the Resource Extraction in the next system over. I then went to the Resource Extraction in the next system over. I then went to the Resource Extraction in the n
varied settings, and mats if you want to scoop and fight at the same time. After getting to Master, I wanted to try something different. So I went and killed 800 or so scouts out by Asterope to get to Dangerous. Good Luck on your combat rank. You will assist in the demise of that settlement... Which happened wholesale when Odyssey released as
players don't want bounties or notoriety, even if a lawful settlement may be closer and provide the same, or better materials maybe, but then no combat rank since no bounties, so not worthwhile for this discussion. Hmmm..
There are a surprising number of NPCs in Anarchy that don't have a bounty, and not every lawful settlement, why would they know this? Hmmm... There are a surprising number of NPCs in Anarchy that don't have a bounty, and not every lawful
settlement is full of innocents. Worthwhile in this discussion - although, if one has only operated in anarchy settlements, but I am accurately explaining how the game's mechanics work. If someone wants to raise combat rank through on foot combat, double spawn safeguards are
the best option, regular safeguards / ship combat / Anarchy settlements are somewhere in the middle, but shooting up lawful settlements hoping to snag some on foot bounties is going to be in the lowest tier of results. This isn't a discussion about every option, but the best options, per the OP. The last time I received a combat rank-up with an on-foot
"disabling", it had nothing to do with a bounty. It was a stealth "disabling" of a civilian NPC, and I didn't scan them beforehand. The scan after the deed revealed "no bounty detected". This isn't a discussion about every option, but the best options, per the OP. ... and the OP didn't even mention Odyssey on-foot... Never mind... ETA: I recall on-foot high
CZs also moved combat rank as well as mercenary a year or so ago, that may have just been a bug, I've been doing other things on foot for a while, so have no current observation. Hello all - what is the best way these days to increase combat rank, other than Thargoid Scouts? I saw some videos that says to take Pirate massacre missions, and all the
ships in the USS will be high enough rank for you to get ranking up points. However this doesn't seem to be the case - I tried a few and the ships in the USS were mostly harmless. Back in the day I was doing it by spending a lot of time blowing stuff up in Haz RES and Compromised Nav Beacons as well as any bounty hunting CGs and of course
sacking or at least grounding my SLF pilot so they didn't take half my progress. Now that day has gone but apart from the CGs the rest should still work just remember to take a KWS with you. When taking advice from vids etc remember to take a KWS with you. When taking advice from vids etc remember to take a KWS with you. When taking advice from vids etc remember to take a KWS with you.
been reduced at least once. I have been in a Haz RES a lot recently and I have been seeing a good number of Dangerous to Elite ranks as well as lower. With no interest in the nuances of BGS I just put it down to random and keep shooting. ... and the OP didn't even mention Odyssey on-foot... Never mind... ETA: I recall on-foot high CZs also moved
combat rank as well as mercenary a year or so ago, that may have just been doing other things on foot for a while, so have no current observation. Been doing nothing but ground CZs for a while, nearly at Merc 2 but combat rank has not changed. If it's moved I haven't noticed. I am currently only dangerous combat rank. I have not
done any Ody on foot Anarchy settlements. I have done a few Ody on foot CZ's. There are those. Others replied with info on those in previous posts. I did pirate massacre missions and assassination missions until Master. First get allied with the factions in one system. Pick a system(s) with multiple factions targeting one specific faction in the next
system over. Take one mission per faction targeting the same faction in the next system over and waited for ships, varied settings, and mats if you want to scoop and fight at the
same time. After getting to Master, I wanted to try something different. So I went and killed 800 or so scouts out by Asterope to get to Dangerous. Good Luck on your combat rank. I did try this approach but whenever I dropped into the mission specific USS, all the ships are mostly harmless so there must be some kindn of bug or issue? Ref the on foot
options, I could never really get the hang of on foot fighting in Odyssey - I keep getting killed and then I get frustrated by the time it takes to get back into another
mission. Too bad, because IMHO these days it beats everything ship-side in terms of combat rank, other than Thargoid Scouts? Just FYI, as I'm not sure if you're aware, but Thargoid Scouts were nerfed some time ago in terms of how much xp points killing one
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adds to Combat rank. I have no idea if it's still considered the best way to rank up, but most likely not as good as it used to be. I last noticed significant combat rank progress after collecting Titan combat bond payouts. However, I have not yet confirmed the progression to my own satisfaction and Titans in the vulnerable state are even rarer than these not yet confirmed the progression to my own satisfaction and Titans in the vulnerable state are even rarer than these not yet confirmed the progression to my own satisfaction and Titans in the vulnerable state are even rarer than these not yet confirmed the progress after collecting Titan combat bond payouts.
system states mentioned in previous posts. I'm still not Elite (am Dangerous) on my PC account. I was triple-Elite, on my Xbox. Back around 2018/ 2019, I found Comp Nav beacons the best, as there were a lot of Eagle, Viper and Cobra class Elite NPCs...and even when they weren't elite, they were especially quicker to destroy, to where it maybe even
took pulse lasers less than 10 seconds of sustained fire to down lol. Even when Scouts were the (then) meta for the Elite rank grind, and you could just use regular human multis and beam lasers, it took me longer because I had to take time to find the signal sources and hope it were scouts. I did try this approach but whenever I dropped into the
mission specific USS, all the ships are mostly harmless so there must be some kindn of bug or issue? Take the highest threat missions you can. A threat 0, 1 or 2 mission will not help your combat rank as you level up your ranks. So I suggest trying the highest level missions you can. Same goes for Nav Beacons/Resource Extraction Sites/Compromised
Nav Beacons. If you are dangerous level in combat, you want to be killing ships that are your own level or higher for pirate massacre missions. I mostly focused on pirate massacre missions, using assassination missions as something different to do. And the scouts, which are not elite anymore, were very different, and moved my combat rank the
fastest. What level missions have you been taking? Out of curiosity. What is the point of grinding combat rank? It's not like you'll increase your skill when taking a loophole. On the other hand, you'll end up getting a bunch of Elite Condas & FDLs gunning for you with every mission and random interception. They might be more than you can handle
Bounties confer Mercenary Rank not Combat Rank. Combat bonds on foot confer mercenary rank, bounties confer Combat rank. You can go test it. Go to the Naren system and do 1 safeguard mission, relog, and notice your Combat rank will have gone up, not your Merc rank. This is
confirmed both in my experience, youtube videos, posts online, and a discussion with someone who used safeguards to get most of their Elite V in Combat rank ? It's not like you'll increase your skill when taking a loophole. On the other hand, you'll end up getting a bunch of Elite
Condas & FDLs gunning for you with every mission and random interception. They might be more than you can handle. NPCs are goobers so are easily handled, but the better ships can have better materials and higher bounties attached to them. Along with this, Triple Elite is cool. Also depending on the systems picked to take pirate massacre
missions, the mission giver might be affiliated with the feds, so it could help your fed rank grind as well. So money, mats from the destroyed ships, fed rank grind for unlocks, and combat rank are all possible. NPCs are goobers so are easily handled, but the better ships can have better materials and higher bounties attached to them. Along with this,
Triple Elite is cool. Beside the being cool while actually only taking a cool shortcut, the rest doesn't really compute. A harmless ship will drop the same mats as the same elite ship. Also credits are utterly meaningless after you're advanced enough to engineer everything and get a FC. Combat bonds on foot confer mercenary rank, bounties confer
Combat rank. You can go test it. Go to the Naren system and do 1 safeguard mission, relog, and notice your Combat rank will have gone up, not your Merc rank. This is confirmed both in my experience, youtube videos, posts online, and a discussion with someone who used safeguards
to get most of their Elite V in Combat rank completed. I have since console transfer. Both bonds and bounties confer Merc rank. The NPCs also have a combat rating which is what Combat rank quite wildly. I found
myself at Elite after a week of grinding ground CZs for a CG, giving me a bit of a steep learning curve when I went back to trucking. So careful with that! I get the feeling it was intended that on foot kills would affect
Mercenary rank, and CZs would additionally count for combat rank, but they got it ass backwards in the implementation, because on foot CZ combat bonds seem to be the only way to increase Mercenary rank (and anything but high CZs is painfully slow) Bounties confer Mercenary Rank not Combat Rank. ...except bounties maybe? I hadn't noticed it
make a difference, perhaps I should start scanning for bounties again. I kinda gave up when I realised the real money was in farming power regulators & suit schematics on behalf of the ED community the (o7) but you can net over a million clearing out a high threat criminal military installation. Beside the being cool while actually only taking a cool
shortcut, the rest doesn't really compute. A harmless ship will drop the same mats as the same elite ship. Also credits are utterly meaningless after you're advanced enough to engineer everything and get a FC. You say shortcut, I say smart and efficient gameplay to accomplish one's goals. You might disagree with the goals, but then why even be in
this thread at all? If you're worried about NPCs then by all means, keep your combat rank low to stay safer. However, when one is a higher combat rank quite
wildly. Doesn't seem to track with my recent experience, so I wonder if you were doing other activities on the side as well, or if there was a bug at the time, because I've done quite a bit of Merc grinding on high CZs and my Combat rank doesn't budge afaik. Inara has a quick search for it. Isn't this what you're looking for? I totally missed that.
Unfortunately, the quick search is also wrong. It currently only returns the system Bach. That system isn't in Outbreak, only the controlling faction is. Doesn't seem to track with my recent experience, so I wonder if you were doing other activities on the side as well, or if there was a bug at the time, because I've done quite a bit of Merc grinding on
high CZs and my Combat rank doesn't budge afaik. Weird, coulda been a bug. Seemed like all my on foot kills were counting towards my Combat rank didn't noticed it make a difference, perhaps I should start scanning for
bounties again. I kinda gave up when I realised the real money was in farming power regulators & suit schematics on behalf of the ED community th (07) but you can net over a million clearing out a high threat criminal military installation. Bounties on scavs accounted for all my early Merc rank. However as the bounties are tiddlywinks compared to
combat bonds rank doesn't rise as fast. Out of curiosity. What is the point of grinding combat rank? It's not like you'll increase your skill when taking a loophole. On the other hand, you'll end up getting a bunch of Elite Condas & FDLs gunning for you with every mission and random interception. They might be more than you can handle. Lori Jameson
access - I am actually only trying to get from Master to Dangerous so I can access the engineer for G4 Life support. (Seems like you have to fly to Colonia to get G5 Life Support - er... no thanks). Now that cargo transport has become a very prominent part of the game, I decided to make a list of all ships ranked by maximum cargo capacity. Notes: All
that matters is maximizing cargo capacity. In other word, every single optional module slot is fitted with a cargo rack. The jump range is only cursory and listed in order to get a ballpark idea of how large it is. Only basic jump range sensors and
life support, small A-rated power plant. Because efficient cargo transport benefits from being able to dock and launch as fast as possible, max-class A-rated thrusters, and max-class D-rated power distributor. | Landing | Max | Jump range (Ly) Ship | pad | cargo | Laden | Unladen ---
57 Krait Phantom | M | 190 | 38 | 56 Federal Gunship | M | 170 | 26 | 32 Federal Dropship | M | 166 | 27 | 33 Mandalay | M | 154 | 48 | 72 Alliance Chieftain | M | 122 | 36 | 45 Alliance Crusader | M | 122 | 36 | 45 Alliance Crusader | M | 122 | 36 | 45 Alliance Chieftain | M | 122 | 36 | 45 Alliance Chieftain | M | 122 | 36 | 45 Alliance Crusader | M | 122 | 36 | 45 Alliance Chieftain | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35
Keelback | M | 98 | 34 | 48 Federal Assault Ship | M | 98 | 33 | 39 Python Mk II | M | 96 | 35 | 41 Cobra Mk IV | S | 92 | 31 | 43 Dolphin | S | 88 | 38 | 56 Asp Scout | M | 74 | 40 | 55 Fer-de-lance | M | 72 | 28 | 35 Mamba | M | 66 | 29 | 35 Cobra Mk III | S | 64 | 37 | 48 Diamondback Explorer | S | 60 | 58 | 69 Vulture | S | 60 | 31 | 38 Viper Mk IV | S | 54 | 37 | 48 Diamondback Explorer | S | 60 | 58 | 69 Vulture | S | 60 | 31 | 38 Viper Mk IV | S | 54 | 37 | 48 Diamondback Explorer | S | 60 | 58 | 69 Vulture | S | 60 | 31 | 38 Viper Mk IV | S | 54 | 37 | 48 Diamondback Explorer | S | 60 | 58 | 69 Vulture | S | 60 | 58 | 69 Vulture | S | 60 | 58 | 69 Vulture | S | 60 | 58 | 69 Vulture | S | 60 | 58 | 69 Vulture | S | 60 | 58 | 69 Vulture | S | 60 | 58 | 69 Vulture | S | 60 | 58 | 69 Vulture | S | 60 | 58 | 69 Vulture | S | 60 | 58 | 69 Vulture | S | 60 | 58 | 69 Vulture | S | 60 | 58 | 69 Vulture | S | 60 | 58 | 69 Vulture | S | 60 | 58 | 69 Vulture | S | 60 | 58 | 69 Vulture | S | 60 | 58 | 69 Vulture | S | 60 | 58 | 69 Vulture | S | 60 | 58 | 69 Vulture | S | 60 | 58 | 69 Vulture | S | 60 | 58 | 69 Vulture | S | 60 | 58 | 69 Vulture | S | 60 | 58 | 69 Vulture | S | 60 | 58 | 69 Vulture | S | 60 | 58 | 69 Vulture | S | 60 | 58 | 69 Vulture | S | 60 | 58 | 69 Vulture | S | 60 | 58 | 69 Vulture | S | 60 | 58 | 69 Vulture | S | 60 | 58 | 69 Vulture | S | 60 | 58 | 69 Vulture | S | 60 | 58 | 69 Vulture | S | 60 | 58 | 69 Vulture | S | 60 | 58 | 69 Vulture | S | 60 | 69
| 46 Imperial Courier | S | 34 | 31 | 49 Diamondback Scout | S | 32 | 44 | 51 Adder | S | 30 | 33 | 50 Viper Mk III | S | 26 | 30 | 42 Imperial Eagle | S | 20 | 32 | 42 Imperial Eagle | S | 20 | 32 | 42 Imperial Eagle | S | 30 | 31 | 49 Diamondback Scout | S | 32 | 44 | 51 Adder | S | 30 | 33 | 50 Viper Mk III | S | 26 | 30 | 41 Hauler | S | 30 | 32 | 42 Imperial Eagle | S | 30 | 32 | 42 Imperial Eagle | S | 30 | 31 | 49 Diamondback Scout | S | 30 | 31 | 49 Diamondback Scout | S | 30 | 31 | 49 Diamondback Scout | S | 30 | 31 | 49 Diamondback Scout | S | 30 | 31 | 40 Diamondback Scout | 51 | 52 | 42 Imperial Eagle | 51 | 53 | 50 Viper Mk III | 51 | 51 | 52 | 53 | 53 | 50 Viper Mk III | 51 | 51 | 51 | 51 | 52 | 53 | 53 | 50 Viper Mk III | 51 | 51 | 51 | 52 | 53 | 53 | 53 | 53 | 54 | 51 | 51 | 51 | 51 | 51 | 51 | 52 | 53 | 53 | 53 | 54 | 51 | 51 | 51 | 52 | 53 | 53 | 54 | 51 | 51 | 51 | 52 | 53 | 53 | 53 | 54 | 51 | 51 | 51 | 51 | 52 | 53 | 53 | 54 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 | 51 |
on top, for example. I'd also find it interesting to have a chart where each ship has the minimum size shield it can fit. That puts the Type-9 on top, for example. If you are just doing pure cargo transport, in solo, going for maximum volume per hour, you don't really need shields. You'll probably bump your ship against the landing pad and station walls
from time to time, but that's an easy cheap repair. As long as you are careful not to boost at full speed towards a wall, you'll be fine. If you are just doing pure cargo transport, in solo, going for maximum volume per hour, you don't really need shields. Disagree. If I fly a Cutter, I might run it into a wall so often the rebuy might actually start to matter. I
am actually contemplating if I do the hauling for my outpost in a Cutter or T-9 and hate every minute of it, or accept the fact I'd have to do twice the trips and just go with a T-8 which is at least fun to fly. Helmut Grokenberger said: Disagree. If I fly a Cutter, I might run it into a wall so often the rebuy might actually start to matter. I am actually
contemplating if I do the hauling for my outpost in a Cutter or T-9 and hate every minute of it, or accept the fact I'd have to do twice the trips and J don't have much problems. Sure, I sometimes bump into a wall or (more often) with the landing
pad, but that's just minor damage easily repairable at that very landing pad. If you find yourself constantly destroying your ship against station walls, maybe learn to fly, no offense intended... Btw, engineer the lightweight hull for 'heavy duty'. It has literally zero drawbacks (it doesn't increase weight) and will make it more resistant to damage. I know
how to fly, but the Cutter has its own idea which direction to fly in. And of course I know about armor engineering. If that wasn't clear, I was talking in hyperbole. Also, I just hate the Cutter. I'd also find it interesting to have a chart where each ship has the minimum size shield it can fit. That puts the Type-9 on top, for example. Not quite on top, both
can fit Size 5 shields... Type 9 - 758t Cutter - 762t Being fair, I am being a bit snarky as this only can happen if you own an old 1.0 Engineering Size 5 shields... Type 9 - 758t Cutter - 762t Being fair, I am being a bit snarky as this only can
happen if you own an old 1.0 Engineering Size 5 shield that had a increase to maximum mass. It's been what, 6 years now? Oh well, my trade Cutter still has
its 1.0 C5 prismatic. Helmut Grokenberger said: I know how to fly, but the Cutter has its own idea which direction to fly in. And of course I know about armor engineering. If that wasn't clear, I was talking in hyperbole. Also, I just hate the Cutter doing
trade missions What matters most, is good cargo capacity pus how it flies. T9s are bricks, cutters not as bad, but still not one of my most like ships. You should replace the smallest slots with supercruise assist and a docking computer. You can't sanely run significant quantities of goods without these. Helmut Grokenberger said: I know how to fly, but
the Cutter has its own idea which direction to fly in. And of course I know about armor engineering. If that wasn't clear, I was talking in hyperbole. Also, I just hate the Cutter. I've rammed pretty much every landing pad delivering cargo for colonisation in my Cutter. Rarely take more than 20% damage, which can be instantly fixed at either end of the
trip. Any NPC interdiction can be outdistanced with zero damage. I really see no reason for a shield on a trading cutter. Decent engineered armour and 2 x HRPs in the military slots give good protection without reducing cargo for that.
And docking computer so I can choose to do other things while docking. Weird when I try to configure on coriolis io a Type-8, I never get to 406t cargo space. My mistake I was lookin' below Does supercruise assist know how to use SCO? No. I set SCA target, max throttle, SCO until somewhere near the target, turn off SCO and from there as usual
throttle down when 7s left, burst of speed below 8ls and then back to 75% throttle to drop at the target. No. I set SCA target, max throttle down when 7s left, burst of speed below 8ls and then back to 75% throttle to drop at the target. What's the role of SCA in all of
this? This sounds exactly like doing it manually, without SCA. ED:Colonisation Summary and Tips Introduction Over the past two months, like a lot of commanders, i've been dabbling with Colonisation. A bunch of stuff has happened during that time. As things are appearing to stabilise, I wanted to capture and share my experiences and knowledge. If
you're curious about Colonisation in Elite Dangerous - experienced or novice, you may benefit from some of the approaches, experiences and thoughts. I'm posting this on both the official forums and Reddit for visibility. Who am I? I've been playing since Elite Dangerous was launched and am very much a Trader. I enjoyed the original many years ago
It feels a simple concept that's been incredibly well revived on modern technologies. I play on PC, only play solo, have never owned a Fleet Carrier and very rarely engage in combat. My hauling vessel of choice is the Cutter. I like the immersion of trading, honestly. That's enough background flavour. Approach to Colonisation From memory,
Trailblazers release date was announced at the end of January 2025, to be in live beta a month later. At that time I hadn't played Elite Dangerous for well over a year. It appealed to me (building a permanent home in games always has), so I thought i'd get back into the game and do some touring around the bubble to find a number of potential
systems - I knew nothing more about it than some Reddit posts talking about a ~15Ly range from existing populated systems. I'd typically had my 'home base' as LTT 15278 so I went 'inwards' (toward the centre of the galaxy) only jumping to systems where
 any one of them would be excellent (my criteria was): Greater than 5 landable bodies Greater than 2 different landable body types (icy / rocky / metal rich / high metal content) At least 1 gas giant (ideally with a ring that isn't depleted) At this stage I had no clue about how Colonisation would work; primary port location being so very random, body
slots, orbital slots, body types effecting economy, etc. I want to take a moment to mention Beta. Frontier Developments (FDev) have used the term "Live Beta" in relation to Colonisation & Trailblazers. For good or real that's what we've got and I'm not going to get drawn into a deep debate about how good or not that's been. It's imperfect, everything
is. I've played enough Early Access or Betas to know that you go into it with a view that Things will change that you don't engage early - I can see it from both viewpoints. At release of Trailblazers I flew to the first one in my
list and claimed it. I know subsequently a number of commanders had issues with duplicate claims, failure to claim, etc. I count myself lucky that I didn't have any issues. Like a lot of early colonisers, we didn't spot the small flag in the system to denote the Primary Port location. I think if I had, I would have checked out the other systems first, because
my Primary Port location was 1,223 Ls from the Star. After realising this was what i've claimed, I should just get on with it, I spent a few days hauling CMMs, it felt like) to build my Coriolis. Intentionally I wanted to build a Coriolis first knowing that it was a sizable amount of time. The universe smiled
upon me when clicking through the random renaming with "X Relay" for my four-truss variant Coriolis. "Planning" I like city builder games. I'm at city planning. My first approach was to think "What type of System do I want?". I hadn't realised then how important that question is now. With the changes implemented at the end of April (Trailblazers
Update 3:, all that planning pretty much went out of the window. However, at the time the playerbase didn't know the method that FDev would implement. So I came up with an approach which looked like this: [Pre-Update 3 plan] I'd planned to group stuff geographically on a theme. All my Tourist stuff around one gas giant, etc. I created a
spreadsheet that was based on DaftMav's (. Don't ask for mine because it's staggeringly inferior to the concept of the Construction Points AND some builds require other facilities to be in the system first (i.e. to
build a Surface Hub Exploration you first need an Orbital Installation Communications Station). And then, each thing you build also effects some system factors: Security, Tech Level, Wealth, Standard of Living, Development Level, For
me, originally I wanted to build a mixture of stuff and if possible i'd like my port to be primarily Tourism? Because all the other systems around me were mostly Extraction, Industrial, Refinery, Agriculture. There were no Tourism? Because all the other systems around me were mostly Extraction, Industrial, Refinery, Agriculture.
an economy spread of:1.70 Extraction (Top one is the Main Economy) Before I talk about how those numbers are calculated, it's worth briefly mentioning where you, as a commander, can see them. In short, you can't in-game. Every time you dock at a station the game creates a journal file (C:\Users\WARTFACE\Saved Games\Frontier
Developments\Elite Dangerous). You don't need to go digging through them manually. There's a number of addons that can read them for you. Personally I use "Elite Dangerous Market Connector" with the "Station Economies" plugin. When you dock at a facility, it'll show you current values for the economy for that port. How we get to those numbers
isn't fully bottomed out; though we have a good idea. When reviewing the Update 3 patch notes from FDev, we see talk of a number of things: Default Economy Boost/Decrease Links (Strong and Weak) It's really super important to understand these when you're building a system. Let's take the example
of my Coriolis port (primary port) with those values above. We can calculate and understand the values behind the current colonisation system. The first thing to realise is that the Body your Port is orbiting will have a significant effect on the Economy for that Port. In my case, the port is above an Icy Body. Now, that Body also has some other
variables to note, i'll list out all the ones that we should consider: Body: System: Has Pristine Reserves (Rings and Asteroid Belt) We now need to add in the Strong and Weak links. Simplistically, if you build facilities on the Body the Port is orbiting and in the same orbit as the Port, it'll create a "Strong Link" and will effect the economy in a large way
If you build a facility anywhere else in the system it'll create a "Weak Link" (and it is very weak) to this Port. Further details in the Patch Notes on multiple ports and links, worth a read. I can't speak to Surface Ports, i've stayed clear for the time being. From the patch notes we can see that these factors can stack. We can then see that these factors
equate to the above figures for my port: Body gives port: Industrial (from Biologicals) Terraforming (from Biologicals) Strong Link Facilities from: Surface Extraction Tier2 I'm fairly certain that Weak Links are always 0.05 in value. This answers a bunch of my values and leaves the following (i've
subracted the weak links from the above value): We know that Terraforming and Agriculture came from Biologicals being on the Body. Which leaves (again, subtracting out the values from Biologicals): The patch notes also state that Strong Links may Boost/Reduce "economic supply performance". I read that it meant the Commodity Supply, however
it could be that it applies to the actual weighting of the Economy itself. I'm working on the working theory it's the former, and therefore: Icy Body give 1.60 Extraction weighting A Tier2 Orbital Research Station gives 1.20 High Tech
weighting At this point, I realised that this Station was unlikely to become a Tourist attraction of note. Sure, some Mining might be cool to look at, but it would mean a significant investment to swing the primary economy from Extraction to Tourism. I had a single Strong Link slot left on the Body and punted for a Tier2 Surface Hub Scientific build
(High Tech). With the fingers crossed that it would be worth at least 0.40 weighting; which would mean High Tech / Extraction equal weighting (both 1.70). As it turned out, that Surface Hub was worth +0.8. My port now looks like: 2.10 High Tech (Top one is the Main Economy) I've yet to fully bottom out the Economy Boost values just yet - in
particular my Agricultural Pluses and Minuses may remain a mystem + Orbiting body with Organics (Biologicals) + Pristine resources in system + Orbiting body with Organics (Biologicals) My
system looks like this: Which is the spreadsheet version of: What would I do differently? I would strongly recommend that when building a system, have an aim. If that aim is "I want my port to have Economy type XYZ" then focus solely on that. The Body you build around has such a massive impact that arguably it's what you should build around,
rather than trying to brute-force over it. I would probably just have a system go for a single economy and not go broad. Due to how Economy A supplies Economy B, if you have more than one you're effectively selling your own sofa and wondering why you've got no-where to sit. Better analogies are available. What am I working on now? I'm on the
fence about building a T3 port around my single Water World. It'll be Agriculture & Tourism by default and I can't effect it much beyond that. Other than big population, i'm really not sure it'll do anything for me. It might just be a big science experiment that blows the system up and likely my sanity. Lot of work for really not much gain, I think. I've
honestly had a blast with Colonisation. I've legitimately felt excited when I have a few hours to play and can do some planning or hauling and seeing the system develop, in design and execution. Would I want FDev to do anything in particular to improve Colonisation? Honestly, I think they've got a good enough idea what works and doesn't. Sure, it's
 imperfect and the comms/detail could be better. I think if I could have one wish it would be to build upon the foundations of Colonisation and enable Player Housing. I'd love to be able to build a planet-side base that I can walk around outside & inside, modular, extendible, freebuild, landing pads, my ships arrayed, etc. Would be awesome. Pay to win?
I've spent a few quid on Arx lately as i've certainly had my money's worth from Elite Dangerous over the years and wanted to say thanks. I punted for the Copper Coriolis, it looks fantastic on my four-truss X Relay, come take a look at Col 285 Sector YC-N b22-2. The shipyard sells every ship. We sell Battle Weapons and other High Tech goods, we buy
all the Silver and Gold. Bartender makes a mean Tom Collins. Colonisation is simple on the surface, though there is complexity and unknown detail just now. If you have questions i'll try and answer. There's a lot of good information out there if you dig for it. o7 Commanders. Howdy virtual space folk! In addition to the web version of my super-duper
in-depth Elite: Dangerous beginners guide, there's now a PDF version also available for download from Onedrive & Google Drive Many thanks to CMDR Aurelius Borealis for creating the PDF version and Hondahoorz for hosting. Also, the awesome Commander Chanurr has translated my entire Elite: Dangerous beginner's guide into Spanish. So, if
you're a Spanish speaker, then be sure to download the PDF. o7 Last edited: 26 Sept 2020 Last edited by a moderator: Jan 23, 2024 [up] + [up] ('cos one [up] isn't enough characters') Howdy virtual space folk! It has taken several weeks of writing and playing (I was away for the whole of December), but I've finally finished revising my comprehensive
beginners guide to Elite: Dangerous to reflect all the stuff introduced in Beyond 3.3. Weeeeeeeelllllllllllllllll, mostly... Anyway, the sections on Squadrons and The Codex. Not to mention revising other bits and bobs affected by the changes
shorter and utilising bullet points more (just like I am now!!!) Updating the guide has been both hard work and a lot of fun — the blooming thing now weighs in at a rather unwieldy 35,000 words plus dozens and dozens of images. I hope people find it useful, and I'll try to keep updating when necessary or whenever I can be bothered! Also, I finally
became an Elite explorer while doing "research" for the new exploration mechanics — just combat left to go now! of Oh yes - I had found that already! Great work, thank you for the heads up and for the update! I have it bookmarked... [up] [up] A truly awesome work - bravo sir! You are to be congratulated on a tremendous piece of work. Thank
Reputation to the same post twice. You cannot give Reputation to the same post twice. You cannot give Reputation to the same post twice. You cannot give Reputation to the same post twice.
Dammit! It deserves two dozens or so! Edit: (Just quickly browsing through it, chapter 9 has "111ashipyard" in there. That could still be beautified.) Last edited: Jan 22, 2019 And it's a rep from me. Rep. As someone who generally hates those guides that tell you what to do, I give this one mega THUMBS UP. It just helps you learn how to do things
You are to be congratulated on a tremendous piece of work. Thank you. I've been playing this game for a year and there are several useful bits and pieces that I knew nothing about. I haven't found any reference to the new 'structures' that were recently introduced. e.g. the traveller ships and the stations
that can be defended from attack or attacked. Thanks. I don't have a specific section on that, but do very briefly touch upon that in my short section on scenarios. But maybe I can expand on that when I get a chance. Basically, you turn up at megaship or installation, and if you hang around long enough a mini-battle starts and you get asked to choose
a side (attack or defend). I've only done a few, but the battles don't last very long and, to be honest, are not really that interesting! The rewards also seem to be largely based around influencing the BGS of that system/faction. Last edited: Jan 22, 2019 To complement my mining section, I've added in a video of how to find and harvest a void opal
asteroid: [video=youtube_share;mhQ1cNUxsjM] /video] Excellent! And congratulations for this titan job. Tremendous job thank you for all your hard work! This will be invaluable to new players and even veterans as a quick reminder. One quick question, any chance of a PDF version? Fantastic! Comprehensive but incredibly slim and effective to go
the point of things.. while at the same time never sounding dry, sterile or boring. Very pleasing read and perfect for filling any doubt that comes during gameplay (those little details you don't know among other more important things you are already aware of!) Thanks! help to us newbies is always welcome! Excellent work - clear, well-organised and
thorough. It's well-written too - easy to follow without being intimidating. If I may offer some light criticism, I'd take issue with the claim in chapter 17 that it's very difficult for a single CMDR to influence the BGS; they just need to know what they're doing in each particular circumstance
according to their goals. I mean, sure, good luck flipping Sol, but most systems don't see anything like that level of random traffic. Last edited: Jan 30, 2019 Excellent! rep+ little remark: imo, it's better to resolve the possible mix between "planetary ports" and "planetary settlements". Normally you are not supposed to "dock" at a planetary
settlements (there are no docking facilities there). Page 2 Excellent work - clear, well-organised and thorough. It's well-written too - easy to follow without being intimidating. If I may offer some light criticism, I'd take issue with the claim in chapter 17 that it's very difficult for a single CMDR to influence the BGS. It's actually very easy for a single
CMDR to influence the BGS; they just need to know what they're doing in each particular circumstance according to their goals. I mean, sure, good luck flipping Sol, but most systems don't see anything like that level of random traffic. I agree, but I was thinking of the average beginner when I wrote that sentence. That said, it might be just simpler for
me to remove that line! Thanks for the feedback Excellent! rep+ little remark: imo, it's better to resolve the possible mix between "planetary settlements". Normally you are not supposed to "dock" at a planetary settlements. Heye
there, new player here who's found this guide invaluable. Very clear and easy to read, nicely broken down too which makes this vast game a little less intimidating! Thanks very much zombieapocalypse! Hey there, new player here who's found this guide invaluable. Very clear and easy to read, nicely broken down too which makes this vast game a
little less intimidating! Thanks very much zombieapocalypse! You're welcome! And... have some rep from me too - great read o7 Is this not sticky? If not why not? This is so good. Thanks for going to the trouble. I bumped the wrong thread - should have been this one. Great guide, should be* pinned. * EDIT - Has been pinned - thanks kind moderator
Last edited: Oct 15, 2019 I bumoed the wrong thread - should have been this one. Great guide, should be pinned. Thanks! I've been out of the game for a while due to moving country and my PC being in a shipping container for several weeks. But I'm all set-up now in my Canadian man cave, so I should be able to update the guide again soon. I've now
updated the guide to reflect the September 2019 update Just had another quick skim through. This really is an absolutely bloody epic guide you know! Bravo sir, and bravo for keeping it up to date too (hear this Frontier? stuff this in your "living manual" and smoke it!) Right - I'm off to give this another plug in a few places. I am liking your suggested
key bindings. Not got any combat experience with them yet but the mouse and keyboard roll seem a good combination. I have set the mouse shuffle you get stuck in diving without it. Excellent guide. Well organized too. Complete Newbie here. Thank you alot and huuuuuge respect for your
Work, must have been &()=$ sometimes to put this together. Best! I can't say enough positive things about this. EXCELLENT work on this and thanks! I've been on and off playing Elite for a few years now and this guide is just perfect. Thanks for putting in the effort to create this! Page 3 Hi, Thanks for this document. Do you mind if I translate it in
french? Thanks I am liking the Guide so far. I have, however, found one problem so far, and this is related to the docking permission is granted. "This is somewhat inaccurate. It should read; "Both of these computers fully
automate the landing process and kick in as soon as docking permission is granted and the throttle is set to zero. " Saying that, keep up with the good work. It will DEFINITELY help new Players to get a better grasp of the game. I am liking the Guide so far. I have, however, found one problem so far, and this is related to the docking computers. You
state the following; "Both of these computers fully automate the landing process and kick in as soon as docking permission is granted and the throttle is set to zero. " Saying that, keep up
with the good work. It will DEFINITELY help new Players to get a better grasp of the game. Good spot. I'll update now. Thanks! Reading through the guide and so far very good, just starting playing Elite last night. Do you have
your binding's on EDRef? I wasn't aware of EDRefCard's existence until now! I'll have a play with it later and maybe even mention it in the guide. Thanks! Deleted, as mod as has carried out my request Last edited: Jan 17, 2020 I think it would be better to just lock the other one (last post in it was May 2019) and leave this one alone as it is the
updated version and now pinned. Yeah, good point and agreed! Someone recently necroed the other thread so I figured it would be good to just have the one on the go. I shall change my request Thank you for this. it is amazing. how to find best weapon and armour they
attack me pirates i have ship anaconda You'll need to be more specific than that if you want help. The best weapons and armour are very dependent on the situation. Are you being attacked by NPCs or other players? If you're just trading, mining, exploring, or running delivery missions, then it's probably
not worth the hassle of fighting interdictors, especially if you're talking about player pirates. It's better to learn how to win the interdiction game or simply submit to the interdiction and then high wake out of there. Get yourself some good thrusters and shields and if you have Horizons, then consider engineering them. But if you're still a beginner, you
may want to get used to playing in a smaller ship first, to better understand how the game works. ED has a significant learning curve and the Anaconda is an expensive ship to lose. You'll need to be more specific than that if you want help. The best weapons and armour are very dependent on the situation. Are you trading, bounty hunting, exploring,
etc. Are you being attacked by NPCs or other players? If you're just trading, mining, exploring, or running delivery missions, then it's probably not worth the hassle of fighting interdiction and then high wake out of
there. Get yourself some good thrusters and shields and if you have Horizons, then consider engineering them. But if you're still a beginner, you may want to get used to playing in a smaller ship first, to better understand how the game works. ED has a significant learning curve and the Anaconda is an expensive ship to lose. i delivered data scan job
mision i delivered data scan job mision When you take on missions, there's a good chance that NPCs every time you travel to a station in supercruise. Basically, when an NPC interdicts you, your options are: 1. Attempt to win the
interdiction game. This is relatively easy against NPCs, even in something as big and cumbersome as the Anaconda. If you lose the interdiction game and manage to escape, then the NPC will simply attempt to interdict you again. Also, if you lose the
interdiction game, your ship will take damage, you'll spin of control for a few seconds, and you'll have a much-increased FSD cooldown timer. 2. Submit to the interdiction and then high wake. You can jump. High waking (jumping to
another system) is generally faster than low waking and you don't have to worry about mass lock factor, although that shouldn't be much of a problem in an Anaconda because it's one of the biggest ships in the game. 3. Submit to the interdiction and then low wake. Similar to above, but you reenter supercruise in the same system (low waking). Then
downside of this is the NPC will probably attempt to interdict you again. 4. Submit to the interdiction and fight. Like I said, this is probably not worth the time or effort. Plus the Anaconda is not the most agile of ships, so fighting smaller ships can be tricky and time-consuming, especially if you're relatively new to the game. If you defeat the pirate,
others may still attack when you reenter supercruise. Until you're comfortable with the interdiction game, you may want to avoid taking on more than two missions at a time. Also, some missions at a time. Also, some missions at a time want to read section 8.2 of my beginner's guide: When the interdiction game, you may want to avoid taking on more than two missions at a time. Also, some missions at a time.
you take on missions, there's a good chance that NPCs will attempt to interdict you from time to time. Stacking missions can result in being attacked by multiple NPCs every time you travel to a station in supercruise. Basically, when an NPC interdicts you, your options are: 1. Attempt to win the interdiction game. This is relatively easy against NPCs,
even in something as big and cumbersome as the Anaconda. If you win the interdiction then that specific NPC will leave you alone (but others may still attack). If you lose the interdiction game and manage to escape, then that specific NPC will spin
of control for a few seconds, and you'll have a much-increased FSD cooldown timer. 2. Submit to the interdiction by setting your thrusters to 100% and keep boosting until you can jump. High waking (jumping to another system) is generally faster than low waking and
you don't have to worry about mass lock factor, although that shouldn't be much of a problem in an Anaconda because it's one of the biggest ships in the game. 3. Submit to the interdiction and then low wake. Similar to above, but you reenter supercruise in the same system (low waking). Then downside of this is the NPC will probably attempt to
interdict you again. 4. Submit to the interdiction and fight. Like I said, this is probably not worth the time or effort. Plus the Anaconda is not the game. If you defeat the pirate, others may still attack when you reenter supercruise.
Until you're comfortable with the interdiction game, you may want to avoid taking on more than two missions at a time. Also, some missions do specify that NPCs may be sent out to attack you, so you may want to avoid taking on more than two missions at a time. Also, some missions do specify that NPCs may be sent out to attack you, so you may want to avoid taking on more than two missions at a time.
purchase mamba or another ship? Not necessarily. You just need to get comfortable with winning the interdiction game. It takes a bit of practice but it's not too difficult. I would also recommend getting the best thrusters you can afford and, if you have Horizons, engineer them for dirty drive tuning. That said, you probably will find it easier to win the
interdiction game in a smaller, more agile ship. Last edited: Mar 29, 2020 Howdy folks! In addition to the web version of my Elite: Dangerous beginners guide, there's now a PDF version also available for download, which is something that a lot of people have requested over the past few years. Many thanks to CMDR Aurelius Borealis for creating and
hosting the PDF version. Hey there, relatively new to the game. I'm heading to Sagittarius A* for the first time, I've been hitting a lot of unexplored systems. The question I have is that when I'm in FSS I see a lot of signal sources listed but no way to scan them on the . Nothing on the far left of the scanner. Is there any way to finds those signal sources
or are they just there for flavor? Thar be transient signals, beliken to thee olde degraded signals, like weapons fyre, flotsam and jetsom, handee for thee gathering of materials and salvaging illegal cargoes. Also there, ye will finde NHSS - non human signal sources. Beware. Lykely thar be transient signals, like weapons fyre, flotsam and jetsom, handee for thee gathering of materials and salvaging illegal cargoes. Also there, ye will finde NHSS - non human signal sources. Beware. Lykely thar be transient signals, like weapons fyre, flotsam and jetsom, handee for thee gathering of materials and salvaging illegal cargoes. Also there, ye will finde NHSS - non human signal sources. Beware. Lykely thar be transient signals, like weapons fyre, flotsam and jetsom, handee for thee gathering of materials and salvaging illegal cargoes. Also there, ye will finde NHSS - non human signal sources. Beware the first signal sources are not salvaging illegal cargoes. Also there is no first signal sources are not salvaging illegal cargoes. Also there is no first signal sources are not salvaging illegal cargoes. Also there is no first signal sources are not salvaging illegal cargoes. Also there is no first signal sources are not salvaging illegal cargoes. Also the salvaging illegal cargoes are not salvaging in the salvaging illegal cargoes. Also the salvaging illegal cargoes are not salvaging in the salvaging illegal cargoes are not salvaging in the salvaging illegal cargoes are not salvaging illegal cargoes are not salvaging in the salvaging illegal cargoes are not salvaging illegal cargoes are
signals, beliken to thee olde degraded signals, like weapons fyre, flotsam and jetsom, handee for thee gathering of materials and salvaging illegal cargoes. Also there, ye will finde NHSS - non human signal sources. Beware. Lykely thar be Thargoids. Yar, Thanks be to ye commander! Mayhaps I be suffering from ye olde space madness. But unless my
eyes do deceive me I do not see any signals on the left side. I've seen them in ports close to home and I be able to scan them in the black. Yar, Thanks be to ye commander! Mayhaps I be suffering from ye olde space madness. But unless my eyes do deceive me I do not see any signals on the left side. I've seen them in
ports close to home and I be able to scan them in the bubble but not out here in the black. You are misunderstanding the information in your FSS screen. In your screen shot the top right tells you that there are 17 signals and also that there are 17 signals and also that there are 17 bodies. If
the signals number is bigger than the bodies number then there are things other than bodies in the system - in this case there isn't. You are misunderstanding the information in your FSS screen. In your screen shot the top right tells you that there are 17 bodies (2 identified - the stars) - so you see the signals it refers
to are those produced by the bodies. If the signals number is bigger than the bodies number than the bodies in the system - in this case there isn't. Wow. I feel dumb. Thanks for pointing that out so kindly. I never even noticed that. I guess the asteroid belts would explain the times that there are more signals than planets. Wow
I feel dumb. Thanks for pointing that out so kindly. I never even noticed that. I guess the asteroid belts would explain the times that there are more signals than planets. I think it is an easy mistake to make, don't beat yourself up. Out in the black, that is mainly true - of course there is the occasional notable stellar phenomena and now and again you
can stumble across a signal source containing a data cache (small and large ones - credit wise). In future there will also be the possibility of stumbling across a megaship (fleet carrier) as they give a signal too. Back towards the bubble there are of course many different types of signal sources to populate the scale. Howdy virtual space folk! In addition
to the web version of my super-duper in-depth Elite: Dangerous beginners guide, there's now a PDF version also available for download. Many thanks to CMDR Aurelius Borealis for creating and hosting the PDF version also available for download. Many thanks to CMDR Aurelius Borealis for creating and hosting the PDF version also available for download. Many thanks to CMDR Aurelius Borealis for creating and hosting the PDF version also available for download.
interested in what key bindings you use for the FSS scanner but the link to the full key bindings in the PDF document appears to be missing. I play with a mouse and keyboard. Greatly appreciate any help in this regard. Thank you, Cmdr Spiritus Mundi Wow! This guide is incredible. HUGE appreciate! New player here, though I've owned the game for
a very long time. Elite is exactly the type of game I love but I always struggled to get going and turning back to Eve Online. The last two times I tried it I either found myself running on hardware so old my experience wasn't going to ever get
the most out of the game with a proper HOTAS which I wasn't ready to invest in. Well, I just happened to get a new monitor and GPU and when rummaging through my library for something I wanted to revisit with a better machine, I found ED and decided to try again. Your guide and control settings have been exactly what I needed..... I still had to
spend several hours in the tutorial sims adjusting the controls further to get something natural for me, but you gave me the ropes....thankfully your guide has resources for that too. Wow! This guide is incredible. HUGE appreciate! New
player here, though I've owned the game for a very long time. Elite is exactly the type of game I love but I always struggled to get going and turning back to Eve Online. The last two times I tried it I either found myself running on hardware so old my experience wasn't going to be worthwhile OR I struggled so much to find a good control scheme for
me that I assumed I was only going to ever get the most out of the game with a proper HOTAS which I wasn't ready to invest in. Well, I just happened to get a new monitor and GPU and when rummaging through my library for something I
have been exactly what I needed..... I still had to spend several hours in the tutorial sims adjusting the controls further to get something natural for me, but you gave me the ropes....thankfully your guide has resources for that too. Thanks,
I'm glad you found it useful! Hola, tengo un par de preguntas de novato total ... pero como mi inglés es muy malo no he sido capaz de hallar las respuestas ... Por un lado, no se como aterrizar mi nave esta en el centro de la diana, pero no
se que tecla debo pulsar para que la nave se pose ... Por otro lado, lo que mas me llamaba la atencion era entrar en algun planeta y poder verlo desde la atmosfera. Hola, tengo un par de preguntas de novato total ... pero como mi inglés es muy malo no he sido capaz
de hallar las respuestas ... Por un lado, no se como aterrizar mi nave cuando llego a una estación, me acerco en el modo lento, me paro cuando el indicador esta de color azul y mi nave esta en el centro de la diana, pero no se que tecla debo pulsar para que la nave se pose ... Por un lado, no se como aterrizar mi nave cuando el indicador esta de color azul y mi nave esta en el centro de la diana, pero no se que tecla debo pulsar para que la nave se pose ... Por un lado, no se como aterrizar mi nave cuando el indicador esta de color azul y mi nave esta en el centro de la diana, pero no se que tecla debo pulsar para que la nave se pose ... Por un lado, no se como aterrizar mi nave cuando el indicador esta de color azul y mi nave esta en el centro de la diana, pero no se que tecla debo pulsar para que la nave se pose ... Por un lado, no se como aterrizar mi nave cuando el indicador esta de color azul y mi nave esta en el centro de la diana, pero no se que tecla debo pulsar para que la nave se pose ... Por un lado, no se como aterrizar mi nave cuando el indicador esta de color azul y mi nave esta en el centro de la diana, pero no se que tecla debo pulsar para que la nave se pose ... Por un lado, no se como aterrizar mi nave cuando el indicador esta de color azul y mi nave esta de color azul y mi nave esta de color azul y mi nave cuando el indicador esta de color azul y mi nave cuando el indicador esta de color azul y mi nave cuando el indicador esta de color azul y mi nave esta de color azul y mi nave cuando el indicador esta de color azul y mi nave cuando el indicador esta de color azul y mi nave cuando el indicador esta de color azul y mi nave cuando el indicador esta de color azul y mi nave cuando el indicador esta de color azul y mi nave cuando el indicador esta de color azul y mi nave cuando el indicador esta de color azul y mi nave cuando el indicador esta de color azul y mi nave cuando el indicador esta de color azul y mi nave cuando el indicador esta de color azul y mi nave cuando el indicador esta de color
y poder verlo desde la atmosfera, pero no se como hacerlo... por mas que me acerco mi nave no entra en la atmosfera. Hola, el foro español Elite Dangerous es Using google translate / Usando el traductor de Google: "Por un lado, no se como aterrizar mi nave cuando llego a una estación, me acerco en el modo lento, me paro cuando el indicador esta
de color azul y mi nave esta en el centro de la diana, pero no se que tecla debo pulsar para que la nave se pose "Responder - "F" controles predeterminados del manual vinculado en el iniciador: Spoiler: controles predeterminados del manual vinculado en el iniciador: Spoiler: controles predeterminados del manual vinculado en el iniciador: Spoiler: controles predeterminados del manual vinculado en el iniciador: Spoiler: controles predeterminados del manual vinculado en el iniciador: Spoiler: controles predeterminados del manual vinculado en el iniciador: Spoiler: controles predeterminados del manual vinculado en el iniciador: Spoiler: controles predeterminados del manual vinculado en el iniciador: Spoiler: controles predeterminados del manual vinculado en el iniciador: Spoiler: controles predeterminados del manual vinculado en el iniciador: Spoiler: controles predeterminados del manual vinculado en el iniciador: Spoiler: controles predeterminados del manual vinculado en el iniciador: Spoiler: controles predeterminados del manual vinculado en el iniciador: Spoiler: controles predeterminados del manual vinculado en el iniciador: Spoiler: controles predeterminados del manual vinculado en el iniciador: Spoiler: controles predeterminados del manual vinculado en el iniciador: Spoiler: controles predeterminados del manual vinculado en el iniciador: Spoiler: controles predeterminados del manual vinculado en el iniciador: Spoiler: controles predeterminados del manual vinculado en el iniciador: Spoiler: controles predeterminados del manual vinculado en el iniciador: Spoiler: controles predeterminados del manual vinculado en el iniciador: Spoiler: controles predeterminados del manual vinculado en el iniciador: Spoiler: controles predeterminados del manual vinculado en el iniciador: spoiler: controles predeterminados del manual vinculado en el iniciador: spoiler: controles predeterminados en el iniciador: spoiler: controles predeterminados en el iniciador: spoiler: spoiler: spoiler: spoiler: spoiler: spoiler: spoiler: spoile
se como hacerlo... por mas que me acerco mi nave no entra en la atmosfera." no puedes aterrizar en planetas con atmósfera debes estar en Elite Dangerous Horizon para aterrizar en cualquier planeta buena suerte METRO muchas gracias, voy a probarlo ahora mismo, de todas formas, tengo al expansion Horizons asi que deberia poder sobrevolar los formas.
planetas o aterrizar... seguire investigando ese tema. Gracias por tu ayuda. I know that I am late to the party but I just wanted to say a big thank you for this guide. Now that I know a little about everything, your info has helped me fine tune my playing. BTW I love your Chaos Engine avatar I know that I am late to the party but I just wanted to say a
big thank you for this guide. Now that I know a little about everything, your info has helped me fine tune my playing. BTW I love your Chaos Engine avatar Thanks, always happy to know that I know a little about everything, your info has helped me fine tune my playing. BTW I love your Chaos Engine avatar Thanks, always happy to know that I know a little about everything, your info has helped me fine tune my playing. BTW I love your Chaos Engine avatar Thanks, always happy to know that I know a little about everything, your info has helped me fine tune my playing. BTW I love your Chaos Engine avatar Thanks, always happy to know that I know a little about everything, your info has helped me fine tune my playing. BTW I love your Chaos Engine avatar Thanks, always happy to know that I know a little about everything info has helped me fine tune my playing. BTW I love your Chaos Engine avatar Thanks, always happy to know that I know a little about everything info has helped me fine tune my playing. BTW I love your Chaos Engine avatar Thanks, always happy to know that I know a little about everything info has helped me fine tune my playing. BTW I love your Chaos Engine avatar Thanks, always happy to know that I know a little about everything info has helped me fine tune my playing. BTW I love your Chaos Engine avatar Thanks, always happy to know that I know a little about everything info has helped me fine tune my playing info has
that winter's coming ... купил игру в стиме 2018 не смог запустить (слишком сложный запуск оказался) забросил, теперь спустя 2 года решил поиграть вновь лаунчере пишет демо версию, покупал полную версию при запуске демо все меню в каракулях никак не могу исправить в чем может быть проблема Last edited: Nov 19, 2020
купил игру в стиме 2018 не смог запустить (слишком сложный запуск оказался) забросил, теперь спустя 2 года решил поиграть вновь лаунчере пишет демо версию, покупал полную версию при запуске демо все меню в каракулях никак не могу исправить в чем может быть проблема Try the Russian forum: or have a look at the FAQs
Thank you so much for your efforts in compiling the intros and the tips in this forum! My eldest son pointed me towards Elite Dangerous as he knew I used to play the version on the BBC Micro. As someone who knew the BBC Micro quite well - including 6502 assembly language - I was astounded at the software engineering involved in squeezing all
those systems into the meagre memory and CPU power of the BBC Micro. Having recently upgraded my home PC to a decent spec - including a ray-tracing graphics card (which my youngest son says: "will be wasted on you!") - I was just blown away by the program when I eventually got it to run up. (Why do we have game launchers these days?)
Some help from these forums got me into space and into the training. As my usual PC games consist of (the excellent!) Visual Pinball simulator, it took me a while to suss out the mouse and keyboard controls. As the graphics are so lifelike I think I was overly cautious as I did not want to scratch the paintwork on my ship! I completed the training
Beeb and that helped greatly so I may look at a joystick to help with this as I found the mouse control a bit abrupt! Thanks to everyone who contributes again. You have made an old fella quite happy! Thank you so much for your efforts in compiling the intros and the tips in this forum! My eldest son pointed me towards Elite Dangerous as he knew I
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tracing graphics card (which my youngest son says: "will be wasted on you!") - I was just blown away by the program when I eventually got it to run up. (Why do we have game launchers these days?) Some help from these forums got me into space and into the training. As my usual PC games consist of (the excellent!) Visual Pinball simulator, it took
me a while to suss out the mouse and keyboard controls. As the graphics are so lifelike I think I was overly cautious as I did not want to scratch the paintwork on my ship! I completed the training modules up as far as the "battle" with the unshielded drone but called a halt at that point as I do not think my blood pressure could take any more yesterday
 evening. On the original game I did quite well and I still remember how useful the docking computer was so I intend to get into this version. I adapted a precise analogue joystick for use on the Beeb and that helped greatly so I may look at a joystick to help with this as I found the mouse control a bit abrupt! Thanks to everyone who contributes again
You have made an old fella quite happy! Another fellow BBC Micro coder here - welcome to a whole new galaxy of adventure! Page 5 that was rather short-lived! I seem to be in an endless loop with the Epic Games Launcher. Sends me an email verification code then says I need to redeem or buy Elite. I shall contact support tomorrow as this is driving
me bloody spare! that was rather short-lived! I seem to be in an endless loop with the Epic Games Launcher. Sends me an email verification code then says I need to redeem or buy Elite. I shall contact support tomorrow as this is driving me bloody spare! The top of Frontier's support tomorrow as this is driving me bloody spare! The top of Frontier's support tomorrow as this is driving me bloody spare! The top of Frontier's support tomorrow as this is driving me bloody spare! The top of Frontier's support tomorrow as this is driving me bloody spare! The top of Frontier's support tomorrow as this is driving me bloody spare! The top of Frontier's support tomorrow as this is driving me bloody spare! The top of Frontier's support tomorrow as this is driving me bloody spare! The top of Frontier's support tomorrow as this is driving me bloody spare! The top of Frontier's support tomorrow as this is driving me bloody spare! The top of Frontier's support tomorrow as this is driving me bloody spare! The top of Frontier's support tomorrow as this is driving me bloody spare! The top of Frontier's support tomorrow as this is driving me bloody spare! The top of Frontier's support tomorrow as this is driving me bloody spare! The top of Frontier's support tomorrow as the space of the top of Frontier's support tomorrow as the space of the top of Frontier's support tomorrow as the space of th
'Purchase/Redeem' or '405' error message when attempting to launch Elite or create an account through the Epic Games launcher, before trying to play Elite again. If you have linked your Epic Frontier account to Steam in error, please unlink
here Steam linking will block access to your Epic copy of the game. We are aware of these issues and are working to resolve them as soon as possible. Your patience in this is much appreciated. ... plus the launcher has links to two support FAQs for Epic Good luck. I had already played the game once so I think it must have been successfully linked.
Just bounced the PC and still happening. However, support contact form states that there is an ongoing authentication problem. I certainly do not have a Steam account as I do not even know what that is. I have been through the FAQs but no joy. I get an email with the verification code then told I need to purchase/redeem Elite. I wonder if there was
a key in the program as I have come across an option to enter the key - about 20 characters if I recall. I think I shall submit a support ticket as I had this problem originally on the 21st. My eldest son sorted it out somehow! Thank you for your very guick response though - I am so looking forward to playing this now I have successfully destroyed a
target drone (but only the unshielded variety)! WOW! This thread looks really good. Not just the issues/items covered, but the delivery of the same. It's delivered at a reasonable speed: not too fast! Gives you time to absorb it ..... well-done whoever you are. WOW! This thread looks really good. Not just the issues/items covered, but the delivery of the
same. It's delivered at a reasonable speed: not too fast! Gives you time to absorb it ...... well-done whoever you are. Thanks! Happy New Year space freaks! I had a bit of downtime over the Christmas holidays, so have finally gotten round to adding a section on fleet carriers to my beginner's guide. Only six months late but hey ho! I don't really view
fleet carriers as being beginner's content, so I didn't want to go into too much detail about running one. However, fleet carriers seem to be everywhere you go in the bubble, and anyone can interact with them. So, I do think it's useful for newcomers to understand what they are and what they can offer. I've also revised my mining section to be more in
line with recent balancing. Some of the information was getting a little out of date and verging on erroneous. Lastly, I've updated my introduction to the Horizons section to reflect the fact that it's now freely available to all players. Another fellow BBC Micro coder here - welcome to a whole new galaxy of adventure! Oh my word, a fellow old
campaigner!! Also come from a 6502 coding background on the Beeb (ah, the days of debugging straight assembler language...) and lost hours to Elite when it came out a few years ago and have now just restarted
with a VR headset... oh my Lordy Lord, now this IS a blast! Can't believe how much the game has developed from its beginnings though... lot of learning to do! Thank God I'm starting with a decent bank balance... Have to say, massive thanks to Zombieapocalypse for this amazing tutorial - great primer for those out of the loop for a while... Just found
this and am so thankful for your work. Amazing job! Now if I could get over my irrational fear of how to spend (and not waste) my 15M credits. I play Open because I have no interest in being part of a wing and REALLY no interest in getting ganked. It sounds like the most time-consuming / grindy (but likely the most peaceful?) role is explorer. Then
cargo/passenger service. Then fighty/pirate-y/bounty hunter. But I just can't decide! Right now I have a moderately decent Asp Explorer, but I'm not married to it....so to speak.... Just found this and am so thankful for your work. Amazing job! Now if I could get over my irrational fear of how to speak.... Just found this and am so thankful for your work.
because I have no interest in being part of a wing and REALLY no interest in getting ganked. It sounds like the most time-consuming / grindy (but likely the most peaceful?) role is explorer. Then cargo/passenger service. Then fighty/pirate-y/bounty hunter. But I just can't decide! Right now I have a moderately decent Asp Explorer, but I'm not married
to it....so to speak.... You're welcome! I might be strange in this respect, but I find mining quite relaxing and immersive - some of the asteroid rings can be very picturesque and atmospheric. Despite being geared up for exploration.
Once you've earned some more credits, the Python is a really nice multipurpose ship. If you don't want to play in Open but do occasionally want to bump into other like-minded players who break the rules. Your video did make mining look attractive. So
I gave it a go. Spent about 5M re-outfitting the Asp and made one successful test run for about 400K - made it past two interdiction attempts. But since then, everywhere I've tried to go (at least five places) I get attacked and I've lost my ship twice (with a total mineral value about 700K), both times to somebody who just dropped out and within a few
seconds mass locked me so I couldn't escape, then easily took me out with much higher fire-power than I had (just two pulse lasers). Overall now down about 1.1M. Just bad luck, or....? I did find it enjoyable when I wasn't trying to run for my life! Your video did make mining look attractive. So I gave it a go. Spent about 5M re-outfitting the Asp and
made one successful test run for about 400K - made it past two interdiction attempts. But since then, everywhere I've tried to go (at least five places) I get attacked and I've lost my ship twice (with a total mineral value about 700K), both times to somebody who just dropped out and within a few seconds mass locked me so I couldn't escape, then easily
took me out with much higher fire-power than I had (just two pulse lasers). Overall now down about 1.1M. Just bad luck, or....? I did find it enjoyable when I wasn't trying to run for my life! Did you mine at Resource Extraction Zones or at an arbitrary spot in the asteroid ring? I wouldn't mine at the extraction zones as you'll frequently have to deal
with pesky NPCs. I normally use the DSS to find a hotspot and drop in at a random spot away from the centre. If there are NPCs will spawn
in. Again, I just keep flying and boosting until they're out of range. Ok, that's three times. I give up. This time I was in a random planet ring. Couldn't get away because mass locked. I did go to an extraction zone once, and had to run away. All the other times was an asteroid belt or a planet ring. That's three deaths in eleven mining attempts, with only
one successful run. Not the experience I'm looking for. Thanks again for your help. Last edited: Apr 25, 2021 Ok, that's three times. I give up. This time I was in a random planet ring. Couldn't get away because mass locked. I did go to an extraction zone once, and had to run away. All the other times was an asteroid belt or a planet ring. That's three
deaths in eleven mining attempts, with only one successful run. Not the experience I'm looking for. Thanks again for your help. Unless you are a long way from inhabited systems when you drop into a ring someone, usually a pirate, will drop in to check you out shortly after you get there. If your hold contains anything other than limpets the pirate
attacks, otherwise they just stooge around for a while and then jump away it is safe to start mining in earnest. After you have cargo on board then if for any reason, including logouts, you leave and reenter the ring as fast as possible starting as
soon as you can then jump to a station and sell what you have. So as long as you arrive in a ring with nothing but limpets you are safe to mine for as long as you are a long way from inhabited systems when you drop into a ring someone,
usually a pirate, will drop in to check you out shortly after you get there. If your hold contains anything other than limpets the pirate attacks, otherwise they just stooge around for a while and then jump away it is safe to start mining in earnest. After you have cargo on board then if for any reason, including logouts, you leave and
reenter the ring the pirates will show up again and will attack. The thing to do is run from the ring as soon as you can then jump to a station and sell what you have. So as long as you stay there and remain logged in from as soon as the pirates
jump out. As a fellow noob I was given this advice. It works flawlessly. Since following this advice I've done a couple runs in my python unbothered, filled 192 tons of platinum, and made +/- 250million. As a fellow noob I was given this advice. It works flawlessly. Since following this advice. It works flawlessly.
tons of platinum, and made +/- 250million. Heh, well, maybe I'll give that a try after I make another 50M. Page 6 Hey, this is a very helpful compilation. Thanks! Will there be an updated version for Odysee features and gameplay? It's a good question! I'm pretty busy at the moment (learning to code and other stuff). And, to be honest, bugs and
performance issues aside, I've found the EDO content to be very underwhelming and I've been losing my motivation to play. So, I'm kinda taking a break from ED while they patch the hell out of Odyssey and will maybe return in a month or so and see how I feel. So, I guess that's a big maybe and certainly not anytime soon Howdy folks. The awesome
Commander Chanurr has translated my entire Elite: Dangerous beginner's guide into Spanish. So, if you're a Spanish speaker, then be sure to download the PDF. Howdy virtual space folk! In addition to the web version of my super-duper in-depth Elite: Dangerous beginner's guide, there's now a PDF version also available for download. Many thanks
to CMDR Aurelius Borealis for creating and hosting the PDF version. Also, the awesome Commander Chanurr has translated my entire Elite: Dangerous beginner's guide into Spanish. So, if you're a Spanish speaker, then be sure to download the PDF. o7 Last edited: 26 Sept 2020 thanks for that awesome guide; I will study it closely. Just blundering
around running errands i have upgraded to the Cobra Mk3, and have about 500K banked. time to plot my course forward... Now when i am driving my car i think I am in the space ship.... thanks for that awesome guide; I will study it closely. Just blundering around running errands i have upgraded to the Cobra Mk3, and have about 500K banked. time
to plot my course forward... Now when i am driving my car i think I am in the space ship.... You're welcome. Whenever I play space games, I always close the
blinds and turn the lights down low so it feels more like being in a spaceship. I've been doing that since the original Elite game I would sneak into my kid's room late at night to play Elite on our Commodore 64 with the red joy stick with the one button..... (Sentry was another awesome C64 game) Does anyone here have any idea what the new semi-
hexagonal icons are? They appear at fixed points in the sky and can be white, yellow, and red. They are accompanied by an arrow which orbits the main hexagon...but what they are pointing at and what they represent seem to be a mystery. Just downloaded the PDF and reading through it while I download the game. Wow. I've never seen anything
quite like this done for a game before. Thank you! Just downloaded the PDF and reading through it while I downloaded the PDF and reading through it while I downloaded the game. Wow. I've never seen anything quite like this done for a game before. Thank you! Thanks, glad it's useful. Nice avatar and name, I loved Marvin the Martian when I was a kid Thx for the guide. Im brand new to the game and
this will help me get on my way. .... In addition to the web version of my super-duper in-depth Elite: Dangerous beginners guide, ... You might want to be aware that new players (in the Live games) no longer start in the Pilots Federation District. I have tried doing fresh starts in Horizons and Odyssey, skipping the training and undertaking the tutorials
- in no case was I able to start in the noob-zone and didn't have the permit issued. So I don't know if you want to maybe make a note in your OP or whatever but the noob-zone is pining for the fjords, is an ex-zone, etc. Same here - any chance of a working link please anybody - returning player, so this would be very useful! Thanks I used the link to the
web version of the guide which works and then used the link there to the pdf version which gave a 404 site not found error. The web version blurb said the pdf was created and hosted by a third party so it looks like the third party so it looks like the third party so it looks like the pdf version which gave a 404 site not found error. The web version blurb said the pdf was created and hosted by a third party so it looks like the third party so it looks like the pdf version which gave a 404 site not found error.
wants to download a copy of the PDF, I've put my copy up onto OneDrive and google drive, hope this is allowed as it took me a while to track it down online. Onedrive & Google Drive If anyone wants to download a copy of the PDF, I've put my copy up onto OneDrive and google drive, hope this is allowed as it took me a while to track it down online.
Onedrive & Google Drive Thank you very much Hondahoorz, they should change the links in the first thread message to yours since the others are broken. I've updated the first post Howdy virtual space folk! In addition to the web version of my super-duper in-depth Elite: Dangerous beginners guide, there's now a PDF version also available for
download from Onedrive & Google Drive Many thanks to CMDR Aurelius Borealis for creating the PDF version and Hondahoorz for hosting. Also, the awesome Commander Chanurr has translated my entire Elite: Dangerous beginner's quide into Spanish. So, if you're a Spanish speaker, then be sure to download the PDF. o7 Last edited: 26 Sept 2020 I
come from an era of Commander Jameson being on of the best copyright protections that existed. That little lens, that refracted the code. It put Jet Set Willy to shame. I first played Elite on a 12" black and white TV. My Sinclair Spectrum SCREECHED whilst the game loaded. And now I am here. I come from an era of Commander Jameson being on of
the best copyright protections that existed. That little lens, that refracted the code. It put Jet Set Willy to shame. I first played Elite on a 12" black and white TV. My Sinclair Spectrum SCREECHED whilst the game loaded. And now I am here. Yeah, Lenslok it was called, wasn't it? Almost a game in itself... Hello, I have a "Rescue escape pods from
reinforcement systems" assignment but I'm not sure where to find those in reinforcement systems for my pledged power, i.e., Edmund Mahon. Cheers, KS What I did was go to a nav beacon in a reinforcement system and blow up wanted ships. They dropped pods and I scooped them. Knocked out my scan, bounty, and escape pod quotas all at once. Be
quick, though, because NPCs appear to have an insatiable hunger for pods now and they will snatch them up in a heartbeat. This is for the introductory tasks? These are easy. Any power influenced system, has power wreckage POIs. Drop in, you'll generally get 3-4 escape pods or damaged escape pods. Both count, although they have different entries
when you go to hand them in to the power contact. Threat 1 don't have enemy NPCs spawning. I only went into one threat 2 and managed to scoop before any NPCs dropped in, and the one that did was an ally. No idea about threat 3. Hello, I have a "Rescue escape pods from reinforcement systems" assignment but I'm not sure where to find those in
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reinforcement systems for my pledged power, i.e., Edmund Mahon. Cheers, KS O7 commander, scan the nav beacon and look for power wreckage Signal sources. Level 2 and 3 have are unlikely to have hostiles. I've seen a level 4 that does. Please know that you'll need to collect and hand in the pods in the same reinforced system to get the merits You

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are welcome to join us at Mahon discord Thanks a lot this was super useful! Just be aware that you cannot hand the pods into your power contact unless the station also has an operational search and rescue. I just tried to in a couple of Anarchy systems where both stations had S&R suspended- the Power contact wouldn't accept them. Moved over a
system or two (with S&R active) and the Power contact would now accept them, but alas no merits as I salvaged them in a different system. At least that's my experience, unless I'm missing something...(wouldn't be the first time!) This is for the introductory tasks? These are easy. Any power influenced system, has power wreckage POIs. Drop in, you'll
generally get 3-4 escape pods or damaged escape pods. Both count, although they have different entries when you go to hand them in to the power contact. Threat 1 don't have enemy NPCs spawning. I only went into one threat 2 and managed to scoop before any NPCs dropped in, and the one that did was an ally. No idea about threat 3. Thanks for
this. I started off trying to grab some pods at a CNB, and that quickly became a...chore, let's say. A summary of Powerplay Activities Reference Card, part of his Powerplay tool suite, which has extra details on the Activities. Update, 2025-06-12: we
have temporarily disabled system score and merit gain from the on foot transfer power data activity See the link for whys and wherefores. Activities presumed incorrectly! Note: (after April 30th Trailblazers Update) Merits are restored for the
rares trading activity. The Escape pods activity is gone (though still mentioned in the Powerplay Pilots handbook activities replace as Ethos activities them, marked † where this occurs. Some divergence from previous information here are apparent, marked ‡. These could be errors in previous versions of this post or
undocumented changes in the deployed version, and will be clarified where possible (see comment for details.) Exploration merits were buffed, details likely to appear in the exploration merits thread. Merits were buffed, details likely to appear in the exploration merits thread.
according to the Power controlling the system they affect ('target system'). Usually the activities will take place in the target system. Sometimes there are additional requirements, noted alongside the activity. There are three main types of target system: Acquisition - the target is currently not controlled by any Power, and close enough to one of your
Power's fortified or stronghold systems that your Power to gain control (20LY for Fortified, 30LY for Stronghold.) This will be abbreviated as AS (Acquisition System). Reinforcement - the target is currently controlled by your Power.
Powers to weaken and control it. Abbreviated as RS (Reinforcement System). Undermining - the target is currently control level, enemy control of nearby systems might be lost. Abbreviated as US (Undermine System). For more on
system types, see images in @CMDR Kraag 's splendid reddit post on finding Appropriate System type as shown. (modulo bugs and documentation errors) Additionally, Powers favour particular activities and will award bonus merits (50% has
been suggested) according to their 'Power Ethos'. Those Powers are indicated alongside their Ethos activities as follows: A: Aisling Duval ALD: A. Lavigny-Duval D: Archon Delaine DP: Denton Patreus EM: Edmund Mahon FW: Felicia Winters JA: Jerome Archer LYR: Li Yong-Rui NK: Nakato Kaine PA: Pranav Antal YG: Yuri Grom ZT: Zemina Torval
Other abbreviations: CS: Controlled system - any system controlled by your Power Supporting system: a Fortified or Stronghold system where the (AS or Exploited RS) Target system is inside its control range (20LY for Fortified, 30LY for Stronghold). PC: Power Contact for your Power via the contacts section in port menu Enemy: vessel or
personnel aligned with a different Power to you Ody: the activity is an Odyssey (on-foot) task, done at Odyssey settlements BUG?: likely bugged in some way, and more information is needed ACTIVITIES Acquisition - in Acquisition System (AS) Bounty hunting - collect bounty vouchers in AS, merits awarded on kill (ALD YG DP JA) Holoscreen Hacking
at ports in AS (A ALD NK JA LYR FW) Power Kills - kill Enemies in AS Retrieve specific goods - (Ody) retrieve from Power containers at settlements, return to Supporting System (D) Scan datalinks - at Megaships in AS (YG PA JA) Sell for large profits - buy commodities in Supporting System and sell in AS with at least 40% profit (ALD† EM DP LYR ZT)
(see notes) Sell mined resources - sell mined goods in AS, must be mined in Supporting System. (EM FW† NK ZT) (see notes) Sell rare goods - sell rarities in AS, but not bought in AS, this data type from settlements in AS, deliver to Supporting System.
System (YG JA D) (*** disabled 12 Jun 2025) Transfer Power association and political data - (Ody) Download from settlements in AS, deliver to Supporting System (A† ALD LYR D) (*** disabled 12 Jun 2025) Transfer Power research and Industrial data - (Ody) Download from settlements in AS, deliver to Supporting System (EM YG PA DP ZT) (***
disabled 12 Jun 2025) Transport Powerplay commodities - from PC in Supporting System to PC in Supporting System to PC in Supporting System and upload to settlement data port in AS (D) Conflict - additional activities for AS that are in conflict
state (two powers have enough control points to cross the conflict threshold) Complete aid and humanitarian missions - Do Support missions(?) in AS (NK FW) Flood markets with built-in scanner, high wakes with Wake
Scanner, in AS (YG†) Reinforcement - in Reinforcement - in Reinforcement System (RS) Bounty Hunting - Collect bounty vouchers in RS, merits awarded on kill (ALD YG DP JA) Complete aid and humanitarian missions - do Support missions in RS (EM A‡ PA NK FW) Hand in biological research samples - turn in exobiology data to PC in RS (EM‡ PA LYR) (see notes)
Hand in cartography data - Sell exploration data in RS via Universal Cartographics (EM A PA NK LYR ZT)) (see notes) Hand in salvage - collect salvage and hand in to PC in same RS (EM YG PA DP JA D FW ZT NK†) Holoscreen hacking - revert hacked holos at RS ports (A DP JA) Power Kills - kill Enemies in RS (ALD YG DP JA D) Reboot mission
completion - Do reboot missions in RS Scan Datalinks - at megaships in RS (see notes below) (ALD D ZT) Scan ships and low wakes with built-in scanner, high wakes with built-in 
LYR ZT) Sell mined resources - mine and sell mined goods in RS, must be mined in same RS (ZT EM FW) (see notes) Sell rare goods - Sell rarities in RS, but not bought in RS (LYR D) Transfer Power association
and political data - (Ody) Download from settlements, return to PC in same RS (YG LYR) (*** disabled 12 Jun 2025) Transport Powerplay commodities - from PC in Stronghold system (US) Commit crimes - do crime in US (YG
JA‡) (LYR D) (see notes) Complete aid and humanitarian missions - do Support missions in US (EM FW† NK) Flood markets with low value goods - seel commodities at below 500 credits per ton in US, hand in to PC in RS; merits awarded on hand-in (PA FW
NK† A† EM†) (see notes) Holoscreen hacking - Hack holo ads at ports in US (A‡ ALD JA LYR) Power Kills - kill Enemies in US (ALD YG DP JA D‡) Retrieve specific goods - (Ody) return Powerplay goods from Power containers in US (ALD YG DP JA D‡) Retrieve specific goods - (Ody) return Powerplay goods from Power Kills - kill Enemies in US (ALD YG DP JA D‡) Retrieve specific goods - (Ody) return Powerplay goods from Power Kills - kill Enemies in US (ALD YG DP JA D‡) Retrieve specific goods - (Ody) return Powerplay goods from Power Kills - kill Enemies in US (ALD YG DP JA D‡) Retrieve specific goods - (Ody) return Powerplay goods from Power Kills - kill Enemies in US (ALD YG DP JA D‡) Retrieve specific goods - (Ody) return Powerplay goods from Power Kills - kill Enemies in US (ALD YG DP JA D‡) Retrieve specific goods - (Ody) return Powerplay goods from Power Kills - kill Enemies in US (ALD YG DP JA D‡) Retrieve specific goods - (Ody) return Powerplay goods from Power Kills - kill Enemies in US (ALD YG DP JA D‡) Retrieve specific goods - (Ody) return Powerplay goods from Power Kills - kill Enemies in US (ALD YG DP JA D‡) Retrieve specific goods - (Ody) return Powerplay goods from Power Kills - kill Enemies in US (ALD YG DP JA D‡) Retrieve specific goods - (Ody) return Powerplay goods from Powerplay 
in US in same US (see notes) Tranfer Power classified data - (Ody) Download from settlements in US, return to PC in CS (EM A PA NK LYR ZT) (*** disabled 12 Jun 2025) Transfer Power research
and Industrial data - (Ody) Download from settlements in US, return to PC in CS (ALD PA NK LYR ZT EM‡) (*** disabled 12 Jun 2025) Transport Powerplay commodities - from PC in a Stronghold System to PC in US (ALL THE POWERS) (see Powerplay commodity types) Upload Powerplay malware - (Ody) obtain Tracker Malware from PC, upload to
settlement data port in US (YG‡ PA DP JA D ZT) Vulnerabilities - each power is weak to up to two additional undermining activities in systems they control or (it seems) when in conflict with them for acquisition, as follows: A - holoscreen hacking, transfer Power association and political data ALD - commit crimes, scan datalinks D - bounty hunting,
Power kills DP - commit crimes, scan datalinks FW - retrieve specific goods, flood markets with cheap goods EM - flood markets with cheap goods EM - flood markets with cheap goods PA - transfer
Power classified data, flood markets with cheap goods YG - commit crimes, upload Powerplay malware ZT - retrieve specific goods, sell mined resources Note: The activity is shown twice in "local activities" in the powerplay info panel for the system. At
Stronghold carriers - additional undermine activities are listed in "local activities" for all Powers at enemy Stronghold carrier defences Disable carrier generators Hack carrier datalinks Hack carrier cargo bays Notes and
queries: See also (or instead!) the spreadsheet from @Ceres O7 via a comment here. H/T for the "vulnerabilities"! Sell for large profits - Acquisition: the requirement to buy commodity must be traded by the station (demand or supply)"
according to one reputable source Sell mined resources - The requirements for sourcing (mine in Supporting System for Acquisition, mine in same US/RS for Undermining/Reinforcement) are not documented, Thanks to @Zombi3, @DemiserofD and @Ian Doncaster for info on this. Removed from Powerplay as of 30/4/2025: Collect Escape Pods for
undermine systems claims to reward merits on scooping the pods, but this is not the case, even before suspension of merits for escape pods. This might be an in-game bug or a documentation error. Scan datalinks appears as a favoured activity for ALD, D and ZT for reinforcement systems in right-hand panel in gal map even though it isn't listed as a
reinforcement activity in the handbook Commit crimes more information is needed on exactly what illegal actions will be rewarded with merits and when. Murder counts, crimes against property less so, it seems. Hand in biological research samples - Players reported this is not earning merits. However, threshold to earn merits seems to be quite high
and merits are not displayed when handing in, you need to check Powerplay UI to see gains. See the thread starting to collate merit rewards for exobiology and exploration. Merits were buffed 30/4/2025. See also the exploration merits thread.
Hand in salvage - Thanks to @Ashnak for details on salvage activity in Undermining Systems There will be some mistakes, I'll fix if you let me know. Last edited: Jun 12, 2025 Love this list, have been looking for this. My big question is...these are favoured activities? Can you do any of these actions in any system as any
power and get merits, or do you only get merits, or do you only get merits for specific ones? or is the answer even more complicated than that? does doing a favored activity more? Great list, thanks! I wasn't aware the different powers favored different powers favored different powers favored activity more? Great list, thanks! I wasn't aware the different powers favored different powers favore
activities. They just need to add piracy and smuggling to the "Commit crimes" activities that contribute, especially for Delaine. Thanks. It's still in
progress - as mentioned in the notes part some undermining activities are available depending on who you're undermining, and I still have to fix/add stuff to take that into account, so use it as a rough guide and check with the Powerplay Information panel on the right hand side of the galaxy map to be sure! Thanks. It's still in progress - as mentioned
in the notes part some undermining activities are available depending on who you're undermining, and I still have to fix/add stuff to take that into account, so use it as a rough guide and check with the Powerplay Information panel on the right hand side of the galaxy map to be sure! I should clarify that piracy and smuggling don't currently reward
merits or any benefit in PowerPlay, which is surprising. I'm hoping FDev add them as crimes that contribute in undermine systems. I would assume that directly translates to actions that affect the power stats
of these systems. Kudos for the exhaustive list, I'm sure this will be of big help to a lot of players down the line of Pic 1: Current pledge status Pic 2: Acquisition - Sold 20 Soontill Relics at Darkwater Station in the Stopover system (unoccupied) - Bottom right corner shows I received 944 merits for this transaction; you can also notice that I had a
weekly task to sell rares in an acquisition system Pic 3: Reinforcement - Sold 20 Soontill Relics at Gallardo Agricultural Farm in the LFT 142 system (Grom exploited) - Bottom right corner shows I received 771 merits for this transaction Grom pledger here. I've got a couple of pics for you showing that rare good selling gives us merits in Acquisition
and Reinforcement systems. I would assume that directly translates to actions that affect the power stats of these systems. Selling rares should earn merits for all pledges in Acquisition and Reinforcement systems. The Powers I've highlighted alongside are ones that earn extra bonus merits because of their "Power Ethos." The pilots handbook
explains this: You can check if you'll get a bonus for some activity by seeing if it's listed as a "local activity" in the Powerplay Information panel using the button on the right of the galaxy map. Here's what I see if I pledge to Grom Reinforcement: Acquisition: So this means you should get the base+bonus merits for those activities listed, and just base
merits for ones that don't appear. This is separate from the bonus I think you get if it's a weekly activity. The merits for rares also depends on how much profit / how far away the rares are sourced I think. Hope this info is of some use. I'll try and add something to make the base + bonus situation clearer! Complete aid and humanitarian missions - Do
Support missions(?) In my experience, only missions inside the Support category are giving merits. I did a "Trading" mission in a Famine system - haul grain to feed the starving. Didn't count. IMHO that is Humanitarian Aid as well. I have a basic question about Ranks, I have 2500+ merits for a given power, but I am still listed as Rank 0. Do I need to
do something, talk to someone to "Rank up"? I have a basic question about Ranks, I have 2500+ merits for a given power, but I am still listed as Rank 0. Do I need to do something, talk to someone to "Rank up"? Have you already completed ALL of your listed specific 'Weekly Assignments' shown within panel-1 transactions tab yet? Have you already
completed ALL of your listed specific 'Weekly Assignments' shown within panel-1 transactions tab yet? I have not. So I have to complete all the assignments first got it thank you. In my experience, only missions inside the Support category are giving merits. I did a "Trading" mission in a Famine system - haul grain to feed the starving. Didn't count.
IMHO that is Humanitarian Aid as well. Yeah, I wish more mission types were included in PP. I should clarify that piracy and smuggling don't currently reward merits or any benefit in PowerPlay, which is surprising... it is a total no-sense. these are
favoured activities. but are they restricted activities? Can you do any of these actions in any system as any power and get merits, or do you only get merits for specific ones? Favoured, not restricted, base merits for any of the activities, base + bonus for favoured ones is my understanding. Other modifiers exist like "behind front lines penalty" in
undermine actions, for example. I hope I've clarified this a bit now in the post. Somehow I only just saw your comment! or is the answer even more complicated than that? does doing a favored activity more? It definitely gives
you more personal merits, I assume it helps the system progress, but not for the weekly task bonuses, according to one comment, at least. That's not only surprising... it is a total no-sense. Seems that crimes only get merits when you're caught?
If you get merits for being caught with stolen/illegal goods (?) then it's at least a bit odd for unsuccessful ones have no effect! Selling goods to a black market would be a good undermining activity to add, maybe. The distinction between piracy and murder is a murky one to me, and I guess murder
counts as a crime at least! Seems that crimes only get merits when you're caught? If you get merits for being caught with stolen/illegal goods (?) then it's at least a bit odd for unsuccessful smugglers to progress the system while successful ones have no effect! Selling goods to a black market would be a good undermining activity to add, maybe. The
distinction between piracy and murder is a murky one to me, and I guess murder counts as a crime at least! Piracy is stealing stuff, hopefully without having to actively kill someone although that does sometimes end up being necessary. Murder is just straight up killing. At least, that's the distinction I make. Seems that crimes only get merits when
you're caught? If you get merits for being caught with stolen/illegal goods (?) then it's at least a bit odd for unsuccessful smugglers to progress the system while successful ones have no effect! Selling goods to a black market would be a good undermining activity to add, maybe. The distinction between piracy and murder is a murky one to me, and least a bit odd for unsuccessful smugglers to progress the system while successful ones have no effect! Selling goods to a black market would be a good undermining activity to add, maybe. The distinction between piracy and murder is a murky one to me, and least a bit odd for unsuccessful smugglers to progress the system while successful ones have no effect! Selling goods to a black market would be a good undermining activity to add, maybe. The distinction between piracy and murder is a murky one to me, and least a black market would be a good undermining activity to add, maybe.
guess murder counts as a crime at least! Well.. committing crimes vs. being caught whilst committing crimes vs. being caught whilst committing the installations if thats the case. If not - shame. Does anyone know if selling stolen rare goods gives merits? A good use for pirating the installations if thats the case. If not - shame. Does anyone know if selling stolen rare goods gives merits? A good use for pirating the installations if thats the case. If not - shame. Does anyone know if selling stolen rare goods gives merits? A good use for pirating the installations if that shame.
pirating the installations if thats the case. If not - shame. Nope, no merits for stolen/black market trading. Unfortunately it's a shame... smuggling doesn't pay as well (unless you're caught by security = that should result in undermining the controlling power, for certain powers) the game doesn't distinguish between solen and illegal stuff. On the other
side, I admit that it's potentially exploitable... Just to note, I've updated the OP with two additional lists for undermining: Power vulnerabilities (taking a hint from a comment by @Ceres_O7) and additional undermining: Power vulnerabilities (taking a hint from a comment by @Ceres_O7) and additional lists for undermining: Power vulnerabilities (taking a hint from a comment by @Ceres_O7) and additional undermine activities against stronghold systems (listed in the "local activities" section of the system's Powerplay info panel in the galaxy map.) Do
your assigned activities just appear/disappear in Panel 1 depending on whether you are in System B which is in a suitable phase? Or how do you find out what you are supposed to be doing when you are on your own territory? EDIT: OK don't know how I
missed this before but... yes, there's a list. I'm not sure I am going to pew-pew 144,179 black-hats though... Do your assigned activities just appear/disappear in Panel 1 depending on whether you are in System A which is in a suitable phase? Or how do you
find out what you are supposed to be doing when you are on your own territory? Yeah, they will appear as you noted, but the list doesn't change according to what system. Target the system, then hit the Powerplay information
button (2nd from top on right). In there you'll see the control situation and under that the "local activities" - these are the activities preferred by your Power for that system type (as per the OP in this thread). I'm not sure I am going to pew-pew 144,179 black-hats though... Just take them one at a time. If I did it, I'm sure you can too! Why aren't there
any new PP weekly assignments after the maintenance today? What difference does Power Tracker Malware do versus Power Injection Malware? From my observation, it seems I'm awarded merits for uploading the former in rival system settlement data ports, but I'm unsure as when to use the latter. What difference does Power Tracker Malware do
versus Power Injection Malware? From my observation, it seems I'm awarded merits for uploading the former in rival system settlement data ports, but I'm unsure as when to use the latter. One is for Acquisition, one is for Undermining. (It says which one is which when you pick them up, can't remember offhand) One is for Acquisition, one is for Undermining.
Undermining. (It says which one is which when you pick them up, can't remember offhand) Thanks for the explain to me as well the difference between Lobbying material, Misinformation, and the Aid Supplies. One is for acquisition, one for undermining, one for fortification. (It says which one is which when you pick them up, can't remember offhand) Thanks for the explain to me as well the difference between Lobbying material, Misinformation, and the Aid Supplies.
up, can't remember offhand) These are the commodities to hand in at the Power contact, the previous set was for data hubs in settlements. I wish they color coded these items... Dunno if this is a silly suggestion but in Fortified and stronghold systems friendly to a cmdr why not have missions specific to given outcomes + locations? Go deliver this to
undermine that (low value commodities) or go bounty hunt here (kill 50 for payout + bonus). But these missions only apply to pledged cmdrs. Seems like a missed opportunity to me. For some reason, I can't seem to offload Lobbying materials to a system that is in a state of acquisition... Do your assigned activities just appear/disappear in Panel 1
depending on whether you are in System A which is in a suitable phase? Or how do you find out what you are supposed to be doing when you are on your own territory? EDIT: OK don't know how I missed this before but... yes, there's a list. I'm not sure I am
going to pew-pew 144,179 black-hats though... View attachment 407256 That's not the #, that's the amount of bounty in credits you need to obtain. I am highly disappointed that there is not a greater emphasis placed on conducting missions in exchange for merits. Especially with the flashy focus that FDev put on "how the stations concourses change
depending on the state of a system." No Odyssey missions have a simultaneous merit award, so why bother disembarking from my ship at all? Just to see some fancy banners or graffiti on the walls? That's not a good enough reason Even the "Complete Aid and Humanitarian Missions" activity is bland as hell. The only missions that count are missions
that require you to donate money or commodities for free. Why don't other missions (both Horizons and Odyssey) offer merits as well? But other than that, I'm pleased and enjoying myself with the current offerings. I just hope that more will be forthcoming in the future. This is great! Lovely and concise. Thanks for the shoutout! The "vulnerabilities"
thing was just something I noticed after pledging to somebody and checking UMs from 2 different enemy powers and realising that the bottom 2 activities would change depending on who it is... One thing I'm hoping to do some science on soon is what exactly the merit bonus actually IS for doing listed activities. That's not the #, that's the amount of
bounty in credits you need to obtain. I should really have thought of that. Although that does mean that task is quite a lot easier than any of the others, unless bounties have dropped a lot since I last got in the FAS. I am highly disappointed that there is not a greater emphasis placed on conducting missions in exchange for merits. Especially with the
flashy focus that FDev put on "how the stations concourses change depending on the state of a system." No Odyssey missions have a simultaneous merit award, so why bother disembarking from my ship at all? Just to see some fancy banners or graffiti on the walls? That's not a good enough reason Even the "Complete Aid and Humanitarian Missions"
activity is bland as hell. The only missions that count are missions that require you to donate money or commodities for free. Why don't other missions (both Horizons and Odyssey) offer merits as well? But other than that, I'm pleased and enjoying myself with the current offerings. I just hope that more will be forthcoming in the future. Yeah, I really
hope they integrate more mission types into PP2. Page 3 So this one: Transfer Power classified data - Download this data type from settlements have the conventional beacons that pop up when you drive up with an SRV. Any tips for
workarounds? So this one: Transfer Power classified data - Download this data type from settlements in AS, return to F/SS (YG JA D) I've got an assignment to do this in a single system, but none of the settlements have the conventional beacons that pop up when you drive up with an SRV. Any tips for workarounds? Sounds like an EDO activity where
avoided on foot stuff like the plague. Recover research and industrial data in system XYZ ... Is this an on foot mission? Yeah, from what I've seen this is from on-foot dataports inside Odyssey settlements. For clarity, I've marked these with Ody in the OP. Bounty hunting - collect vouchers in AS, awarded on kill (ALD YG DP JA) I'll note that for Felicia
Winters, you do get merits on bounty hunting kills (not turning in vouchers) in acquisition systems, but it's very low. On day 1 and 2 of PP2.0, I could get 200+ merits for an Elite Anaconda kill but now I'm lucky to get 30-50. I'm not sure if this was a nerf or if you get paid better at the start of an acquisition and later tapers off. How does this compare
to other powers? So you can only collect escape pods within specific systems?? I'm aligned with YG and just handed in over 700 escape pods and received 0 merits for them My understanding is if
you are reinforcing, you collect & turn them in the same system. If you collected them from an acquisition or undermining system, you turn them in the same system. If you collected them from an acquisition or undermining system,
you turn them in to the nearest reinforced or stronghold system. Definitely for reinforcing and acquisition. For undermining, the in-game docs say merits are awarded for scooping, but this isn't happening at the moment, and conflicting reports exist on turning them in to the Power Contact at a nearby co-aligned system. I got merits when I tried this
(as noted in OP) but others say they did this and it didn't move the needle on a Undermining escape pods weekly assignment, so jury's still out afaics. I'll note that for Felicia Winters, you do get merits on bounty hunting kills (not turning in vouchers) in acquisition systems, but it's very low. On day 1 and 2 of PP2.0, I could get 200+ merits for an Elite
Anaconda kill but now I'm lucky to get 30-50. I'm not sure if this was a nerf or if you get paid better at the start of an acquisition and later tapers off. I got 70ish merits for an Elite Anaconda (Kaine, Fortifying, Standard system strength) - so no ethos bonus either. That seems to about fit with what you're seeing. The noted powers in the original post
are ones which give a bonus for the activity - all activities do work for all powers, and the bonus isn't that big a deal for most of them. For undermining, the in-game docs say merits are awarded for scooping, but this isn't happening at the moment, and conflicting reports exist on turning them in to the Power Contact at a nearby co-aligned system. I
got merits when I tried this (as noted in OP) but others say they did this and it didn't move the needle on a Undermining escape pods weekly assignment, so jury's still out afaics. Turning them in at a friendly system works for me, too, in terms of progressing an Undermining system and personal ranks. It's possible that the assignment is buggy and
requires you to turn them in to the Undermining system - or is waiting for the non-existing "on scoop" merits event - and so can't be done. So you can only collect escape pods within specific systems?? I'm aligned with YG and just handed in over 700 escape pods and received 0 merits for them This might have changed recently as well. Last week, I
dropped 50 pods I've had in my carrier for months and it gave me a huge merits boost. But in an acquisition system where I farmed the pods locally just now, I turned in 16 and got zero merits. I tried both the power contact and local S&R contact with more pods, nothing. I'm going to relog and see if it accepted them but it's either a bug or a change
in what/where gets counted. Edit: Answer = no, restarting from launcher did not show any merits added for handing in pods in an acquisition system Powerplay information panels in the Galaxy map. Powerplay activities are grouped
according to the current control status of the "target system" - the system which the activities are to affect. Usually the most part of the activities are to affect. Usually the most part of the activities are to affect. Usually the most part of the activities are to affect. Usually the most part of the activities will take place in the target system.
by any Power, and close enough to one of your Power's fortified or stronghold systems that your activity can help your Power to gain control. This will be abbreviated as AS (Acquisition System). Reinforcement - the target is currently controlled by your Power to gain control.
of other Powers to weaken and control it. Abbreviated as RS (Reinforcement System). Undermining - the target is currently control level, enemy Power's control of nearby systems might be lost. Abbreviated as US (Undermine System). All
the activities listed should earn merits for all pledged players when done in the right system type as shown. Additionally, some Powers favour particular activities and will award bonus merits for them according to their 'Power Ethos'. Those Powers favour particular activities and will award bonus merits for all pledged players when done in the right system type as shown. Additionally, some Powers favour particular activities and will award bonus merits for them according to their 'Power Ethos'.
Archon Delaine DP: Denton Patreus EM: Edmund Mahon FW: Felicia Winters JA: Jerome Archer LYR: Li Yong-Rui NK: Nakato Kaine PA: Pranav Antal YG: Yuri Grom ZT: Zemina Torval A couple of other abbreviations are used: CS: Controlled system - any system controlled by your Power F/SS: Controlling system - a Fortified or Stronghold system
where the target system is inside its control range. PC: Power Contact - Contact for your Power via the contacts section in port menu Enemy - vessel or personnel aligned with a different Power to you Ody - the activity is an Odyssey (on-foot) task, done at Odyssey settlements ACTIVITIES Acquisition Bounty hunting - collect vouchers in AS, awarded
on kill (ALD YG DP JA) Collect Escape Pods - collect from AS, deliver to Power Contact (PC) in your Power's F/SS (A ALD PA FW) Holoscreen Hacking - at ports in AS (A ALD NK JA LYR FW) Power Kills - kill Enemies in AS Retrieve specific goods - retrieve from Power containers at settlements, return to F/SS (D) Scan datalinks - at Megaships in AS
(YG PA JA) Sell for large profits - trade commodities with at least 40% profit in AS (EM DP LYR ZT) Sell mined goods in AS, must be really mined. (EM NK ZT) Sell mined dota - (Ody) Download this data type from settlements in AS, return to
F/SS (YG JA D) Transfer Power association and political data - (Ody) Download from settlements in AS, return to F/SS (EM YG PA DP ZT) Transfer Power power association and political data - (Ody) Download from settlements in AS, return to F/SS (EM A ALD
YG PA DP NK JA LYR D FW ZT) Upload Powerplay malware - (Ody) obtain from PC in F/SS and upload to settlement data port in AS (D) Conflict (Additional activities for AS that are in conflict state because they're also another Power's AS) Complete aid and humanitarian missions - Do Support missions(?) in AS (NK FW) (see notes below) Flood
markets with low value goods - sell commodities at below 500 credits per ton in AS Scan ships and wakes - Scan ships and low wakes with built-in scanner, high wakes with Wake Scanner, in AS Reinforcement Bounty Hunting - Collect bounty vouchers in RS (ALD YG DP JA) Collect Escape Pods - collect in RS, hand in to PC in same RS (A NK)
Complete aid and humanitarian missions - do Support missions - do Support missions (?) in RS (EM A PA NK FW) Hand in cartography data - Sell exploration data in RS via Universal Cartographics (reinstated) (EM A PA NK LYR ZT)) (see notes) Hand in salvage
collect salvage and hand in to PC in same RS (EM YG PA DP JA D FW ZT) Holoscreen hacking - revert hacked holos at RS ports (A DP JA) Power Kills - kill Enemies in RS (EM YG PA DP JA D) Reboot mission completion - Do reboot missions in RS (ALD YG DP JA D) Reboot mission completion - Do reboot missions in RS (EM YG PA DP JA D) Reboot mission completion - Do reboot missions in RS (EM YG PA DP JA D) Reboot mission completion - Do reboot mission completion - Do reboot missions in RS (EM YG PA DP JA D) Reboot mission completion - Do reboot missions in RS (EM YG PA DP JA D) Reboot mission completion - Do reboot mission - Do reboot mission - Do reboot mission - Do reboot mission - 
scanner, high wakes with Wake Scanner, in RS (ALD YG PA DP NK JA D FW) Sell for large profits - trade commodities making at least 40% profit in RS, but not bought in RS (LYR D) Tranfer Power classified data - (Ody)
Download this data type from settlements, return to PC in same RS (NK) Transfer Power association and political data - (Ody) Download from settlements, return to PC in RS, obtained from from PC in a Fortified or Stronghold system (but not the RS)
(EM A ALD YG PA DP NK JA LYR D FW ZT) Undermining Collect Escape Pods - collect in US, awarded on scoop (EM A NK FW) (see notes) Commit crimes - do crime in US (YG JA LYR D) (see notes) Commit crimes - do crime in US (YG JA LYR D) (see notes) Commit crimes - do crime in US (YG JA LYR D) (see notes) Commit crimes - do crime in US (YG JA LYR D) (see notes) Commit crimes - do crime in US (YG JA LYR D) (see notes) Commit crimes - do crime in US (YG JA LYR D) (see notes) Commit crimes - do crime in US (YG JA LYR D) (see notes) Commit crimes - do crime in US (YG JA LYR D) (see notes) Commit crimes - do crime in US (YG JA LYR D) (see notes) Commit crimes - do crime in US (YG JA LYR D) (see notes) Commit crimes - do crime in US (YG JA LYR D) (see notes) Commit crimes - do crime in US (YG JA LYR D) (see notes) Commit crimes - do crime in US (YG JA LYR D) (see notes) Commit crimes - do crime in US (YG JA LYR D) (see notes) Commit crimes - do crime in US (YG JA LYR D) (see notes) Commit crimes - do crime in US (YG JA LYR D) (see notes) Commit crimes - do crime in US (YG JA LYR D) (see notes) Commit crimes - do crime in US (YG JA LYR D) (see notes) Commit crimes - do crime in US (YG JA LYR D) (see notes) Commit crimes - do crime in US (YG JA LYR D) (see notes) Commit crimes - do crime in US (YG JA LYR D) (see notes) Commit crimes - do crime in US (YG JA LYR D) (see notes) Commit crimes - do crime in US (YG JA LYR D) (see notes) Commit crimes - do crime in US (YG JA LYR D) (see notes) Commit crimes - do crime in US (YG JA LYR D) (see notes) Commit crimes - do crime in US (YG JA LYR D) (see notes) Commit crimes - do crime in US (YG JA LYR D) (see notes) Commit crimes - do crime in US (YG JA LYR D) (see notes) Commit crimes - do crime in US (YG JA LYR D) (see notes) Commit crimes - do crime in US (YG JA LYR D) (see notes) Commit crimes - do crime in US (YG JA LYR D) (see notes) Commit crimes - do crime in US (YG JA LYR D) (see notes) Commit crimes - do crime in US (YG JA LYR D) (see notes) Commit crimes - do crime in US (YG J
per ton in US (A LYR ZT) Hand in salvage - collect salvage in US (ALD YG DP JA D) Retrieve specific goods - return Powerplay goods from Power containers in US settlements to a PC in CS (D) Scan datalinks - at
Megaships in US (YG DP JA FW) Sell mined resources - sell actually mined goods in US Transfer Power classified data - (Ody) Download this data type from settlements in US, return to PC in CS (EM A PA NK LYR ZT) Transfer
Power research and Industrial data - (Ody) Download from Settlements in US, return to PC in any co-aligned Stronghold System (EM A ALD YG PA DP NK JA LYR D FW ZT) Upload Powerplay malware - (Ody) obtain from PC in any co-aligned SS
upload to settlement data port in US (YG PA DP JA D ZT) Vulnerabilities - each power is weak to up to two additional undermining activities in systems they control, as follows: A - holoscreen hacking, transfer Power association and political data ALD - commit crimes, scan datalinks D - bounty hunting, Power kills DP - commit crimes, scan datalinks
FW - retrieve specific goods, flood markets with cheap goods EM - flood markets with cheap goods EM - transfer Power classified data, flood markets with cheap goods EM - transfer Power classified data, flood markets with cheap goods EM - transfer Power classified data, flood markets with cheap goods EM - transfer Power classified data, flood markets with cheap goods EM - transfer Power classified data, flood markets with cheap goods EM - transfer Power classified data, flood markets with cheap goods EM - transfer Power classified data, flood markets with cheap goods EM - transfer Power classified data, flood markets with cheap goods EM - transfer Power classified data, flood markets with cheap goods EM - transfer Power classified data, flood markets with cheap goods EM - transfer Power classified data, flood markets with cheap goods EM - transfer Power classified data, flood markets with cheap goods EM - transfer Power classified data, flood markets with cheap goods EM - transfer Power classified data, flood markets with cheap goods EM - transfer Power classified data, flood markets with cheap goods EM - transfer Power classified data, flood markets with cheap goods EM - transfer Power classified data, flood markets with cheap goods EM - transfer Power classified data, flood markets with cheap goods EM - transfer Power classified data, flood markets with cheap goods EM - transfer Power classified data, flood markets with cheap goods EM - transfer Power classified data, flood markets with cheap goods EM - transfer Power classified data, flood markets with cheap goods EM - transfer Power classified data, flood markets with cheap goods EM - transfer Power classified data, flood markets with cheap goods EM - transfer Power classified data, flood markets with cheap goods EM - transfer Power classified data, flood markets with cheap goods EM - transfer Power classified data, flood markets with cheap goods EM - transfer Power classified data, flood markets with cheap goods EM - transfer Power classified data, flood ma
goods YG - commit crimes, upload Powerplay malware ZT - retrieve specific goods, sell mined resources Note: The activity may already be an Undermine activity is shown twice in "local activities" in the powerplay info panel for the system. At Stronghold carriers - additional undermine activities are
 listed in "local activities" for all Powers at enemy Stronghold carriers (apart from at Power capitals) Destroy carrier defences Disable carrier datalinks Hack carrier datalinks Hack carrier defences Disable carrier defen
@Ceres O7 via a comment here. H/T for the "vulnerabilities" ! Collect Escape Pods for undermine systems claims to reward merits on scooping from a threat 4 Power CZ in an undermine system, but I did get merits for handing in the pod to my Power contact in a controlled
system. Same for a black box I picked up in the US. This might be an in-game bug or a documentation error. Scan datalinks appears as a favoured activity for ALD, D and ZT for reinforcement systems in right-hand panel in gal map even though it isn't listed as a reinforcement activity in the handbook Commit crimes more information is needed on
exactly what illegal actions will be rewarded with merits and when Hand in biological research samples should count if collected after 6PM 7th Nov, same as bio samples. Complete aid and humanitarian missions bonus for NK & FW is the only bonus given for
a conflict-specific Acquiisition activity There will be some mistakes, I'll fix if you let me know. 1 problem with this post is you don't specify that many of these activities you must do IN THE SAME SYSTEM. For example, to sell mined resources, I have recieved no merits selling mined resources that I mined from a different system. 1 problem with this
post is you don't specify that many of these activities you must do IN THE SAME SYSTEM. For example, to sell mined resources, I have recieved no merits selling mined resources that I mined from a different system. Is it true that mining has to be done in the same system? Where is that information from? The pilots handbook I referred to: A
summary of the Activities information from the Pilots Handbook merely specifies the commodities must have been mined. It does not specify an origin: Acquisition section: Undermining section: Undermining section: Undermining section: Undermining section from the Pilots Handbook merely specifies the commodities must have been mined. It does not specify an origin: Acquisition section: Undermining section: Undermining section from the Pilots Handbook merely specifies the commodities must have been mined. It does not specify an origin: Acquisition section from the Pilots Handbook merely specifies the commodities must have been mined. It does not specify an origin: Acquisition section from the Pilots Handbook merely specifies the commodities must have been mined. It does not specify an origin: Acquisition from the Pilots Handbook merely specifies the commodities must have been mined from the Pilots Handbook merely specifies the commodities must have been mined from the Pilots Handbook merely specifies the commodities must have been mined from the Pilots Handbook merely specifies the commodities must have been mined from the Pilots Handbook merely specifies the commodities must have been mined from the Pilots Handbook merely specifies the commodities must have been mined from the Pilots Handbook merely specifies the commodities must have been mined from the Pilots Handbook merely specifies the commodities must have been mined from the Pilots Handbook merely specifies the commodities must have been mined from the Pilots Handbook merely specifies the commodities must have been mined from the Pilots Handbook merely specifies the commodities must have been mined from the Pilots Handbook merely specifies the commodities must have been mined from the Pilots Handbook merely specifies the commodities must have been mined from the Pilots Handbook merely specifies the pilots have been mined from the Pilots Handbook merely specifies the pilots have been mined from the Pilots Handbook merely specifies the pilots have been mined f
noted an issue with this (for example, or example, or example or e
the implementation! From my testing, admittedly limited, for reinforcement minerals must be mined in system, but not for acquisition. It seems to be what happens on experiment - hard to say at this stage whether the bug is in the
documentation or the implementation! If you've managed to get merits for mining, from what I read while looking just now you're ahead of the game! I'll put this as a hypothetical in the note on mining activities, and keep an eye out for fixes and more data. If you aren't getting merits for selling mined commodities, it may just be a bug with that
activity and getting rewarded. Others have noted an issue with this (for example or exam
last night, so we'll see if it's still there later today...) And - if you hand in mining and you don't get merits, or they don't show, maybe that's partly because that Cmdr hasn't completed an initial round of the weekly tasks and the merits will suddenly appear when they do, which is a bit of an over-read of the wording about "ranking" but also seems
exactly like the sort of thing FDev would implement one way but then word a different way in the UI. I can confirm you get merits for bounty hunting in acquisition systems for Nakato Kaine. I played a few hours last night and got between 10 and 60 merits per kill in a High Rez, but I did not get the 5 merits per scan. I can confirm you get merits for
bounty hunting in acquisition systems for Nakato Kaine. This is expected, it's an Acquiisition activity for all powers, with bonus merits if you're with ALD, YG, DP, JA, as noted in OP. I played a few hours last night and got between 10 and 60 merits per kill in a High Rez, but I did not get the 5 merits per scan. According to the in-game info, Scan ships
and wakes should get merits in Reinforcement and Acquisition systems, but only in AS which are in a Conflict threshold as seen in the right hand powerplay info panel in the Galaxy map.) I've only tested the Reinforcement side of this though. Is there a way we can visual see how our contribution is
quantified so we can measure the amount of merits / activity we would need to achieve in order to secure a system? I see the bar has a number of points shown, but what do they represent? How do I get an idea that my progress is working when trying to support the capture of a system? Is there a way we can visual see how our contribution is
quantified so we can measure the amount of merits / activity we would need to achieve in order to secure a system? I see the bar has a number of points shown, but what do they represent? How do I get an idea that my progress is working when trying to support the capture of a system? Downward pointing arrow: where it was at the start of the week
 Upward pointing arrow: where it is now The "Exploited" band seems to be about 300,000 merits wide in a normal system; movements of about 10,000 (net) merits are fairly clearly visible as offset arrows, smaller movements you might need a magnifying glass though you can still see the numbers above the bar. The "Fortified" and "Stronghold" bands be about 10,000 (net) merits are fairly clearly visible as offset arrows, smaller movements you might need a magnifying glass though you can still see the numbers above the bar. The "Fortified" and "Stronghold" bands are fairly clearly visible as offset arrows, smaller movements you might need a magnifying glass though you can still see the numbers above the bar. The "Fortified" and "Stronghold" bands are fairly clearly visible as offset arrows, smaller movements you might need a magnifying glass though you can still see the numbers above the bar. The "Fortified" and "Stronghold" bands are fairly clearly visible as offset arrows, smaller movements you might need a magnifying glass though you can still see the numbers above the bar. The "Fortified" and "Stronghold" bands are fairly clearly with the same are fairly with the same are fairly clearly with the same are fairly with the same are fairly clearly with the same are fairly clearly with the same are fairly with the same ar
seem to be wider than that Page 4 What's the quick way to find all the "undermining systems" near the Fortified system you're already in? Downward pointing arrow: where it was at the start of the week Upward pointing arrow: where it was at the start of the week Upward pointing arrow: where it is now The "Exploited" band seems to be about 300,000 merits wide in a normal system; movements of about
10,000 (net) merits are fairly clearly visible as offset arrows, smaller movements you might need a magnifying glass though you can still see the numbers above the bar. The "Fortified" and "Stronghold" bands seem to be wider than that Ah! thats interesting, good to know! Thanks Issue i have is, I want to undermine a power, but both powers don't like
selling cheap goods How do I undermine the controlling power Or does it only undermine the controlling power in the system (states Exploited, Fortified, Stronghold) and it's not yours, then all listed actions will undermine that power, yes. To get your own power into control,
you need to undermine the system all the way back to Unoccupied, then do your Power's acquisition actions to get it into control as Exploited. At all stages, the actions you do always benefit the power you are pledged to, either by weakening enemies or strengthening your power. What's the quick way to find all the "undermining systems" near the
Fortified system you're already in? Use the map filters - though in this case it's probably not too important as undermining actions don't seem to have range limits with respect to your own territory: you can pick up the undermining actions don't seem to have range limits with respect to your own territory: you can pick up the undermining actions don't seem to have range limits with respect to your own territory: you can pick up the undermining actions don't seem to have range limits with respect to your own territory: you can pick up the undermining actions don't seem to have range limits with respect to your own territory: you can pick up the undermining actions don't seem to have range limits with respect to your own territory: you can pick up the undermining actions don't seem to have range limits with respect to your own territory: you can pick up the undermining actions don't seem to have range limits with respect to your own territory: you can pick up the undermining actions don't seem to have range limits with respect to your own territory: you can pick up the undermining actions don't seem to have range limits with respect to your own territory: you can pick up the undermining actions don't seem to have range limits with respect to your own territory: you can pick up the undermining actions and the undermining actions are undermining actions are undermining actions and the undermining actions are undermining actions are undermining actions are undermining actions and the undermining actions are undermini
can use the activity level map filter on the second set of Powerplay map filters to quickly find systems which are being heavily undermining" + "Activity Filter Enabled" + "Activity Filter Enabled E
disappears that doesn't mean that there isn't any undermining happening locally! Oh I've already found myself a spoke or two on Strategic and shuffled some malware along them, don't you worry 'bout that. Level 4 reached - YAY! Largely achieved by collecting escape pods and black boxes. I did discover that as the system I was in was being
undermined, that enemy ships would drop in to some of the power wreckage signals, so I could switch to blowing them up as an alternative. I also discovered a Power Weapons Fire Signature, which seems to be a mini CZ. It's a steep learning curve, and for me not particularly intuitive. For example, where do I find "transfer power classified data" or
"hand in powerplay resources" missions? Are these on foot surface objectives where I have to scan settlement data ports or raid containers, and are they offered as part of the "5 things to do per week"? What about "aid and humanitarian missions"? They are identified as things I can do to help my power, but I have no idea where to find them. As a
complete novice in terms of PP activities, it would be quite useful if my adopted power could give a list of primary objectives. Rather than me picking things at random, would it not be better if priorities were identified. For example, "these systems are most at risk, and need fortifying"; or "these enemy systems are most likely to be undermined". It
seems more logical to me, as it provides a more concerted effort. I realise that there is a risk that if everyone jumped in to a small number of systems, then the opposition could just pick another to target. Level 4 reached - YAY! Largely achieved by collecting escape pods and black boxes. I did discover that as the system I was in was being
undermined, that enemy ships would drop in to some of the power wreckage signals, so I could switch to blowing them up as an alternative. I also discovered a Power Weapons Fire Signature, which seems to be a mini CZ. It's a steep learning curve, and for me not particularly intuitive. Congratulations! Salvage + Combat worked well for me too. You
just need a good ship to do it in If you've managed to get merits for mining, from what I read while looking just now you're ahead of the game! I'll put this as a hypothetical in the note on mining activities, and keep an eye out for fixes and more data. Okay, tested a bit more. It seems to be that minerals for acquisition systems still need to be mined in the note on mining activities, and keep an eye out for fixes and more data. Okay, tested a bit more in the note on mining activities, and keep an eye out for fixes and more data. Okay, tested a bit more in the note on mining activities and more data. Okay, tested a bit more in the note on mining activities and more data. Okay, tested a bit more in the note on mining activities and more data. Okay, tested a bit more in the note on mining activities and more data. Okay, tested a bit more in the note on mining activities and more data. Okay, tested a bit more in the note on mining activities and more data. Okay, tested a bit more in the note on mining activities and more data. Okay, tested a bit more in the note on mining activities and more data. Okay, tested a bit more in the note on mining activities and more data. Okay, tested a bit more in the note on mining activities and more data. Okay, tested a bit more in the note of the n
your Power's space; I mined 100 monazite in the acquisition system and didn't get anything, which makes me sad. But hey, that one's on me for not testing it out thoroughly, lol. So yeah. For reinforcement systems, mine in-system. For acquisition, mine in power systems and sell in acquisition system. I forgot which system economy buys metals &
minerals at a higher price, was is refinery or extraction? I believe it's refinery or extraction? I forgot which system economy buys
metals & minerals at a higher price, was is refinery or extraction? Extraction digs up minerals (so has a lower price for them, and largely ignores metals) Industrial/High-Tech consume metals to make technology (so have a higher price for them) but
largely ignore the raw minerals Very helpful, thanks Tifu & Ian! Okay, tested a bit more. It seems to be that minerals for acquisition system and didn't get anything, which makes me sad. But hey, that one's on me for not testing it out thoroughly, lol. So yeah
For reinforcement systems, mine in-system. For acquisition, mine in power systems and sell in acquisition system fix an unoccupied system fix an u
get no merits. My new "home" system is under reinforcement. I will try some mining there, sell in the same system, and see what happens. I will put this off until tomorrow. Is it me, or are there more rocks in a ring now? Or maybe it's the Lavian Brandy making me see double. hi, kill members of a rival power systeme khwar, pvp member? hi, kill
members of a rival power systeme khwar, pvp member? Sorry, but can't understand... except "kill" "rival power" and "pvp member" it seems it's ok... yes you can KILL any RIVAL POWER MEMBER and that's PVP. I'm quite befuddled on how Power kill merits are awarded. Caught a flight of two NPC ships pledged to Felicia Winters and easily
dispatched them both - in a Keelback configured primarily for trading. I got 128 merits for Power kills in PP 2.0. My Keelback doesn't even have an FSD interdictor - I crashed out of supercruise because of a blasted asteroid field and just ran into
Undermining systems get a few merits for killing Clean ships - but very literally "a few", you should consider this as replacement for the merits you'd have got for scanning the ship in a Reinforcement system, nothing more. Page 5 o7 cmdrs, I really need some advice on what to do in this mission. I travelled to Vitra and tried to collect all sorts of stuff
(escape pods, wreckage components, blackboxes...) mainly from power wreckage signal sources, but tried other signal sources also. With no success as you see. I also tried to salvage from surfaces, but could not find blackboxes, only escape pods, and they didn't count. Only thing that doesn't fit the description: I collected the stuff with limpets, not
with the vessel's scoop. Do you have any further advice on how to complete the mission? Much appreciated! Last edited: Nov 11, 2024 Unfortunately the in-game documentation on search and rescue is a bit wrong. Try collecting 9 units into your hold in Vitra, then travelling to a Power Contact in one of your friendly systems (it shouldn't matter which
one) to hand them in. For Power enemies, it's based on the combat rank of the ship. 40-80 seems about normal per ship in my experience (and I don't think either of us are in Combat ethos powers which would get a bonus to that) You also in Undermining systems get a few merits for killing Clean ships - but very literally "a few", you should consider
this as replacement for the merits you'd have got for scanning the ship in a Reinforcement system, nothing more. Thanks Ian, at least that makes sense. There seems to be an extreme difference between Power NPCs in Power wreckage sites and random encounters with Power NPCs in a system. Kaine's Elite Anaconda's often show up in Power wreckage sites and random encounters with Power NPCs in a system.
wreckage sites and it takes me & 3-4 other Mahon NPC ships around 5 minutes to kill one - each kill is also around 64 merits per kill anyway. Same system, same rewards, wide dispariity in effort - go figure Thanks Ian, at least that makes sense. There
seems to be an extreme difference between Power NPCs in Power wreckage sites and random encounters with Power NPC's in a system. Kaine's Elite Anaconda's often show up in Power wreckage sites and it takes me & 3-4 other Mahon NPC ships around 5 minutes to kill one - each kill is also around 64 merits each. The encounter with Winter's
 ships was a hell lot easier yet PP 2.0 awarded me 64 merits per kill anyway. Yes - I think the ones which show up in wreckage sites are CZ-spec or close to that. (My PP ship uses frags for rapid damage dealing especially to big slow targets, so it doesn't take me 5 minutes to kill a Mahon Elite Anaconda, but they are still pretty tough!) On the other side
the ones you interdict in supercruise or show up in random places are more often trader/pirate templates which - even at the same rank - fall pretty quickly. o7 cmdrs, I really need some advice on what to do in this mission. I travelled to Vitra and tried to collect all sorts of stuff (escape pods, wreckage components, blackboxes...) mainly from power
wreckage signal sources, but tried other signal sources also. With no success as you see. I also tried to salvage from surfaces, but could not find blackboxes, only escape pods, and they didn't count. Only thing that doesn't fit the description: I collected the stuff with limpets, not with the vessel's scoop. Do you have any further advice on how to
complete the mission? Much appreciated! View attachment 407994 I had a similar issue with a salvage cargo from HIP 8220 undermining assignment for Pranav Antal. I found wreckage and black boxes easily enough in that system in the Power wreckage signal sources but I made no progress turning them in to my power
contacts in either that or other systems. In the end, after lots of trial and error, I found that turning them in to the standard search and rescue station services contact at a planetary settlement in that system specific assignment tho. I've tried everything on
this one (collecting escape pods from both Power wreckage signatures and from bounty hunting wreckage that I've caused in that system as well as at other systems in various PP states but nothing I've tried has made any progress on that one. I think it's bugged and
is just not possible to complete. More than happy to be proved wrong tho' if anyone else has had success with a weekly assignment for rescuing escape pods from a specified undermining system. Oh, and while I'm talking about difficult to complete weekly assignments, I also had a bounty hunting assignment to collect bounties in HIP 8220 which is an
anarchy and thus doesn't show anyone as WANTED nor hand out any bounties! On someone's suggestion I did try taking a mission from a neighbouring system to kill a number of pirates in HIP 8220 (which at least helped identifying my targets in RES sites) but I still didn't get any bounties. In the end I found that using a KWS to get bounties for
systems other than the designated HIP 8220 sorted this one out and allowed me to complete it. Yesterday I did a trade in a contested AS system for over 2000% profit, however no merits were given. Any ideas? I had a similar issue with a salvage cargo from HIP 8220 undermining assignment for Pranav Antal. I found wreckage and black boxes easily
enough in that system in the Power wreckage signal sources but I made no progress turning them in to my power contacts in either that or other systems. In the end, after lots of trial and error, I found that turning them in to the standard search and rescue station services contact at a planetary settlement in that system counted and allowed me to
complete the task. Very interesting! You were awarded merits at hand-in as well as progressing the task? (I assume so, but ... best check) I've tried everything on this one (collecting escape pods from both Power wreckage signatures and from bounty hunting wreckage that I've caused in that system) and then handing it in at both power contacts and
search and rescue in that system as well as at other systems in various PP states but nothing I've tried has made any progress on that one. I think it's bugged and is just not possible to complete weekly assignments. I also had a
bounty hunting assignment to collect bounties in HIP 8220 (which at least helped identifying my targets in RES sites) but I still didn't get any
bounties. In the end I found that using a KWS to get bounties for systems other than the designated HIP 8220 sorted this one out and allowed me to complete it. Seems likely the underlying problem is setting bounty assignments in anarchy systems, and KWS is an ingenious workaround! Were merits awarded at any stage? Yesterday I did a trade in a
contested AS system for over 2000% profit, however no merits at hand-in as well as progressing the task? (I assume so, but ... best check) Did any of
the hand-in locations award merits for the escape pods? Seems likely the underlying problem is setting bounty assignments in anarchy systems, and KWS is an ingenious workaround! Were merits awarded at any stage? I'm sorry to say I'm not 100% sure on any of those questions. I was very focused on simply getting the weekly tasks to show any
progression plus I run an EDHM plugin which prevents those little popout messages in the bottom right of the HUD from appearing so I don't always see merit awards if there's something obscuring the HUD info panel. I would (foolishly) assume that anything which progresses a PP weekly assignments must also award merits but you know what they
say about "assume" ... it makes an ass out of u and me Frontier! Last edited: Nov 11, 2024 prevents those little popout messages in the bottom right of the HUD from appearing Is that by choice, or just a side effect of using the plugin? Because I'd say that for about 90% of merits earned those bottom-right popups are the only way you'll even know you
earned any (besides drilling into the PP menu constantly). Thinking about it, the only merits that appear in the top-right HUD are from bounties and ship scans. And the journal has none of this (annoyingly and unfortunately). Unfortunately the in-game documentation on search and rescue is a bit wrong. Try collecting 9 units into your
hold in Vitra, then travelling to a Power Contact in one of your friendly systems (it shouldn't matter which one) to hand them in. i tried exactly that ^ last nite and it didn't work. However, i'm guessing it was because i used LIMPETS to make the collections. Today, i'm going to try again without limpets and instead use the regular manual 'cargo scoop'
method guiding my ship scooping one-by-one for all 9 search & rescue listed items. i'll report back later if this manual method works. (someone else might try it too of course, before i get a chance to post later) Is that by choice, or just a side effect of using the plugin? Because I'd say that for about 90% of merits earned those bottom-right popups
are the only way you'll even know you earned any (besides drilling into the PP menu constantly). Thinking about it, the only merits that appear in the info log in the top-right HUD are from bounties and ship scans. And the journal has none of this (annoyingly and unfortunately). Up until now I've absolutely hated those popups which seem completely at
odds with the entire design of the ship HUD. They're a completely out-of-game-world UI addition and it was on my specific request that the EDHM developers added the (entirely optional) feature to remove them. Last edited: Nov 12, 2024 Up until now I've absolutey hated those popups which seem completely at odds with the entire design of the ship
HUD. They're a completely out-of-game-world UI addition and it was on my specific request that the EDHM developers added the (entirely optional) feature. I will give you that -- they are very out-of-place, and very "video gamey" I had a similar issue with a salvage cargo from HIP 8220 undermining assignment for Pranav Antal. I found wreckage and
black boxes easily enough in that system in the Power wreckage signal sources but I made no progress turning them in to the standard search and rescue station services contact at a planetary settlement in that system counted
and allowed me to complete the task. I do have another problem with a similar system specific assignment tho. I've tried everything on this one (collecting escape pods from both Power wreckage signatures and from bounty hunting wreckage that I've caused in that system) and then handing it in at both power contacts and search and rescue in that
system as well as at other systems in various PP states but nothing I've tried has made any progress on that one. I think it's bugged and is just not possible to complete. More than happy to be proved wrong tho' if anyone else has had success with a weekly assignment for rescuing escape pods from a specified undermining system. Oh, and while I'm
talking about difficult to complete weekly assignments, I also had a bounty hunting assignment to collect bounties! On someone's suggestion I did try taking a mission from a neighbouring system to kill a number of pirates in HIP 8220 (which at
least helped identifying my targets in RES sites) but I still didn't get any bounties. In the end I found that using a KWS to get bounties for systems other than the designated HIP 8220 sorted this one out and allowed me to complete it. Yup, same with me, I also got the "collect black boxes and wreckage parts" assignment, and I collected at least two
dozen so far, but other as is written, scooping them up didn't move the counter, and neither did handing them in at regular contacts now, and if that doesn't help, I'll just ignore the assignment and start shooting up stuff for undermining i tried exactly that ^ last nite and it didn't
work. However, i'm guessing it was because i used LIMPETS to make the collections. Today, i'm going to try again without limpets and instead use the regular manual 'cargo scoop' method guiding my ship scooping one-by-one for all 9 search & rescue listed items. i'll report back later if this manual method works. ( someone else might try it too of
course, before i get a chance to post later) Ok, my assignment was to scoop up wreckage components, personal effects and black boxes. In the specified system, i could only find them in Power wreckage sites other than in the description, scooping them up did not move the counter. First lemon. Then i handed them in at a power contact in the same
system, as the handbook suggests. no effect, except some creds. Second lemon. Tried the regular Search and Rescue contact in this nearest friendly system. No effect, except some creds. Fourth lemon. Paid off my bounties at
Interstellar, went back to the specified system, handed some in at the regular Search And Rescue there. No effect. Five lemons, Jackpot. Either this assignment is spectacularly wrongly worded, I am unconscious and didn't notice, or it is simply bugged. I need to have a word with my handler, i think. Sending field agents on impossible AND
nonsensical wild goose chases doesn't seem an effective allocation of manpower. I'll forget about it now, and go, blow stuff up. I'm not pledged yet, bc I want to make an informed decision. So... what are all the activities that count as "Covert" as per the power ethos? Didn't find any mention of the term in the first post, nor in the Wiki (whose PP
article seems to be a WIP). o7 cmdrs, I really need some advice on what to do in this mission. I travelled to Vitra and tried to salvage from surfaces, but
could not find blackboxes, only escape pods, and they didn't count. Only thing that doesn't fit the description: I collected the stuff with limpets, not with the vessel's scoop. Do you have any further advice on how to complete the mission? Much appreciated! View attachment 407993 View attachment 407994 Unfortunately the in-game documentation on
search and rescue is a bit wrong. Try collecting 9 units into your hold in Vitra, then travelling to a Power Contact in one of your friendly systems (it shouldn't matter which one) to hand them in. I had a similar issue with a salvage cargo from HIP 8220 undermining assignment for Pranav Antal. I found wreckage and black boxes easily enough in that
system in the Power wreckage signal sources but I made no progress turning them in to my power contacts in either that or other systems. In the end, after lots of trial and error, I found that turning them in to my power contacts in either that or other systems.
task. .... o7, thanks cmdrs for trying to help, but the two hints didn't receive new ones. He did not complete all 5 last week. Is it possible to just skip this weekly and get a set of
new ones after the next "tick"? I think a fellow commander didn't receive new ones. He did not complete all 5 last week. We'll find out (I have one that I'm ignoring for now) but I expect them to be replaced whether complete or not. If someone didn't complete the initial five to obtain a Powerplay rank, those might well not be replaced, though. Is it
possible to just skip this weekly If you've already done at least one set of assignments it's expected that further ones are optional, though we won't know for sure until the weekly tick because this is only the second ever set. @Nowski, another day and another possible merit bug exploit: Now here's something even crazier, Mahon's stronghold
carriers now have functioning commodity markets and at least one product's price I know of enables you to get that 40% profit bonus - with a station in the same stronghold system. Paging @rootsrat just in case, I have no idea of how to setup a high priority bug report and at any rate I think it's better for the above thread's author to submit one. Page
6 So... what are all the activities that count as "Covert" as per the power ethos? Didn't find any mention of the term in the first post, nor in the Wiki (whose PP article seems to be a WIP). Sooo... was that question too dumb or too hard? Aren't these the ones that
see a bonus when doing them in systems that require Covert tactics for a Power? For example, Yuri Grom has Covert for Acquisition and Undermining Datalinks Transferring Power Classified Data They get bonuses in Undermining Systems for: Committing
Crimes Power Kills Scanning Datalinks Transferring Power Classified Data Transporting PowerPlay Malware Stands to reason to me that those activities count as Covert because they're rewarded more by a Power that has the Covert ethos in those situations. They're also broadly sneaky. Thanks! Couldn't find that
info in game without pledging, and I prefer to know what I'm signing up for ahead of time. ^^ The game never tells you what activities correspond with which ethos even after you do pledge. I wouldn't have guessed bounty
hunting was "covert," and I'm really not sure it actually is. Thanks! Couldn't find that info in game without pledging, and I prefer to know what I'm signing up for ahead of time. ^^ No worries, I'm glad it helped. For reference, I used the information provided in the OP to make my assumptions, so credit goes to @Nowski for providing the required
source information. Ooooh now I get it. How to read and understand the OP I mean. Guess I was being a bit daft. The weird thing is that Bounty Hunting appears to count as Covert in Acquisition systems (so yes for Yuri Grom), but not in Reinforcement systems (so not for Nakato Kaine). If the list in the OP is correct, of course. Well that's kind of a
bummer bc I kinda want to like NK but there are few activities in her list that spark joy for me. Last edited: Nov 13, 2024 is trading disabled? i bought gold at a settlement for 4k each, filled my T8 and fly over and sell for 50k each at a system trying to get. (LYR) and get no merits or anything. And is the Escape pod delivery disabled? No Merits
hand in to friendly system) have worked for me just now. Haven't tried acquistion yet. Not much to say except what a bloody brilliant thing the OP has left us. Thank you Side note: if FDev could make more than 2 factions care about exobiology data, that'd be swell. I don't really like either the ultimate capitalist or the cultist leader Hm, one activity
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from weekly orders 4 Torval looks, hmm, strange. Ok, I found blackboxes etc in Grom's base - looks illogical. Made an attemt 2 deliver to capital - nothing. Found own system in area of the base - nothing too. Please, advice, tomorrow I have 5-6 hr
to reach level 8 from 6 and next return 2 Colonia. So, quick help GREATLY needed - going 2 sleep a bit Ok, I found blackboxes etc in Grom's base system (LFT 926) But to which system (other than your HQ - HQs are invulnerable so nothing done
there gives merits for either side) Undermining collection of salvage should work delivered to any friendly system, but weekly mission progress is zero. Will try 2 drop in LFT, if nothing - leave as-is BTW, I was
delivering 2 power representative, maybe, was needed 2 try regular contact? Or salvage should be from non power-related signals? Last edited: Nov 16, 2024 Thanks! Were delivered 2 friendly system, but weekly mission progress is zero. Will try 2 drop in LFT, if nothing - leave as-is BTW, I was delivering 2 power representative, maybe, was needed 2
try regular contact? Or salvage should be from non power-related signals? I've been collecting salvage from power signals (though the one time I got confused and delivered to the regular contact, I got merits anyway) Hmm. Did you get merits
but just not weekly mission progress? I've been collecting salvage from power signals (though only for convenience, the source doesn't seem to matter) and delivered to the regular contact, I got merits anyway) Hmm. Did you get merits but just not weekly mission
progress? Already have level 8, (salvage, signals, etc) but interesting, is it possible 2 complete this mission at all. Collected now 12 units again. Try 2 give one BB in LFT - nothing. Return 2 LHS 2441 - system is Torval's exactly and even in range of the Grom's base, if map is nor completely lying. Yesterday transferres remains of salvage to
representative - 0 progress. Now attemped normal search and resque. Gave them one unit - zero too. IMHO, needed 2 ask FD, how 2 complete this. Maybe it's something in localization or even bug. A bit of offtop - I emember first authomatic translated as
the largest English seaman - somebody wit 8x4x4 feet dimensions So, going back 2 Colonia. 2 weekly missions Interesting little side-note I hadn't picked up before, despite it being right there in the manual: Reinforcement and Undermining
both have both Escape Pods and Salvage as activities. Acquisition only has Escape Pods (so Black Boxes/Wreckage Components are worthless there) Page 7 I've been collecting salvage from power signals (though the one time I got confused
and delivered to the regular contact, I got merits anyway) Hmm. Did you get merits but just not weekly mission progress? I've been doing rescue and salvage as I stumble upon them, and whether I earn merits from undermining systems seems to be rather random. I'm beginning to suspect that there might be a distance from fortified/stronghold
systems for them to count. I've been doing rescue and salvage as I stumble upon them, and whether I earn merits from undermining systems seems to be rather random. I'm beginning to suspect that there might be a distance from the stronghold looks OK, you may see, that LHS 2441 is
inside the stromghold sphere. Maybe was needed 2 try Acquisition... Doesn't seem worth making a new thread for this: I finally got round to measuring the actual widths of the various progress bars. Measures are approximate but probably correct to within a few kMerits Starting with an unoccupied system: - 35k to get it to the conflict threshold
120k (including the 35k already done) to get it to the minimum capture point to Exploited - 333k to get a min-Stronghold system to min-Stronghold So - to give an idea of the relative scales of the personal and system progress bars - if you started
your Powerplay career in a fresh system and only ever obtained merits for that system, and no-one else touched it, then you'd reach Rank 100 about half-way through Fortified. So - to give an idea of the relative scales of the personal and system progress bars - if you started your Powerplay career in a fresh system and only ever obtained merits for
that system, and no-one else touched it, then you'd reach Rank 100 about half-way through Fortified. Looking at your figures, I can't imagine that colonisation is going to be any easier for a lone commander - even if he had billions of credits and a fleet carrier. I wouldn't be surprised if some of the first successful colonies would be through the
organized efforts of some PP 2.0 groups. They already have the cohesiveness, resources & analytical chops to get it done. Looking at your figures, I can't imagine that colonisation is going to be any easier for a lone commander - even if he had billions of credits and a fleet carrier. I expect it'll be another "depends on the player" one, too. Based on the
leaderboard figures I've seen, I would very roughly put the median merits/week at about 20 player-weeks of effort. On the other hand, the top 10 players in most powers are earning enough merits per week to do it single-handedly, some
more than once - and a hundred times the merits of the median player. Finding a balance point which doesn't lead to almost everyone finding it an impossible long-term project at the same time as the top 10 individual players are colonising a new system every week is the obvious (and probably unsolvable) problem. That's my Mean Merits / wk done
then Finding a balance point which doesn't lead to almost everyone finding it an impossible long-term project at the same time as the top 10 individual players are colonising a new system every week is the obvious (and probably unsolvable) problem. I could certainly see Frontier solving this by having costs rise by a lot when it comes to improving the
infrastructure of a system. For example, colonizing a new system by dropping a single surface settlement there? A doable project for a player. Improving it to the point where there's a Coriolis station, outposts, surface settlements etc? That's a squadron-level goal. Of course, it all depends on what Frontier's goals and aims with colonization will be,
which we currently know precious little about. An excellent guide which I use as a reference on a near daily basis. Thank you for the shout-out and link to my reddit post re: matching the right PP 2.0 system type to the weekly PP assignments. Much appreciated. I'm currently putting together a list of the unique names for the deliverables of all the
Galactic Powers. These are the Power Play-specific commodities one collects from Power NPC Contacts in Fortified and Stronghold systems. For example: Arissa Lavigny Strategic Reports (Undermine) (U) I intend on making another reddit post to help
players match the correct deliverable to the correct deliverable to the community for help. So far I have the names of the deliverables for the following Galactic Powers: Aisling Duval Archon Delaine Arissa Lavigny-Duval Denton Patreus (credit @Don Euclid) Felicia
Winters Jerome Archer Li Yong Rui Nakato Kaine Pranav Antal If anyone reading this would like to contribute by providing the names of Power Play-specific deliverables for Galactic Powers not yet on the list, that would be most appreciated. Ideally, it would follow the format of: (R) (A) (U) Thank you for your assistance of EDIT: Just to be clear, I'm
not attempting to hijack this excellent thread. Once I've compiled the list of all Galactic Powers' deliverables for all Galactic Powers. Will share in a new post soon. Thank you to those who contributed o7 Last edited: Nov 19, 2024 Denton
Patreus Patreus Field Supplies (R) Marked Military Arms (A) Patreus Garrison Supplies (U) Industrial machinery 27 merits industrial component 28 merits industrial component 29 merits ind
commander - even if he had billions of credits and a fleet carrier. I wouldn't be surprised if some of the first successful colonies would be through the organized efforts of some PP 2.0 groups. They already have the cohesiveness, resources & analytical chops to get it done. Seems appropriate. As a lone commander, I will simply find out some organized
group I like and quietly join their efforts. Following the reveal of the powerplay data exploit, I request that, when it gets patched, that the number of data by default. I don't think it would be unreasonable to increase the number of powerplay data per port from 1-2,
to 2-3 or even 2-4. Page 8 Use the PowerPlay map mode, select a fortified or stronghold system, and there's a toggle that shows the connections. If it's an empty circle, with a line to the controlled system, and there's a toggle that shows the connections. If it's an empty circle, with a line to the controlled system, and there's a toggle that shows the connections. If it's an empty circle, with a line to the controlled system, and there's a toggle that shows the connections.
Strategic Mode button, and you get lines out to any control system in range. For empty systems, this includes the possibilities for other powers to capture it. As I discovered yesterday, this also works in reverse - select an empty or exploited system and press the Strategic Mode button, and you get lines out to any control system in range. For empty
systems, this includes the possibilities for other powers to capture it. Ooh, good to know, thanks for the insight! Dammit I finally am having fun playing doing Search & Rescue the intended way, and now I can't anymore because some sweatlords found some way to cheese Escape Pods? This sucks. So, taking into account the two round of adjustment
we've had from FDev so far, including today's, what PowerPlay activities still make some kind of sense to fit into one's gameplay, or should I just nip off into The Black for a month or two and explore like it's Update 14 and none of this ever happened? So, taking into account the two round of adjustment we've had from FDev so far, including today's,
what PowerPlay activities still make some kind of sense to fit into one's gameplay, or should I just nip off into The Black for a month or two and explore like it's Update 14 and none of this ever happened? Killing enemy CMDRs. So, taking into account the two round of adjustment we've had from FDev so far, including today's, what PowerPlay activities
still make some kind of sense to fit into one's gameplay, or should I just nip off into The Black for a month or two and explore like it's Update 14 and none of this ever happened? I've been updating the original post here as changes are made. Though it won't tell you what is the best for merits it should reflect what's currently suspended / working. So,
taking into account the two round of adjustment we've had from FDev so far, including today's, what PowerPlay activities still make some kind of sense to fit into one's gameplay, or should I just nip off into The Black for a month or two and explore like it's Update 14 and none of this ever happened? There's still quite a lot left - nothing stand-out, but
certainly a few left which can get something like 3k/hour and some others which can be used for opportunistic bonuses. Most of them are either already normal gameplay or easy to fit into it. Bounty hunting is probably one of the better single actions, and should get a decent rate if you can find a good location, or be a decent bonus done
opportunistically Power enemy shooting is pretty good still but in most systems the main sources of them are the Power signal sources ... which losing S&R as an option hurts a lot. Still an option for contested acquisition. Power cargo hauling is decent but in a ship of even medium size won't fill your hold, and most of the other short-range trade
options are fairly weak unless you're flying a max-size cargo ship (inevitably for bulk cargo hauling, I guess) Holoscreen hacking is a nice side option and can be easily fitted onto most builds but again you can't build an entire career around it, same with megaship scanning. Odyssey Data uploads and Goods theft should still work - you just miss out on
a bit of efficiency by not being able to get merits for the downloaded data too. If you can manage to complete restore/reactivation missions at the same time, even better. Mining is situational - because of the harsh location requirements - but in the right system could pay out pretty well if you were efficient at it. (In terms of merits gained any of those
is likely to be better than the equivalent time spent gathering exploration data) Dammit I finally am having fun playing doing Search & Rescue the intended way, and now I can't anymore because travelling between signals to get a
half decent amount of them is time consuming even with SCO, so that should be factored into their value. So, taking into account the two round of adjustment we've had from FDev so far, including today's, what PowerPlay activities still make some kind of sense to fit into one's gameplay, or should I just nip off into The Black for a month or two and
explore like it's Update 14 and none of this ever happened? I've just got going on it today. For Li Yong-Rui it seems fairly good just flying around signal sources scanning things and picking up stuff. Thank you all, most excellently clear replies. I might take a cargo rack out of the all-purpose Cobra to make room for Recon limpets then, as I'm already
doing some of the other odd-jobbing that works. I also have the sensors on the Cobby engineered up the wazoo so getting all those lots of 5 merits is pretty much doing itself. If I happen to find the right mining opportunity I'll swap into the Python for a while. (Yes I am a combat-last sort of player. Yes avoiding combat got a bit harder because where
the other issues in PP 2.0 happen to have cropped up.) The stronghold carriers need to start offering Power specific missions where the commander has a choice of credits, materials or merits (instead of INF) as rewards Dammit I finally am having fun playing doing Search & Rescue the intended way, and now I can't anymore because some
sweatlords found some way to cheese Escape Pods? This sucks. Until I decided to test the blockade at George Lucas (and earned some decent merits along the way), I was more than willing to keep an eye out for PowerPlay wrecks for S&R gameplay. sigh The stronghold carriers need to start offering Power specific missions where the commander has
a choice of credits, materials or merits (instead of INF) as rewards Not just stronghold carriers, but stations in general. I'd much rather do missions to undermine a system than the few options that now available. Variety is the spice of life, after all. The stronghold carriers need to start offering Power specific missions where the commander has a
choice of credits, materials or merits (instead of INF) as rewards Add to that the random missions tied to Power Play that reflect what is happening in real-time with our Galactic Power's borders while awarding
us Merits for their completion: A system being heavily undermined? A mission directing pledgees to that system to reinforce it. An enemy Galactic Power's Stronghold or Fortified system on the brink of being demoted to the next lower tier? A call to arms to help undermine that system. There's so much potential for a large variety of such missions.
Imbuing them with a sense of urgency would really make Power Play come alive as a dynamic conflict. Anyone who seriously expected it was intended that you got as much for an SLF that died in one shot compared to an anaconda that took 2 minutes is...very confused. Honestly, 14 merits is generous for something that takes a full 5 seconds to kill
Page 9 Add to that the random missions that pop up in the Comms panel (the roundly ignored "Tip off" missions being one such example). Give us timely and time sensitive missions that pop up in the Comms panel (the roundly ignored "Tip off" missions being heavily and time sensitive missions that pop up in the Comms panel (the roundly ignored "Tip off" missions that pop up in the Comms panel (the roundly ignored "Tip off" missions that pop up in the Comms panel (the roundly ignored "Tip off" missions that pop up in the Comms panel (the roundly ignored "Tip off" missions that pop up in the Comms panel (the roundly ignored "Tip off" missions that pop up in the Comms panel (the roundly ignored "Tip off" missions that pop up in the Comms panel (the roundly ignored "Tip off" missions that pop up in the Comms panel (the roundly ignored "Tip off" missions that pop up in the Comms panel (the roundly ignored "Tip off" missions that pop up in the Comms panel (the roundly ignored "Tip off" missions that pop up in the Comms panel (the roundly ignored "Tip off" missions that pop up in the Comms panel (the roundly ignored "Tip off" missions that pop up in the Comms panel (the roundly ignored "Tip off" missions that pop up in the Comms panel (the roundly ignored "Tip off" missions that pop up in the Comms panel (the roundly ignored "Tip off" missions that pop up in the Comms panel (the roundly ignored "Tip off" missions that pop up in the Comms panel (the roundly ignored "Tip off" missions that pop up in the Comms panel (the roundly ignored "Tip off" missions that pop up in the Comms panel (the roundly ignored "Tip off" missions that pop up in the Comms panel (the roundly ignored "Tip off" missions that pop up in the Comms panel (the roundly ignored "Tip off" missions that pop up in the Comms panel (the roundly ignored "Tip off" missions that pop up in the Comms panel (the roundly ignored "Tip off" missions that pop up in the Comms panel (the roundly ignored "Tip off" missions that pop up in the Comms panel (the roundly ignored
undermined? A mission directing pledgees to that system to reinforce it. An enemy Galactic Power's Stronghold or Fortified system on the brink of being demoted to the next lower tier? A call to arms to help undermine that system on the brink of being demoted to the next lower tier? A call to arms to help undermine that system on the brink of being demoted to the next lower tier? A call to arms to help undermine that system.
Power Play come alive as a dynamic conflict. I couldn't agree more. Giving merits for missions is the way to go. @Nowski Note that it appears from another thread that you can still sell Rares to meet a weekly assignment target but you won't see the merits. This is just as well really because otherwise anyone starting PP 2.0 today would not be able to
do their initial five assignments and therefore they would be gated off from PP 2.0 wholesale. @Nowski Note that it appears from another thread that you won't see the merits. This is just as well really because otherwise anyone starting PP 2.0 today would not be able to do their initial five
assignments and therefore they would be gated off from PP 2.0 wholesale. Thanks, I also heard this for settlement data tasks. Updated accordingly. A system being heavily undermined? A mission directing pledgees to that system to reinforce it. An enemy Galactic Power's Stronghold or Fortified system on the brink of being demoted to the next lower
tier? A call to arms to help undermine that system. There's so much potential for a large variety of such missions. Imbuing them with a sense of urgency would really flesh out one's personal Powerplay experience And some Power specific news on a channel
specific to pledged commanders would also be useful. More work for FD though Why doesn't FDev just come out this hamster wheel grind as a substitute for actual content." and be done with it. FDev in 2024: "You can play your way...as long as it's OUR
way!" Why should it be over quickly? I don't see grind: I did my weekly tasks in two flights within about an hour and a half. Back to Thargoids for the rest of the week I think. Why doesn't FDev just come out and say, "We expect you to take 2 years to reach rank 100 because we want to artificially drag out this hamster wheel grind as a substitute for
actual content." and be done with it. FDev in 2024: "You can play your way...as long as it's OUR way!" While 2 or 3 weeks in Galactic politics is a very long time, and the current implementation clearly has significant defects, personally I'd rather reserve my critical appraisal until after the inevitable balance-and-issues pass or three. The somewhat
desperate-looking reactive measures and the absence of quickfire single-issue patch releases probably reflect stretched dev resources, and (optimistically) indicate a multi-issue "stability" update is in the works. We can hope. In any case, I wonder if it's possible to use any of the other multi-issue "stability" update is in the works. We can hope. In any case, I wonder if it's possible to use any of the other multi-issue "stability" update is in the works. We can hope. In any case, I wonder if it's possible to use any of the other multi-issue "stability" update is in the works. We can hope. In any case, I wonder if it's possible to use any of the other multi-issue "stability" update is in the works. We can hope. In any case, I wonder if it's possible to use any of the other multi-issue "stability" update is in the works. We can hope. In any case, I wonder if it's possible to use any of the other multi-issue "stability" update is in the works. We can hope if it's possible to use any of the other multi-issue "stability" update is in the works. We can hope if it's possible to use any of the other multi-issue "stability" update is in the works. We can hope if it's possible to use any of the other multi-issue "stability" update is in the works.
FDev-cursing and so on and concentrate here on sharing information about implementation details? I don't have any proprietorial rights of course, it's just, like, my opinion maaan, but the initial post was intended to be useful and a lot of subsequent comments have provided high quality information - it seems a shame to dilute that with venting and
critiques which are better off in threads designed for that type of commentary. While 2 or 3 weeks in Galactic politics is a very long time, and the current implementation clearly has significant desperate-looking reactive
measures and the absence of quickfire single-issue patch releases probably reflect stretched dev resources, and (optimistically) indicate a multi-issue "stability" update is in the works. Now it's a couple of weeks in and we've had time to see how things play out it seems the rebalancing strategy will be to receive notification of an imbalance,
temporarily halt the merits for that activity, do a fix and then include that fix in the following Thursday's downtime. Which seems a logical and sensible way to go about it. This to me does not imply a system with serious underlying issues at all (not liking how something is implemented is not the same thing) but one that now needs fine tuning which
could not be done until they could see how players did things. Maybe a rethink on how a few activities work for a future patch. No exploit has lasted more than two weeks so far, despite the unfounded hysteria of those who think if something isn't fixed in a nanosecond it never will be. Other fixes that have gone mostly unmentioned have been done
already - merits for combat, in the last week that has changed with ships in a Haz Res that got me 10 merits before last Thursday getting me 30 merits now. And I expect a lot more of that, as we had with the war, with lots of small tweaks happening that don't necessarily get mentioned in the patch notes. If the Thargoid War Machine had been
rebalanced this fast far fewer players would have burned out. Other fixes that have gone mostly unmentioned have been done already - merits for combat, in the last week that have gone mostly unmentioned have been done already - merits for combat, in the last week that have gone mostly unmentioned have been done already - merits for combat, in the last week that have gone mostly unmentioned have been done already - merits for combat, in the last week that have gone mostly unmentioned have been done already - merits for combat, in the last week that have gone mostly unmentioned have been done already - merits for combat, in the last week that have gone mostly unmentioned have been done already - merits for combat, in the last week that have gone mostly unmentioned have been done already - merits for combat, in the last week that have gone mostly unmentioned have been done already - merits for combat, in the last week that have gone mostly unmentioned have been done already - merits for combat, in the last week that have gone mostly unmentioned have been done already - merits for combat, in the last week that have gone mostly unmentioned have been done already - merits for combat, in the last week that have gone mostly unmentioned have been done already - merits for combat, in the last week that have gone mostly unmentioned have been done already - merits for combat, and the last week that have gone mostly unmentioned have been done already - merits for combat, and the last week that have gone mostly unmentioned have been done already - merits for combat, and the last week that have gone mostly unmentioned have been done already - merits for combat, and the last week that have gone mostly unmentioned have been done already - merits for combat, and the last week that have gone already - merits for combat, and the last week that have gone already - merits for combat, and the last week that have gone already - merits for combat, and the last week that have gone already - merits for combat, and the last week that have
small tweaks happening that don't necessarily get mentioned in the patch notes. If you don't mind - who are you pledged to? I'm pledged to? I'm pledged to Mahon so I'm wondering if the HazRes will be worth
it for me despite the lack of any combat bonus HazRES for Kaine (also no bonus) got me about 800 merits in 15 minutes (and then I ran out of ammunition), which multiplied up is pretty competitive if you ignore rares. That's with no KWS and I'm sure plenty of other space for optimisation. HazRES for Kaine (also no bonus) got me about 800 merits in
15 minutes (and then I ran out of ammunition), which multiplied up is pretty competitive if you ignore rares. That's with no KWS and I'm sure plenty of other space for optimisation. Thanks Ian Looks like it may compensate for the escape pod (temporary) nerf for now. If you don't mind - who are you pledged to? I'm pledged to Mahon so I'm wondering
if the HazRes will be worth it for me despite the lack of any combat bonus Aisling Targaryen, Mother of Prismatics. Mainly because I was checking out the rescue rewards, as the coordinator of a rescue squad looking for stuff to do after the war. If you don't mind - who are you pledged to? I'm pledged to Mahon so I'm wondering if the HazRes will be
worth it for me despite the lack of any combat bonus Also pledged to Mahon - as he seemed most aligned with my "politics" - but rapidly regretting it having seen how long (even before the nerfs) it will take me to get even 1 Module and he doesn't provide bonuses to my usual play-style - PvE bounty hunting with a bit of AX. I'd re-pledge to LYR to try
and get Pack Hounds sooner but it would still be many, many months given how long I get to play on an average week so, at this point, PP2.0 just doesn't seem to be worth my time, unfortunately. I like the mechanics of it, though: doing the weekly task-list by engaging with a bunch of gameplay loops - including stuff I don't often do - was kinda fun.
HazRES for Kaine (also no bonus) got me about 800 merits in 15 minutes (and then I ran out of ammunition), which multiplied up is pretty competitive if you ignore rares. That's with no KWS and I'm sure plenty of other space for optimisation. Same experience for me - in a medium Power CZ I made nearly 900 merits in 13 minutes with a Frag Pythore
MKII. Factoring in the reloading turnaround I can get to around 3k merits per hour. I tried a HazRes too, but don't remember the payout, and it was in a less efficient ship (the one that is not a combat ship ). When hunting in a CZ or Res site, do you need to meet certain conditions other than being in your power that is Reinforcement or Acquisition? I
see people mentioning they are getting about 1 merit per 10K bounty. I am getting about 1 merit per 10K bounty. Wondering if I'm doing something wrong or if it is a Power condition. This is for LYR. Also, when you use a KWS, do you get more merits when turning in the bounties? If so, do you need to turn them in anywhere specific? Your power?
Last edited: Nov 20, 2024 Something I was wondering about these CZ that are impossible to complete with the ammo reserves we have available... Does leaving the CZ to rearm (or for any other reason, I guess) count as a "loss" and harm progress? Isn't that how it works in normal BGS combat zones? (I'll admit I almost never do CZ because the ships
in there are just too spongey, and I don't find that fun. All weapons really need like 2x ammo increase baseline IMO) I see people mentioning they are getting about 1 merit per 10K bounty. I am getting about 1 merit per 10K bounty. I am getting about 1 merit per 10K bounty. Wondering if I'm doing something wrong or if it is a Power condition. This is for LYR. The formula (for a non-combat
power) is 1 merit for the first 10K, then 1 merit for every 15K after that. As "preferred ethos" is a 50% bonus to merit earning, someone in a combat power would get 1 merit for every 15K after that. As "preferred ethos" is a 50% bonus to merit earning, someone in a combat power would get 1 merit for every 15K after that. As "preferred ethos" is a 50% bonus to merit earning, someone in a combat power would get 1 merit for every 15K after that.
a KWS - since it adds to the total bounty payout - should add to the merits - the merits are awarded immediately you make the kill, even if you later get blown up and lose the vouchers. Turning in the bounties to any friendly system
Power Contact will get you a bonus 20% credit payout, though, so you may as well hand them in there if you've no reason not to. Something I was wondering about these CZ that are impossible to complete with the ammo reserves we have available... Does leaving the CZ to rearm (or for any other reason, I guess) count as a "loss" and harm progress?
 Isn't that how it works in normal BGS combat zones? (I'll admit I almost never do CZ because the ships in there are just too spongey, and I don't find that fun. All weapons really need like 2x ammo increase baseline IMO) No, neither is there a bonus for completing a PP CZ, nor is there any kind of penalty or disadvantage for leaving early. Also, there
seem to be only Medium Intensity PP CZs (for now?). As far as combat goes, here's the numbers I've come up with so far: Bounty Hunting (I tried scenarios, HazRes and Compromised Nav Beacons) is somewhere between 3k-4k merits per hour on average. PP CZs got me 5k-6k merits per hour. Attacking stronghold carrier groups (without cheesing
SLFs) got me about the same as bounty hunting, but I got forced out when ATR showed up with their one-shot shield generator kills. The formula (for a non-combat power) is 1 merit for every 15K after that. As "preferred ethos" is a 50% bonus to merit earning, someone in a combat power would get 1 merit for 10K
instead I believe that a KWS - since it adds to the total bounty payout - should add to the merits - the merits are awarded immediately you make the kill, even if you later get blown up and lose the vouchers. Turning in the bounties to
any friendly system Power Contact will get you a bonus 20% credit payout, though, so you may as well hand them in there if you've no reason not to. Thanks IanDoncaster for the help. Appreciate the input. Does leaving the CZ to rearm (or for any other reason, I guess) count as a "loss" and harm progress? Isn't that how it works in normal BGS combat
zones? Normal BGS combat zones you can leave freely (either in your ship or in an escape pod, your choice) and it doesn't count as a loss. (Otherwise you'd enter, pick the opposing side, leave, repeat and that would be way quicker) I doubt there is any way in Powerplay 2 to earn negative merits so it probably works the same there. (With there being
no completion bonus for PP2 CZs, my quess is that the whole point of them running long is so that you don't run out of ammo, but they're not simply infinite to stop AFK laser builds) Something I was wondering about these CZ that are impossible to complete with the ammo reserves we have available... Does leaving the
CZ to rearm (or for any other reason, I guess) count as a "loss" and harm progress? Isn't that how it works in normal BGS combat zones? (I'll admit I almost never do CZ because the ships in there are just too spongey, and I don't find that fun. All weapons really need like 2x ammo increase baseline IMO) Or go ammo-less. Page 10 Does anyone know
what effect "System Strength Penalty" and "Beyond Frontline Penalty" and "Beyond Frontline Penalty" and Standard. HazRES for Kaine (also no bonus) got me about 800 merits in 15 minutes (and then I ran out of ammunition), which multiplied up is pretty competitive if you ignore rares. That's with no KWS and I'm sure plenty of
other space for optimisation. Disagree, 2400 per hour isn't really 'competitive', as much as it's painfully mediocre just like the majority of tasks Heck, it's not even competitive with other players reporting their own results from HazRES hunting. Where I frequently see estimates of 4k-6k. Disagree, 2400 per hour isn't really 'competitive', as much as it's
painfully mediocre just like the majority of tasks Heck, it's not even competitive with other players reporting their own results from HazRes, maybe it depends on how willing you are to keep relogging to get a big ship, high rank NPC instance. Or maybe those
people already have the +100% bounty bonus? So far for me BH averages out at ~3.6k merits. CZs at ~5.5k. Does anyone know what effect "System Strength Penalty" and "Beyond Frontline Pena
one system I'm watching. System Strength Penalty I really haven't seem to be Moderate or High - Stronghold seem to be High or Very High - HQs are "Unassailable" as a special case (but there are exceptions, and I can't see an obvious cause for those) Beyond
Frontline Penalty seems to only apply to Undermining - I couldn't find a friendly system that wasn't Standard, but that may be because Kaine is very compact compared with other powers - and be related to its distance from your systems (whether from your systems, I'm not sure - the name implies the latter) It would be
interesting to see if players on different systems, since I'm fairly sure we won't for the BFP measure. I'm planning to do some experiments using credit donation missions as an easily standardised action this week. System Strength Penalty I really haven't seen much pattern to, other than: - Exploited seem to be
Standard or Moderate - Fortified seem to be Moderate or High - Stronghold seem to be High or Very High - HQs are "Unassailable" as a special case (but there are exceptions, and I can't see an obvious cause for those) Beyond Frontline Penalty seems to only apply to Undermining - I couldn't find a friendly system that wasn't Standard, but that may
be because Kaine is very compact compared with other powers - and be related to its distance from your systems, I'm not sure - the name implies the latter) It would be interesting to see if players on different systems, since I'm fairly sure we won't for the
BFP measure. I'm planning to do some experiments using credit donation missions as an easily standardised action this week. Its this sort of thing that I wish FD just told us in the UI what it was. Shocking I know! System Strength Penalty I really haven't seen much pattern to, other than: - Exploited seem to be Standard or Moderate - Fortified seem
to be Moderate or High - Stronghold seem to be High or Very High - HQs are "Unassailable" as a special case (but there are exceptions, and I can't see an obvious cause for those) Beyond Frontline Penalty seems to only apply to Undermining - I couldn't find a friendly system that wasn't Standard, but that may be because Kaine is very compact
compared with other powers - and be related to its distance from your systems, I'm not sure - the name implies the latter) It would be interesting to see if players on different systems, since I'm fairly sure we won't for the BFP measure. I'm planning to do
some experiments using credit donation missions as an easily standardised action this week. They must should add some explanations in the Codex.. If they put it in the Codex it would be wrong in the Codex. One thing we've seen over the years is that even fdev don't know how the game works (e.g. when they explained how missions spawned and we
had to point out they didn't spawn that way). Better to work it out for ourselves and 'ask' why it is that way. Which is essentially what all the recent nerfs were about If they plan to update penalties and merit awards adaptively, putting them in the codex would just mean they had to incorrect
any accidentally correct ones after each adjustment. I patched my game and started testing stuff. I seem to be getting 12 merits per ship scan now, 3 scans worth that much each so far. Unsure if it's related to ship size - I'll drop by the orbital station and test more. Btw, that change wasn't documented in the patch notes Confirmed, ship scans now
worth 12 merits each now which is 4x more than the old reward (3 merits). Dropped by a navigation beacon and each still in this patch then it's definitely not worth your while - hang out at your navigation beacon or orbital station instead.
whistles Ship scans under Kaine give 5 x 4 = 20 merits per scan now. Does this mean you can just jump into PPCZ, cycle through friendlies and relog for the quick merits? Very often I noticed friendlies were already scanned in multiple places (stations, signal sources, POI) and you only needed to cycle through friendlies were already scanned in multiple places.
Does this mean you can just jump into PPCZ, cycle through friendlies and relog for the quick merits? Depends if anything else has also been increased by a similar amount. If most things which were slower methods pre-patch have gone up
that's really strange. Depends if anything else has also been increased by a similar amount. If most things which were slower methods pre-patch have gone up that's really strange. I read in the update thread that PP stuff deliveries were also
merit boosted. But the game kicked me out before I could test it TIL I misunderstood the whole thing about ethos. Is there a spreadsheet that lists down which activities get 50% bonus merits for scanning ships in controlled space because her ethos for reinforcing is covert. Other
powers get only 3 (12 now) merits. So that means ship scanning is a covert activity. Is there a spreadsheet, but that was the point of the initial post in this thread Maybe I should just bow to the inevitable and try putting it in a table
structure.. scary thought! Oh, wait, you mean under categories like "covert" and so on. Nevermind then. So that means ship scanning is a covert activity. It might not be that simple - looking at the list on the front page, Combat Reinforcement ethos also seems to get it listed as a preferred activity. On the other side, Delaine, ALD and Archer are all
Combat Acquisition powers, if I remember rightly, but don't all have the same listed activities. Kaine is Social for Undermining and Acquisition, and Covert for Reinforcement - but gets Escape Pods listed as a recommended activity for Reinforcement and Undermining, but not Acquisition. FD still forgetting about rewarding crime. Meanwhile I have PP
ships worth nearly 300 merits a go not firing back as I blow them up. The only danger is that they jump out faster than I can kill them. I can literally drop in and out of SC and autogenerate 3 or more NPCs and repeat. It might not be that simple - looking at the list on the front page, Combat Reinforcement ethos also seems to get it listed as a
preferred activity. On the other side, Delaine, ALD and Archer are all Combat Acquisition powers, if I remember rightly, but don't all have the same listed activities. Kaine is Social for Undermining and Acquisition, and Covert for Reinforcement - but gets Escape Pods listed as a recommended activity for Reinforcement and Undermining, but not
Acquisition. Ugh, never mind then. I'll put that aside for now. Page 11 Got some more new data for you guys. Turned these in a Mahon reinforcement system and got: (1) Black Box - 252 Merits (1) Escape Pod - 0 Merits (2) tons of PP reinforcement material - 148 Merits 23 tons of Goods
(Profit > 40%) - 24 Merits Black Boxes were definitely boosted, Wreckage too. Nothing for Escape Pods PP reinforcement material boosted while trade goods zilch. Personal impression, it's much easier now for me to gain merit with the boosts in ship scans and the boosted stuff above. I was hoping to make a kill in a Power confrontation zone but the
Kaine Anaconda ran - from my Imperial Eagle. The universe no longer makes sense Seriously though, small ships are much more viable now which is a good thing for PP newbies who are ED newcomers. Last edited: Nov 21, 2024 There seems to be some indication in other threads that there's been a general 4x multiplier in personal merits earned,
which doesn't apply to system progress. 1/4 merit per tonne for high-profit trade (not using 1t sell exploit) would have been fairly normal before, so that's probably boosted too. The rest look like roughly 4x too, from memory, noting that escape pods and rares are still disabled. Average PP kill in my session - 240 - 300 merits Murder - 40 merits Donate
108T Gold - 7712 Merits. Time for a Charity drive There seems to be some indication in other threads that there's been a general 4x multiplier in personal merits. Time for a Charity drive There seems to be some indication in other threads that there's been a general 4x multiplier in personal merits earned, which doesn't apply to system progress. I forgot to mention that when I turned in my PP reinforcement material, the message "100 merits will apply to system progress" showed up.
Which may mean that the 148 merits is for my personal progress. Testing rare sales.. I'm confused. I sold a couple of tons of Lavian Brandy at Kaine reinforcement systems around 130 LY from Lave, maybe 12-13k profit/ton: nothing. Demand was zero, one was boom state, one bust. Headed off to acquisition system, 155LY from Lave, ~16k profit/ton.
state none, decided to offload 10 tons, earned 180 merits (iirc). 12 tons left in hold, might as well sell them too.. no further merits (at least as far as the merits popup goes). So merits are being awarded for some rares trading, but under what conditions I have no idea. Maybe FD tried to solve the 1 ton trading problem by only recognising the first
trade in a system for merits purposes? Edit: Rares merits are still suspended. I got confused because I stupidly didn't realise I completed a weekly rares assignment which did award merits Last edited: Nov 23, 2024 They've not said that rares are re-enabled. I guess it's not completely impossible that they only disabled them for Reinforcement but not
Acquisition? (I can't think of a possible exploit that would only apply to Reinforcement, but I guess it's possible?) Did the 1t thing apply to rares in the first place? I thought it was solely the high-profit trade (and no other cargo) that it worked for. the message "100 merits will apply to system progress" showed up True, though before the patch it would
always say an amount and then give you 50% extra because that calculation didn't include that it was a favourable activity (for everyone) 20 merits for being scanned by the military? Now I want to find somewhere I can park and get scanned a lot AFK Confirmed, ship scans now worth 12 merits each now which is 4x more than the old reward (3)
merits). Dropped by a navigation beacon and each ship scanned (regardless of size) gave me that much. Confirmed at Nav Beacon in Allied Reinforcement system of Arissa Lavigny-Duval's that ship scanned (regardless of size) gave me that much. Confirmed at Nav Beacon in Allied Reinforcement system of Arissa Lavigny-Duval's that ship scanned (regardless of size) gave me that much. Confirmed at Nav Beacon in Allied Reinforcement system of Arissa Lavigny-Duval's that ship scanned (regardless of size) gave me that much.
increased ~4x. Prior to patch it was roughly 1 Merit per ~10,000 credits of bounty. Now it's 1 Merit per ~2,500 credits of bounty. Aaaaah, yeah.... Regarding this, under Reinforcement: Transport Powerplay commodities - deliver Reinforcement: Transport Powerplay commodities - deliver Reinforcement Commodity to PC in RS, obtained from PC in a Fortified or Stronghold system (but not the RS) (EM A
ALD YG PA DP NK JA LYR D FW ZT) I could only collect them in Strongholds, not Fortified. Confirmed that the 5 Weekly Power Play Assignment missions will award me 18,000 Merits; 2 and 1/4 ranks just doing those alone. Excellent AND let's not forget to try some Corvette tagteam
BH'ing again later tonite too! Last edited: Nov 23, 2024 I hope rares now get credited, because two of my five weekly tasks want me to deliver some. Page 12 On the Mission Board, choose "Support" - the icon with a hand support to deliver some. Page 12 On the Mission Board, choose "Support" - the icon with a hand support to deliver some. Page 12 On the Mission Board, choose "Support" - the icon with a hand support to deliver some.
obtain permit 'n such - but now it also counts as a good deed for the Power owning the station/system? Doing a bit more research into System Strength Penalty (SSP) and Beyond Frontline Penalt
variation - BFP seems to depend entirely on distance from your space - both are Standard/Moderate/High/Very High scales but they seem to have invisible subdivisions as usual - neither seems to have any effect on Reinforcement (though BFP is always Standard in your own space anyway?) - both affect Undermining by reducing the amount of merits
you get for the same action - for Standard-Standard a holohack gave me 112 merits, at High-Standard it gave 88 merits, at Standard-High just 68 merits, at Standard-High just 68 merits, at High-Standard a holohack gave me 112 merits, at Standard-High just 68 merits
indicator shows up on Acquisition systems (which again, presumably don't have any BFP problems anyway) but I'll think about whether a hidden SSP would be detectable somehow. So: - BFP appears to be an encouragement to attack nearby systems (and Powers) rather than getting into fights on the other side of the bubble. - SSP appears to be an
extra protection for "valuable" systems to make them harder to lose, perhaps to make it a bit harder to take out a Fortified system and therefore its entire sphere, rather than attacking its Exploited ones first. It's not that severe, but the 25% extra actions needed for High-Standard might be important in a close fight. It would be interesting to confirm
if BFP and SSP change with Power (my guess is BFP yes, SSP no) - here's some samples from my experiments tonight here please: Today i have a Weekly Assignment mission for "scanning megaships" (in Reinforcement system). In the past, before PP2.0, i would
always very easily just goto pretty much any EMPIRE space-station and goto Mission Board 'Operations' tab and get tons of scan megaship missions at will. However, tonite i have checked 3 stations now (all in Reinforcement systems) and haven't found ANY scan megaship missions within that same Operations tab of Mission Board. How/where then
am i supposed to find the megaships to scan? Read 1 page. What's the difference: RS (Reinforcement System) and CS: Controlled by your Power? How/where then am i supposed to find the megaships to scan? Jump from system to system, check the left panel. They show up by default so you don't even need to FSS/Nav
Beacon the system. If you've kept the scan messages from previous weeks, see where those megaships were going next and if that's still one of your systems. I'd say about half of systems have one at any time (with some occasionally having two) so they're not that hard to just stumble across. Hi! What, though? Sorry, should have been specific
Scanning a megaship data link is now worth 900 merits per scan. Great for undermining, I think. Will test this myself, a bonus could have been added. Should have been added. Should have been specific Scanning a megaship data link is now worth 900 merits per scan. Great for undermining, I think. Yeah, it seems fair given megaships can be a bit "wonky" and only
scannable once (iirc, maybe something refreshes that though.) I'm only including general (yes merits or no merits) info in the initial post anyhow, because it'd be a nightmare to keep up with all changes and it's cluttered enough as is. Scanning a megaship data link is now worth 900 merits per scan. Great for undermining, I think. 900 personal, but
still only 225 towards the system itself, plus you can only do it once per player. It's worth doing if you spot one, certainly, but not something you're generally going to be able to build a strategy around unless you have a very large and active group. (And that, from my testing last night, assumes Standard+Standard difficulty. I was down to 344
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