

UPDATE - Saturday, June 6, 2015 - Ship availability has changed. This information is now out-of-date and should NOT be relied upon.

This document is a Ship Relocation Scouting Report for all of the known factions being introduced in "Elite: Dangerous" version 1.3, which introduces the Powerplay feature.

The exact feature set entailed in Powerplay is outside the scope of this document, but the reader should bear in mind that if deciding to support a particular faction in Powerplay, then certain missions in support of their chosen faction can only be performed in solar systems controlled by that same faction. Thus, the reader may want to relocate some of their pre-existing vessels near the headquarters of the faction.

Each faction is presented below on a separate page. Factions are sorted by major affiliation in alphabetical order, first, then sorted by candidate's first name in alphabetical order.

Outfitting availability was not scouted for unless otherwise noted.

General Reminders for new pilots:

- 1) Resource Extraction Sites (RESes) are good hunting grounds for Wanted NPCs; players normally visit these for bounties instead of mining. Their existence requires the existence of planetary rings, so "No rings" also necessarily means "No RESes". Rings without RESes can still be visited for mining by supercruising into the rings at 1 Mm/s or less. (Any faster and you WILL take hull and module damage due to an Emergency Drop.)
- 2) Moving multiple ships to a particular Starport requires flying one of your ships there, docking, buying a cheap ship (such as an Adder), flying out to where you have another pre-existing ship, then wash-rinse-repeat. Some of the starports listed below are not good in this regard because the cheapest ship you can leave in is a Cobra. Rich players won't care.

The Alliance of Independent Systems

Ship Relocation Scouting Report - Gateway for Prime Minister Edmund Mahon (Alliance)

Gateway (Zero Ly)

3 Starports. No Belts or Rings. This is the headquarters system for Edmund Mahon. Most of the low-end ships are available, though Dublin Citadel only has the Sidewinder and Eagle.

Dublin Citadel (299.33 Ls; Alliance) - Sidewinder, Eagle.

New Chernobyl (6537.60 Ls; Alliance) - Adder, Cobra.

Wicca Town (6547.04 Ls; Independent) - Adder, Cobra

Namaka (16.83 Ly)

1 Starport. Rings and RESes at 2100 Ls. Some rings are possibly metallic or metal rich on visual inspection. (The rings are around brown dwarves, so the solar system map information panel does not present information about the rings.)

Cantor Platform (40.18 Ls; Alliance) - Sidewinder, Hauler, Viper, Type-6, Asp, Type-7

G 123-7 (at 17.88 Ly) has not starports, but does have a Metal Rich Belt with RESes next to an Outpost.

Of the various factions, the one Alliance faction turned out to be the most difficult to scout for, possibly due to luck. I just seemed to be investigating all the wrong places, first.

Indaol has stations only.

G 165-13 has a Depleted Metal Rich belt, no rings.

Farack has rings, maybe RESes? Bad mining options.

LHS 5217a has RESes, but poor mining options.

Lindol no rings or (worthwhile) belts. Starport at 10000 Ls.

Chaxiraxi has rocky/icy rings, maybe RESes? Metal Rich belt at 6500 Ls.

LHS 2691 has a depleted metal Rich Belt. No rings.

CX Com has a metallic belt, some RESes, and a starport at 5000 Ls.

Tellus Metallic Common Belt at 21000Ls. No Rings.

G123-16 has rings, maybe RESes? Bad mining options.

LHS 2771 has rings, maybe RESes? Bad mining options.

BD+29 2405 has a Metal Rich belt at 6000 Ls.

LHS 2637 has a Metal Rich belt next to an Outpost.

Ross 991 not an option due to 100000+ Ls features.

The Empire of Achenar

Ship Relocation Scouting Report - Cubeo for Princess Aisling Duval (Empire)

[Pronounced ASH-ling. It's an Irish name.]

Cubeo poses no problems in regards to relocating ships; only nearby systems with mining and bounty-hunting options were scouted for.

Cubeo (Zero Ly)

4 Starports. No Belts or Rings. This is the headquarters system for Aisling Duval. The Starports have all of the basic ships, so there shouldn't be an issue relocating your ships, here. Medupe City (332.37 Ls; Empire) - Sidewinder, Hauler, Adder, Viper, Cobra, Type-6, Python, Type-9.

Adelman Station (425.05 Ls; Independent) - Sidewinder, Hauler, Adder, Viper, Cobra, Type-6, Python, Type-9.

Chelomey Orbital (728.20 Ls; Empire) - Sidewinder, Eagle, Hauler, Adder, Viper, Cobra.

Weaver Vision (1108.43 Ls; Empire) - Sidewinder, Hauler, Adder, Viper, Cobra, Type-6, Python, Type-9.

HIP 5700 (13.00 Ly)

1 Starport. Has Metal Rich Rings and a couple of Resource Extraction sites, one of each next to the Starport.

Bracewell Port (2092.14 Ls; Empire) - Sidewinder, Eagle, Hauler, Adder, Viper, Cobra, Type-6, Vulture, Asp, Type-7.

As a side note, the first of my Ship Relocation Reports, starting with Rhea, was inspired by http://www.reddit.com/r/EliteDangerous/comments/37u8k1/for_all_those_planning_on_pledging_their_support/

Ship Relocation Scouting Report - Kamadhenu for Senator Princess Arissa Lavigny-Duval (Empire)

Kamadhenu poses no problems in regards to relocating ships; only nearby systems with mining and bounty-hunting options were scouted for.

Kamadhenu (Zero Ly)

2 Starports. No Belts or Rings. This is the headquarters system for Arissa Lavigny-Duval. The Starports have all of the basic ships, so there shouldn't be an issue relocating your ships, here.

Shajn Market (454.72 Ls; Empire) - Sidewinder, Eagle, Hauler, Type-6, Asp, Type-7.

Couper Hub (1072.34 Ls; Empire) - Sidewinder, Eagle, Hauler, Type-6, Asp, Type-7,

Fer-de-Lance, Type-9.

Nearby Calennero (9.30 Ly) has no Starports, but has Resource Extraction Sites. The Rings and Belt are poor candidates for mining.

HIP 20277 (14.32 Ly)

1 Starport, which is next to Metal Rich Rings with Resource Extraction Sites, buys Metals and buys and sells Minerals. **Note in particular Imperial Clipper, Fer-de-Lance, and Python availability.**

Fabian City (2758.07 Ls; Empire) - Sidewinder, Eagle, Hauler, Adder, Viper, Cobra, Type-6, Asp, Imperial Clipper, Fer-de-Lance, Python, Type-9.

As a side note, "Senator Princess" is not a typo. Arissa is both an Imperial Senator and the illegitimate (but acknowledged) daughter of Emperor Henquist Duval.

Ship Relocation Scouting Report - Eotienses for Senator Denton Patreus (Empire)

Eotienses poses no problems in regards to relocating ships; only nearby systems with mining and bounty-hunting options were scouted for.

Of special note is that the headquarters system for Denton Patreus is only 35.64 Ly from Synteini, the headquarters system for Zemina Torval.

Eotienses (Zero Ly)

4 Starports. Has a Belt with Metallic Common Reserves roughly 1300 Ls from jump-in. Rings are present, but are Rocky or Icy; no Resource Extraction Sites. Some starports buy minerals and buy or sell metals. This is the headquarters system for Denton Patreus.

Parkinson Dock (41.63 Ls; Empire) - Sidewinder, Eagle, Hauler, Viper, Cobra, Type-7.

Kaufmanis Port (56.03 Ls; Independent) - Sidewinder, Eagle, Hauler.

Adams Market (76.35 Ls; Empire) - Sidewinder, Hauler, Asp, Type-7, Type-9.

Westphal Port (12527.81 Ls; Independent) - Sidewinder, Eagle, Hauler.

Nearby Kui Hsien (7.51 Ly) has no Starports, but does have 2 outposts, a Metal Rich Ring, and Resource Extraction Sites.

Ship Relocation Scouting Report - Synteini for Senator Zemina Torval (Empire)

Only two systems were scouted in detail: Synteini (as the headquarters system) and Sowiiio (because it's a nearby and suitable stockpile location).

Of special note is that the headquarters system for Zemina Torval is only 35.64 Ly from Eotienses, the headquarters system for Denton Patreus.

Synteini (Zero Ly)

2 Starports. No Rings or Belts. This is the headquarters system for Zemina Torval. Relocating existing vessels to here will be problematic due to the relative lack of low-end ships for sale.

Lagerkvist Gateway (125.32 Ls; Empire) - Cobra, Type-6, Type-7.

William Sargent Vision (208.95 Ls; Independent) - Sidewinder, Orca.

Sowiiio (8.22 Ly)

4 Starports. There are Metal-Rich Rings (for mining) and Resource Extraction Sites (for bounty-hunting) scattered about the system. Only Metals and Painite can be sold to the Commodity Markets in-system.

Shaw Port (84.38 Ls; Empire) - Sidewinder, Eagle, hauler, Vulture, Asp, Type-7.

Bigourdan Ring (154.43 Ls; Independent) - Sidewinder, Eagle, Hauler, Viper, Type-6, Asp, Type-7, Anaconda.

Cassini Hub (297.33 Ls; Independent) - Sidewinder, Eagle, Hauler, Viper, Type-6, Asp, Type-7, Anaconda. Some Class 6 outfitting.

Wegener Orbital (2576.05 Ls; Independent) - Sidewinder, Eagle, Hauler, Viper, Type-6, Asp, Type-7, Anaconda. Some Class 6 outfitting.

The Interstellar Federation

Ship Relocation Scouting Report - Rhea for Shadow President Felicia Winters (Federation)

Rhea (Zero Ly)

3 Starports. Rings are Rocky or Icy, but there is a Metallic Asteroid Belt. Planet 6 has RESes. This is the headquarters system for Felicia Winters. Due to the relative lack of cheap ships, relocation will be an issue.

Ito Orbital (527.42 Ls; Federation) - Cobra, Type-6, Type-9.

Balandin Gateway (528.35 Ls; Federation) - Cobra, Type-6, Type-9.

Carter Port (908.61 Ls; Independent) - Sidewinder, Orca.

Orishpucho (9.56 Ly)

One Starport. No RESes, but Planets 2 and 3 have metal-rich rings.

Beregovoi Colony (709.21 Ls; Federation) - Sidewinder, Hauler, Adder, Viper, Type-6, Type-9.

LP 726-6 (9.64 Ly)

One Starport, close to jump-in point. RESes at planets C1, C2, and C3, 35000 Ls away from the jump-in point. All belts and rings are Rocky or Icy; Mining not recommended. **Primary qualities are a good ship selection, being within 10 Ly of Rhea, and 100 Ls of the jump-in point.** This is probably the best stockpiling option that minimizes travel time **from** Ito and Balandin, provided that you don't care about mining or bounty activities near your ship stockpile. Vesalius Gateay (53.48 Ls; Federation) - Sidewinder, Eagle, Hauler, Adder, Cobra, Type-6, Type-7, Federal Dropship, Type-9.

Tau-1 Hydrae (20.52 Ly)

One Starport. No rings. One metal-rich belt at 13000 Ls. **Note in particular Fer-de-Lance availability.**

Priestly Port (1751.34 Ls; Federation) - Sidewinder, Eagle, Hauler, Type-6, Asp, Type-7, Fer-de-Lance, Federal Dropship, Type-9.

Karis (21.35 Ly)

One Starport, close to jump-in point. No rings. One Rocky, depleted belt; Mining not recommended.

Glazkov Orbital (6.75 Ls; Federation) - Sidewinder, Eagle, Hauler, Adder, Viper.

Noti (24.77 Ly)

One Starport, close to jump-in point. Metal-rich rings **and** RESes next to the Starport. **Note in particular Vulture availability.** Probably the best overall stockpiling location, aside from it's distance from Rhea.

Weber Gateway (73.18 Ls; Federation) - Sidewinder, Eagle, Hauler, Adder, Viper, Type-6, **Vulture**, Type-7, Federal Dropship, Type-9.

A side note for My Fellow Americans: apparently, a "Shadow President" is the leader of the largest opposition party; the analogue of our own "Senate Minority Leader" and "House Minority Leader". From GalNet reports, it's possible that the Interstellar Federation is actually ruled by a parliament that's *merely named* "Congress".

Ship Relocation Scouting Report - Nanomam for President Zachary Hudson (Federation)

Nanomam (Zero Ly)

2 Starports in a planetary duet. No rings or Belts. This is the headquarters system for Zachary Hudson (and yet both starports in a Federal system are under Independent control; go figure that one out). Relocating existing vessels to here will be problematic due to the relative lack of low-end ships for sale (assuming that the Cobra can be considered "low-end"; otherwise it a total lack of low-end ships).

Hahn Gateway (398.04 Ls; Independent **(?!?!)**) - Cobra, Type-6, Type-7.

Gresley Dock (398.85 Ls; Independent **(?!?!)**) - Cobra, Type-6, Type-7.

LHS 215 (9.15 Ly)

1 Starport with nearby Resource Extraction Sites. There is also a Metal Rich ring for mining next to an Outpost.

Spring Gateway (2174.01 Ls; Federation) - Sidewinder, Eagle, Hauler, Viper, Cobra, Vulture, Asp, Type-7, Federal Dropship, Orca, Python, Type-9.

Independent - no affiliation (Not to be confused with the Alliance of Independent Systems)

Ship Relocation Scouting Report - Harma for Archon Delaine (Independent)

This report is pretty simple. The Starport in Harma has everything that this series of reports has been looking for for other factions: cheap ships, mining options, bounty-hunting options.

Harma (Zero Ly)

1 Starport, which is next to Metal Rich Rings and a Resource Extraction Site.

Gabriel Enterprise (258.21 Ls; Independent) - Sidewinder, Eagle, Hauler, Adder, Viper, Cobra, Type-6, Type-7, Anaconda.

Ship Relocation Scouting Report - Lembava for Li Yong-Rui (Independent)

This is a basic scouting report for Starports in and near Lembava. As Lembava poses no problems in regards to relocating ships, this report is brief; only nearby systems with mining and bounty-hunting options were scouted for.

Lembava (Zero Ly)

1 Starport. No Rings and 1 Rocky Asteroid Belt. This is the headquarters system of Li Yong-Rui.

Goldstein Port (280.49 Ls; Independent) - Sidewinder, Eagle, Adder, Viper, Cobra, Type-6, Asp, Orca, Python.

BD+28 413 (15.16 Ly)

1 Starport, which is next to Metal Rich Rings and a couple of Resource Extraction Sites.

Gunn Station (472.23 Ls; Independent) - Sidewinder, Eagle, Hauler, Adder, Viper, Cobra, Type-6, Fer-de-Lance, Python, Type-9.

http://www.reddit.com/user/Sidenti_Taalo reports that there's a profitable trade route for Resonating Separators and Beryllium between Lembava and Kehperagwe. Readers are referred to <http://elitetradingtool.co.uk/> generally for trade information.

Ship Relocation Scouting Report - Polevnic for Pranav Antal (Independent)

Polevnic itself is a good stockpiling location, so only two systems were scouted: the headquarters system and a nearby system with metal-rich rings and Resource Extraction Sites for NPC bounty-hunting.

Polevnic (Zero Ly)

1 Starport. No Rings. One Pristine Metal Rich asteroid belt. This is the headquarters system for Pranav Antal. The starport has all of the basic ships, so there shouldn't be an issue relocating your ships, here.

Tanner Settlement (48.42 Ls; Independent) - Sidewinder, Eagle, Hauler, Adder, Viper. Has Class 6 Fuel Scoops and Shield Generators.

Namnetes (16.00 Ly)

1 Starport, which is around Planet 1. Planet 2 has REses and a Metal-rich ring. These planets orbit as a duet, so mining and bounty-hunting options are the next best thing to being right next to the starport.

Joliet Enterprise (542.24 Ls; Independent) - Sidewinder, Eagle, Hauler, Adder, Viper, Cobra, Type-6, Type-7, Federal Dropship, Type-9. Some Class 5 & 6 outfitting options.