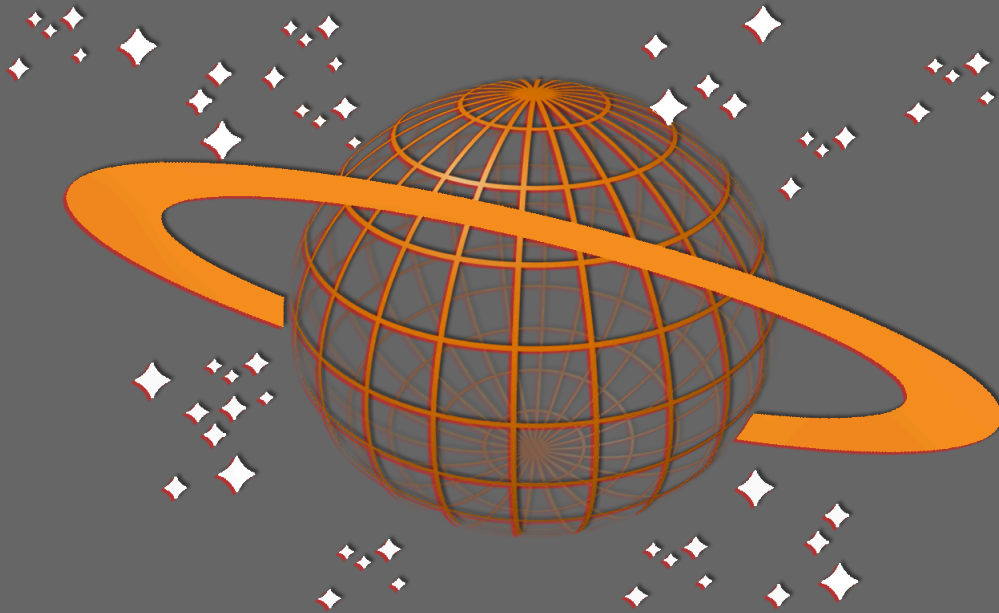


« DON'T PANIC »

The Cmdrs Guide to the Galaxy



A New CMDRS Guide

Please Note these are the Basics and will be updated
with current content and material as they/it is Released and/or submitted.
This is a WIP and may always be as the content is always adapting
new features with future updates and creations from
Frontier Developments and the Community.

Last Updated

----- 06-18-3307 -----

Currently being updated

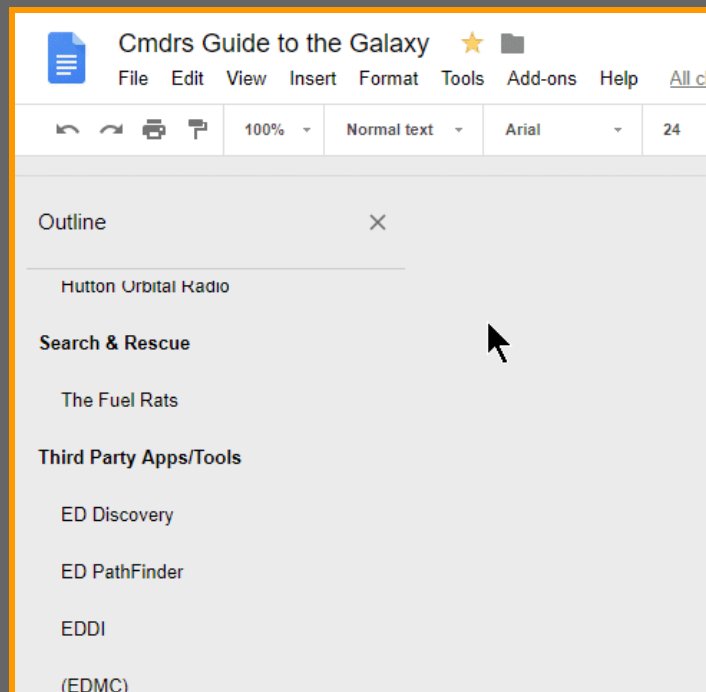
INTRODUCTION

In the beginning the Universe was created. This has made a lot of people very angry and has been widely regarded as a bad move... But then Elite Dangerous came out!

This Guide is a basic resource to help ease the search for information and materials in the game. All the Material and Tools were created by the Amazing Community Members of the Elite Dangerous Universe! All Credit should be awarded to the original posters and/or submitters. If any of them wish to have their content removed feel free to send me a message contact info at bottom of Document.

Make Sure to Enable Outline View in Google Docs!

It's A LOT...



Space is big. You wouldn't believe just how big it is. You might think it's a long walk to the chemist but that's peanuts compared to space...

You can go Alone ... or Join a Squadron



[Click Icon for Link](#)

Squadrons are a new in-game way of uniting like-minded Commanders to support **Factions** of their choice, take part in **Community Goals** together and compete for top spots in seasonal leaderboards. New communication tools, including in-game chat channels, will help you blaze trails together, and leave your Squadron's mark on the **Galaxy**.

Official Frontier Squadron Forum

[Click Here](#)

The History

Although occurring in the year 3300 upon its release in 2014, Elite Dangerous is currently set in the year 3305 and has been running in sync with UTC +1286 years, around 45 years after Frontier: First Encounters, the previous game in the series. Elite Dangerous retains the basic premise of previous games – players start with a spaceship and a small amount of money and have to make their own way in an open galaxy, furthering themselves either legally or illegally, through trading, mining, bounty-hunting, piracy and assassination.

For Lore on the Elite universe, which covers the creation of the three Major Factions, as well as other details about some of Major Events that have happened check out **ObsidianAnt's** Lore Videos at:

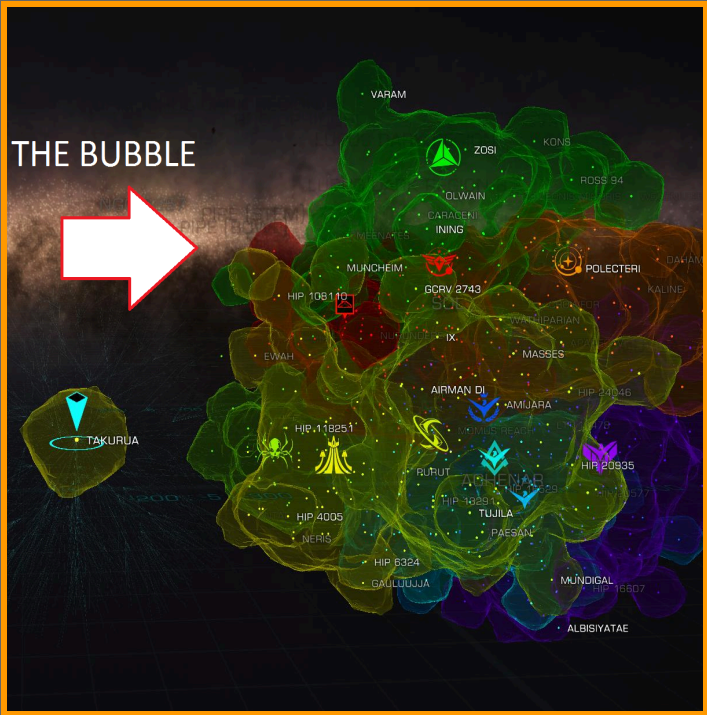


(Click Image for Link to Youtube Channel)

His channel is mainly focused on Elite: Dangerous including Let's Plays, Tutorials, Lore Videos, News and First Impressions. He also takes a look at virtual reality within Elite.



What is the Bubble ...



Which is visible in power play mode via Galaxy map

This is The Bubble. You are here. Probably. The Bubble as it is commonly referred to is human controlled space. Everyone Starts Here in one of Three Locations!

System	Station
LHS 3447	Trevithick Dock
Asellus Primus	Bakers Prospect
Dromi	Mawson Dock

Basic Flight Controls

A Lot of Players from Hardcore Simpiti to casual Xbox Players; every Cmdr in E:D has their own preferred flight controls. Take the time and understand your ship(s) and how they work!!!

Seriously All Ships Handle Different

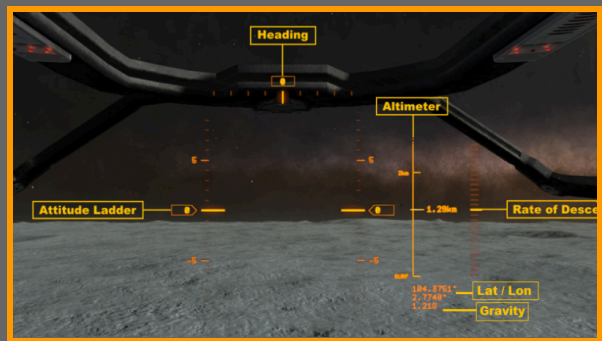


(Click Images for Links)

Provided by Cmdr Prometheus via Galphoto



The Radar Explained



Artificial Horizon and Planetary Flight

Flight Assist Off



(Click Image for Link)

The first episode in the Combat Guide series dedicated to helping players learn the art of Flight Assist Off. This video covers initial learning stages.

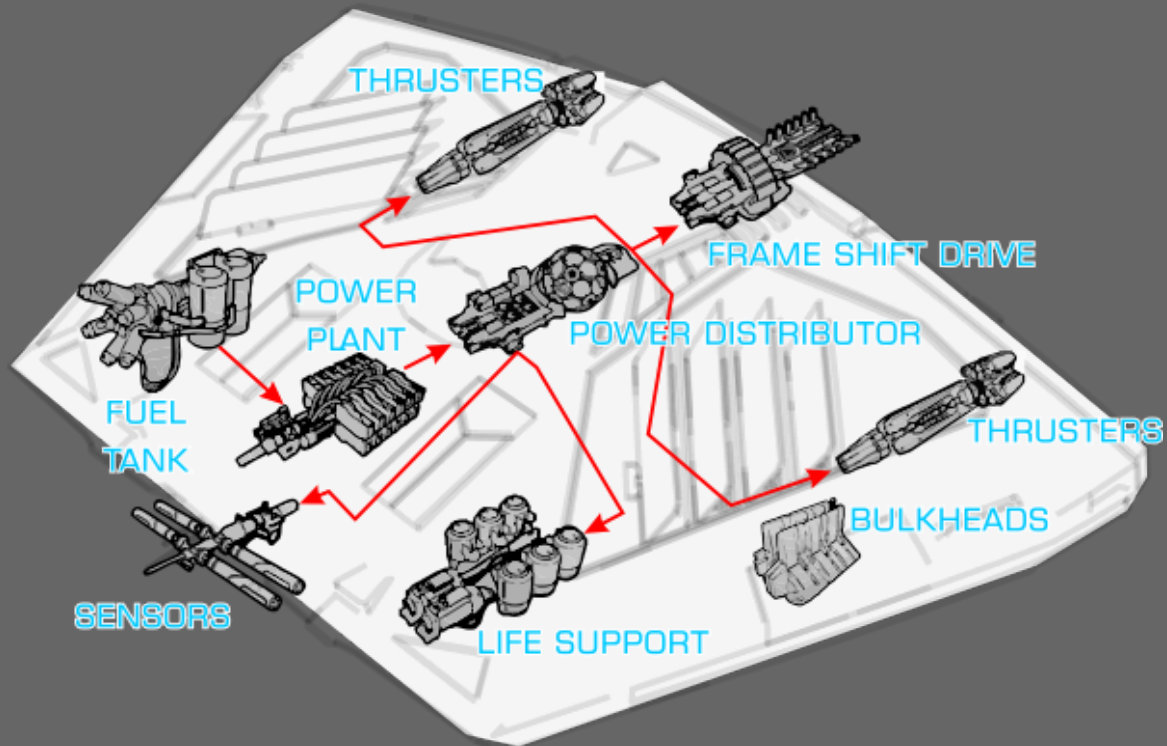
Inside this Post is a/an Amazing Amount of Infographics to help understand your Ship and its HUD w/ Extra Goodies

Everyone has their own controls; from basic xbox controls to mouse & keyboard to even VR with a HOTAS (Hands on Throttle and Stick) setup (Joystick...Cough Cough). I Highly recommend to take the time and learn your controls by Heart (Or Use Voice Attack)!

Choosing a Ship

SHIPS BY MANUFACTURER		
FAULCON DELACY	LAKON SPACEWAYS	SAUD KRUGER
Anaconda Cobra Mk III Cobra Mk IV Krait Mk II Krait Phantom Python Sidewinder Mk I Viper Mk III Viper Mk IV	Alliance Challenger Alliance Chieftain Alliance Crusader Asp Explorer Asp Scout Diamondback Explorer Diamondback Scout Keelback Type-10 Defender Type-6 Transporter Type-7 Transporter Type-9 Heavy	Beluga Liner Dolphin Orca
CORE DYNAMICS	ZORGON PETERSON	GUTAMAYA
Eagle Mk II Federal Assault Ship Federal Corvette Federal Dropship Federal Gunship Vulture	Adder Fer-de-Lance Hauler Mamba	Imperial Clipper Imperial Courier Imperial Cutter Imperial Eagle

ANATOMY OF A SHIP

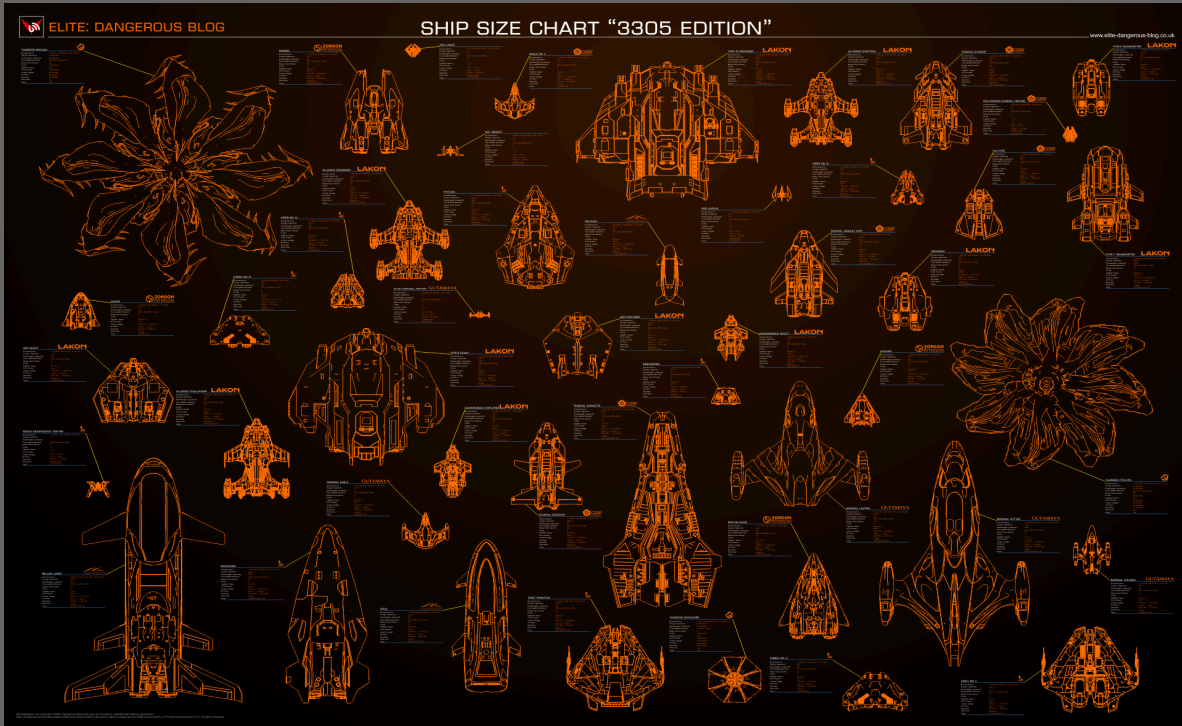


CORE INTERNALS

Posted on frontier forums by [Arithon](#)

Internal Compartments are module slots reserved for all other ship functions. They are divided into two types: Core Internals, which encompasses basic functions, and Optional Internals, which can expand the breadth of the ship's capabilities. A ship cannot operate without an appropriate module in each Core Internal slot, while Optional Internals can be left entirely empty if desired. Some Optional Internal compartments are restricted, and can only hold specific types of optional modules.

Ship Size Comparison Chart "3305 Edition"



Posted by [Arithon](#)

I've knocked out a new release of my old ship size comparison chart. I've designed it as an A0 poster to print out for a raffle prize for this years LaveCon event. However I've published a 4k resolution version of the chart on my blog (www.elite-dangerous-blog.co.uk) for everyone to have. Clicking on the smaller picture below links to my blog and the full sized image. Enjoy.

Ship Progression Guide



(Click Image for Link) by CMDR Asteconn

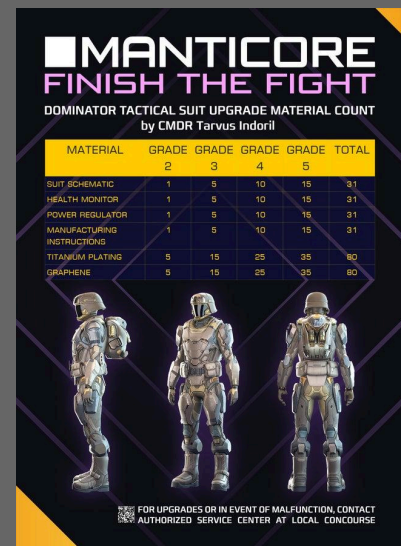
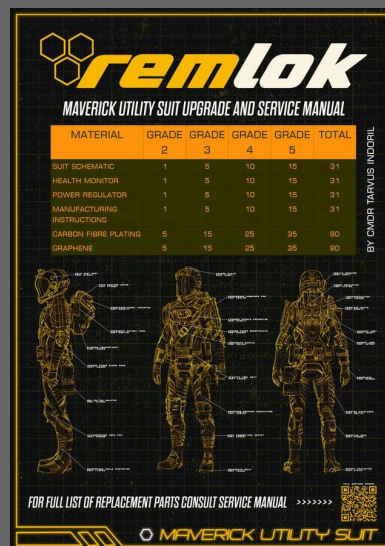
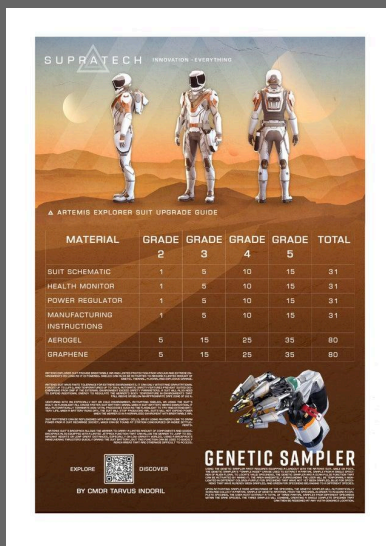
Odyssey Content

The landmark feature of *Odyssey* is the addition of the ability to **explore planets on foot**.

This is permitted not only on all non-atmospheric landable planets, but *Odyssey* also **opens planets with tenuous or thin atmospheres for landings** for the first time, increasing the number of available landable bodies in the game by over 20%.

Landing on planets with tenuous atmospheres requires the new **Advanced Planetary Approach Suite** module. On Foot activities require a **suit** to protect the player from the hostile environment, but some planets are so inhospitable that players cannot disembark from their ships even if their ships are able to land. In order to disembark from a ship on foot, the player must first land the ship on the ground. A planet's gravity is also a factor during On Foot activities, and can affect the player's movement, jumping, and their thrown grenades.

Suit Diagrams for Engineering



Fleet Carriers



The Drake-Class Carrier, also known as the Fleet Carrier, is a **Capital Ship** manufactured by **Brewer Corporation**. It is the largest and most expensive vessel available to independent pilots for purchase. It features a total of 16 **Landing Pads** to accommodate other conventional **ships**, and is **jump-capable**, allowing it to act as a mobile base with much of the functionality and services of a typical **station**.

The vessels also have a total cargo capacity of 25,000 t, which is used both to store commodities and hold the infrastructure necessary for various optional services, a total fuel capacity of 1,000 t of **Tritium**, and 20 **defence turret emplacements**.

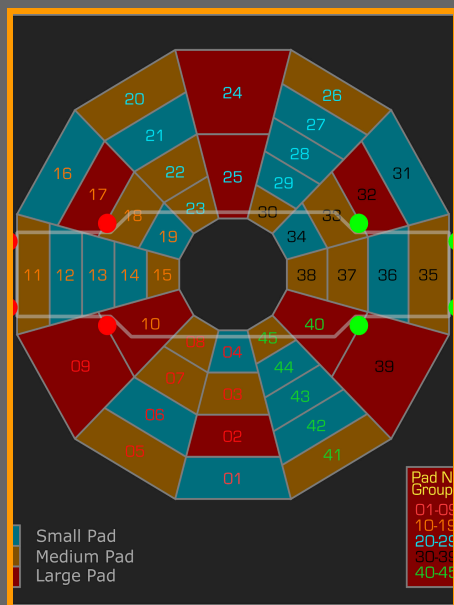
Tips for Commanding Carriers

- Placing Tritium in commodity storage works as reserve tank
- Up to 16 Fleet Carriers may orbit a given star, planet, or moon
- Like Stations, Fleet Carriers are indestructible and possess defensive capabilities in order to defend themselves and nearby non-hostile ships from attackers

Starports and Planetary Landfall Bases/Outpost



by: CMDR Mat2596



Pad Locations In Starports

Posted by AndyB



Planetary Bases

Posted by Cmdr Ian Baristan

**When Docking/Departing make sure to follow the Green Lights
or Try to at least...**



Rule # 1 Always Fly with a Rebuy

- The docking port on a Coriolis Station is always positioned on the 'end' that is spinning counter-clockwise. Looking for advertising holograms often helps. The side of the station opposite of the side with the entry port will also have red lights in the corners that flash periodically.
- The ship's compass (to the left of the scanner) points towards the docking pad currently allocated to your ship. The indicator will be an outline if the target is behind you.
- When landing, you can't see the landing pad, because it has to be below your ship. However, while approaching the landing pad, you can fly on the back or head straight for the pad, so you can keep the pad in sight. You can then rotate when you are close enough.
- Enabling the landing gear decreases your velocity. To speedup landing, you can keep it disabled until you are directly over the pad. However, enabling the landing gear will also make your ship more maneuverable at lower speed.

Navigation Tips



AVOID OVERSHOOTING YOUR TARGET (A.K.A. THE LOOP OF SHAME)

APPROACH TARGET AT 100% THROTTLE

AT 0:07 SECONDS TO TARGET THROTTLE DOWN TO 75%
(YOU CAN BIND A KEY FOR THIS IN THE OPTIONS MENU)

STAY AT 75% UNTIL SAFE DISENGAGE

A.K.A. *“The Loop of Shame”*. Your speed will still be affected by the mass of nearby planets but you can safely ignore any slow down warnings.

Credit: CMDR CunningStunt

K . G . B . F . O . A . M .

« Remember This! »

These are the types of Stars that a Cmdr can get Fuel off of by Scooping the Star. Fuel scooping is an automatic process provided the fuel scoop is active. Only certain star types can provide fuel to be scooped. The rate of fuel gain is based on the quality and size of the scoop and by the proximity to the star in question. Be aware; remaining close to a star can cause your ship to suffer heat fatigue and potential destruction.

Star types which are scoopable	Star types which are not scoopable
▪ O ▪ B ▪ A ▪ F ▪ G ▪ K ▪ M	▪ DA ▪ DC ▪ Y ▪ T ▪ L ▪ TTS ▪ Neutron ▪ S ▪ W ▪ CN ▪ C ▪ Ae/Be ▪ MS

Fuel Scoops are Required to be Installed under Optional Internals
In order to Scoop Fuel. There is a Group called the ***Fuel Rats***; they are a Search and Rescue Player Group. Their Goal is to provide Aid and Instructions for Cmdrs who Run out of Gas and how to properly Navigate the Stars!

Planetary Bearing Calculator

Current Latitude

Current Longitude

Destination Latitude

Destination Longitude

(Click for Site)

An Amazing Web-Tool for Locating exact GPS locations of Lat/Long on Planetary Bodies
Which comes with Tons of Preset Points-of-Interest!!!

Crashed Anaconda Orrere 2 B 43.8214 -173.9800 Added by Cannon Research Group	Crashed Ananconda Koli Discii C 6 A 28.577 7.219 Added by CMDR. Arkadius Dax	Crashed Ship Col 285 sector TY-0 b20-6 1 a -55.39 175.03 Added by CMDR. Moonfire
Crashed Thargoid Ship Pleiades Sector AB-W b2-4 9 A -26.3420 97.7335 Added by CMDR. Drygin	Dav's Hope Hyades Sector DR-V c2-23 A 5 44.8180 -31.3893 Added by CMDR. Adingo	Dixon Dock HR 2551 2 D -26.0807 -130.8341 Added by Cannon Research
Grave of Ships Carcosa AB 1 D -23.62 5.60 Added by CMDR. McNicholl	Guardian Obelisk Data Synuefe NL-N C23-4 Synuefe NL-N C23-4 B 3 48.1805 -48.3719 Added by CMDR. Russet Eveningshine	Guardian Ruins Col 173 Sector XG-J C10-17 A 2 -17 44.24 Added by CMDR. Ben Dofier



(Click Image For Site)

Main Features of Inara

GALAXY

Informations about Galnet, community goals, Powerplay & Galnet archives

MARKET

Trading routes, find commodities in a system

SQUADRONS

Teams/Clans/Wings/Orgs of players

GALLERY

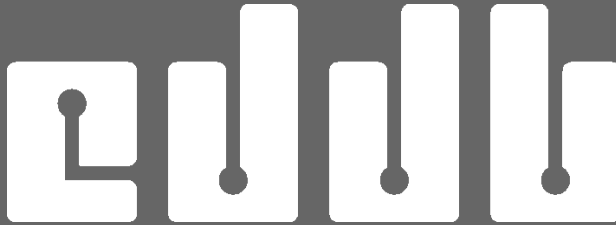
Some Nice Images

CMDRS- LOG

Personal CMDR logbook, fleet, achievements, credits tracking

You will get the most bang for your buck using **EDMC** with Inara.

MAKE AN ACCOUNT!!!



Trade route/shipyard finder/Commodities/Materials and More
plot routes from live data

What is EDDB?

EDDB is a website which tries to act as a database of all the data available in the game. In general EDDB tries to help finding stuff which players are looking for.

Where does the data on EDDB come from?

The data which can be found on EDDB is 100% community generated. There is no regular data dump from Frontier. Systems, stations, commodity prices, outfitting or shipyard information - all this information is 100% coming from the actual player base.

How can you help keeping the data on EDDB up to date?

Short answer: Use a program like **EDMC** while playing the game, and every time you visit a system or a station, EDDB is being updated with the latest data.

Long answer: Not only EDDB but most of the Elite community websites are connected to a real time data network called EDDN. The basic idea is that players use an EDDN client while playing the game and for instance if the player docks on a station, the latest station information is being transmitted to the EDDN network. Every website which supports EDDN gets those updates immediately. There are many client programs, offering different kinds of functionality. However, one simple client is EDMC, so I recommend this one for starters.

Forum thread

Discord server: **EDCD**

IRC channel: **#eddb** on **QuakeNet**

Bug reports and Feature requests: <https://github.com/themroc5/eddb.io/issues/>



(Click Image for Link /Gif/Jif.. XD)

What is EDSM? EDSM (Elite Dangerous Star Map)

At first it was a community effort to store and calculate system coordinates around the Elite: Dangerous galaxy.

EDSM has become a must-have for all respectable explorers, and commanders in the galaxy, with it you can do the following

- Track your fleet
- Track your ranks
- Write your logbook
- Write comments and bookmark explored systems
- Search commodities in stations
- Search ships in stations

Neutron Star Jet Cone Guide

(Click Image for Link)

How to Slingshot through White Dwarves

Most CMDRs use this term to refer to the inhabited or Neutron Stars, gaining an FSD boost. **Warning:** very good way to die quickly.

Posted by u/MackHunter via Reddit

What is FSD Supercharging?

FSD supercharging is the process of flying into a high-energy relativistic jet of a neutron star or a white dwarf in supercruise with a Fuel Scoop equipped, which increases the FSD range for the next jump at the cost of slight damage to the Frame Shift Drive itself.

FSD supercharging from a white dwarf gives a 50% (1.5x multiplier) range bonus, while doing the same with a neutron star provides a 300% (4x multiplier) bonus, effectively quadrupling a ship's range for a single jump. Note that supercharging is not an instant process, and the pilots may have to spend several seconds inside the jet for the effect to apply.

This is a risky process, as the high-energy jet of the star can fling the ship around and make it difficult to control, and disengaging supercruise while inside the jet will strain and inflict damage to a ship's modules and hull.

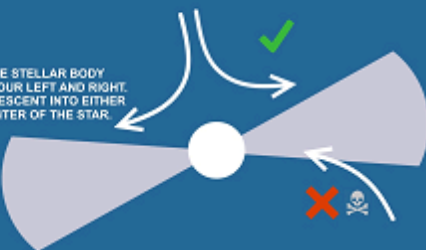
Independently-charted Neutron Highways can be used to traverse vast differences with far fewer jumps than the conventional method of travel.



1 ENTRY

FACE TOWARDS THE CENTER OF THE STELLAR BODY WITH BOTH MAGNETIC CONES TO YOUR LEFT AND RIGHT. SLOWLY BEGIN A VERY SHALLOW DESCENT INTO EITHER CONE, FACING AWAY FROM THE CENTER OF THE STAR.

BE MINDFUL. ENTERING THE CONE FACING TOWARDS THE STAR IS EXTREMELY UNSAFE AND CAN COST YOU YOUR SHIP, YOUR CREW AND YOUR OWN LIFE.



2 STABILIZATION

UPON ENTERING THE CONE YOUR SHIP WILL EXPERIENCE EXTREME AMOUNTS OF MAGNETIC FORCES FROM ALL DIRECTIONS.

IT CAN BECOME VERY DIFFICULT TO KEEP CONTROL OVER YOUR VESSEL. ADJUST YOUR THROTTLE ACCORDINGLY AND CORRECT YOUR TRAJECTORY AS NEEDED.



3 EXITING

ONCE YOUR FRAME SHIFT DRIVE HAS BEEN SUCCESSFULLY OVERLOADED, INCREASE YOUR THROTTLE AND EXIT THROUGH THE ENDPOINT OF THE MAGNETIC CONE.

GAIN SOME DISTANCE FROM THE CONE BEFORE ADJUSTING HEADING & BEGINNING WARP SEQUENCE.



THE FUTURE OF LONG DISTANCE EXPLORATION

LIES IN YOUR HANDS. ENLIST IN MAGSEC™ TODAY TO PROTECT THE BEGINNING OF GALACTIC NEUTRON HIGHWAY. LEARN TO ASSIST EXPLORERS IN TAKING THEIR FIRST NEUTRON SLINGSHOTS INTO THE UNKNOWN - AND LEARN TO PROTECT THEM FROM ANY FORCES THAT MAY INTERFERE.

The instructional purposes only. MAGSEC™ is not responsible for any liability, fraudulent or intentional misstatements, or any other consequences arising from the use of this information. Consult your doctor before entering into any activity.

S.R.V.

(Surface Recon Vehicle)



SRV "Flying" basics

by CMDR Tannik Seldon

On low-gravity worlds, the SRV can soar, traveling much faster by bouncing through the sky than it can by staying on the ground. With a bit of simple knowledge and some practice, CMDRs can easily sustain speeds of 50-100 m/s or more, perfect for those long overland journeys!

1. Drive Assist Off

Make sure drive assist is turned off before you begin, or you will lose all of your extra momentum whenever you touch down.

2. Max throttle

Max out your throttle and leave it there. Accelerate to full ground speed. Set all pips to ENG.

3. Boost, tilting forwards

Boost upward, and immediately tilt the nose forward. Boosting while tilted forward gains momentum.

4. Prepare for bounce

On your way back down, level out. Pick where you will touch down, and feather boost to adjust your trajectory. Aim for the crest of a ridge or hill.

5. Land the bounce

Land mostly flat, but slightly on your front wheels. This minimizes damage and loss of momentum. If you hit a crest, you'll bounce right back up.

6. Tilt-boost and repeat

Tilt forward, boost, and repeat. The faster you go, the bigger the bounce, and the more time you have to accelerate.



More Tips

Took a bad bounce and all turned around? Don't panic! No matter how you're oriented, even upside down, boosting will push you away from the terrain. Use this to buy time while you get your SRV under control and pointed the way you want.

Hull getting banged up? Do a mid-air repair! If you have some Iron and Nickel you can use materials synthesis to patch your hull back to 100%, even if you're mid-bounce.

Another great way to gain speed: go downhill! Flying down a crater or mountainside works the same way, but you get bigger bounces & more momentum for free.

Need to change course while flying? Tilt sideways so the direction you want to go is "up" and boost to curve your trajectory.



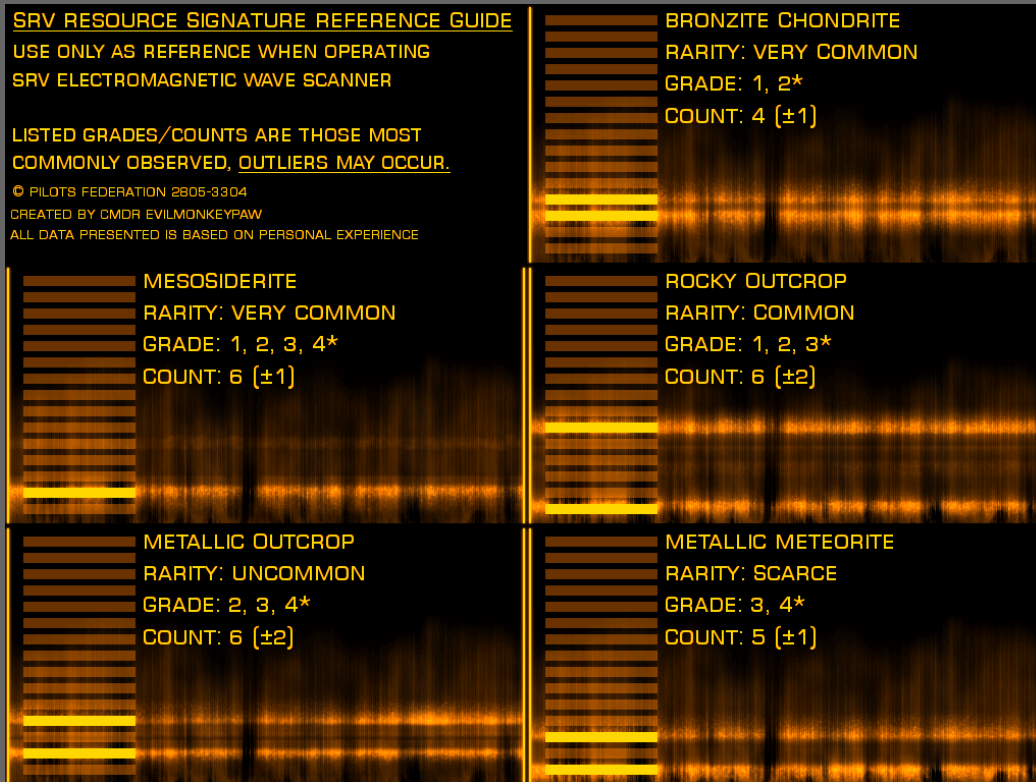
(Click Image for Link)

Posted by u/sushi_cw via reddit

Surface Recon Vehicles (SRV) serve as a way to maneuver on a planetary surface. Depending on the gravity of the planet the SRV handles differently. The only available SRV at present is the Scarab. Ships can store it with the Planetary Vehicle Hangar. SRVs have a Wave Scanner which is a unidirectional long-range forward facing scanner that detects a variety of vehicles and points of interest.

The Planetary Vehicle Hangar module provides the on-board hangar space to carry and repair an SRV, which is purchased separately from the Hangar module. This may use an Internal Compartment. Any SRV damage is automatically repaired upon returning to the ship. If the player dies in their SRV, they will return to their ship, regardless of if it's still landed, or has taken off automatically.

S.R.V. Wave Scanner



(Click Image for Link)

Post by u/EvilMonkeyPaw via Reddit

SRV Wave Scanner Diagram



« Interactive Web-Tool »

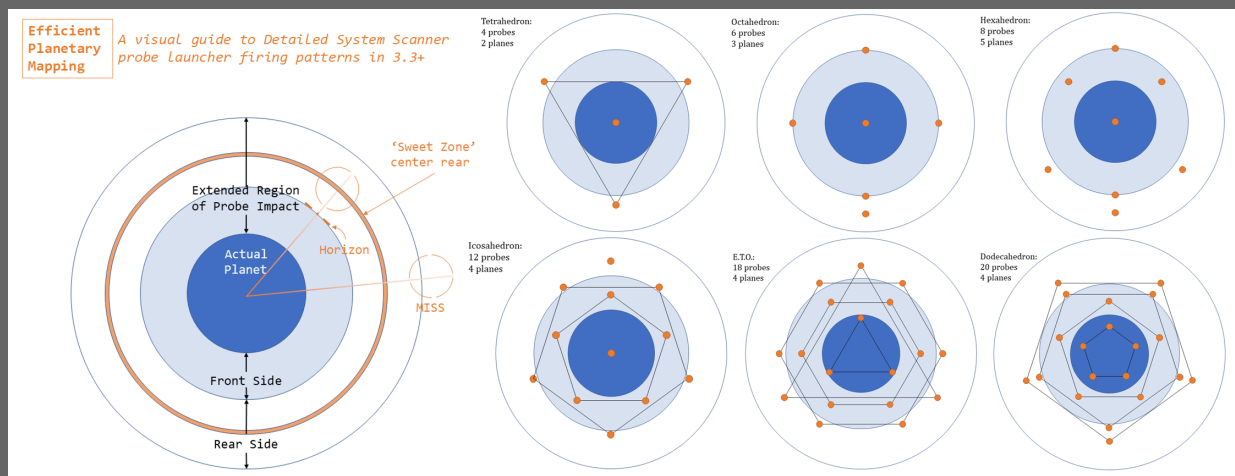
<http://www.wavescanner.net/>

Here is a Video Highlighting the Exploration Tools

(Must Open in Youtube)



Probing Guide for Detailed Surface Scanner



(Click Image for Link)

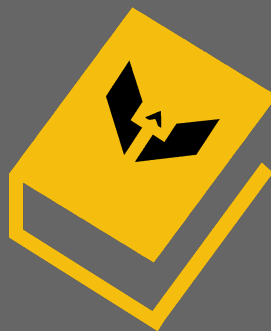


CMDBR Qohen Leth

Foundation - The Exploration Portal (Guides, Tools, Resources, Databases)

Here you will find a **list of Elite Exploration-related resources** of all kinds, sorted in categories and subcategories. Entries are up-to-date as much as possible, which means that quite a lot of outdated resources and threads have not been kept from dognosh's and Dr. Kaii's collection threads; as hasn't been material that is not considered knowledge resource or tool, such as non-historical diaries.

The Codex



(Click Codex for Link)

The **Codex** is a new way to track your findings and progress in the Elite Dangerous Galaxy, as well as keep up to date with the lore and learn about the latest news.

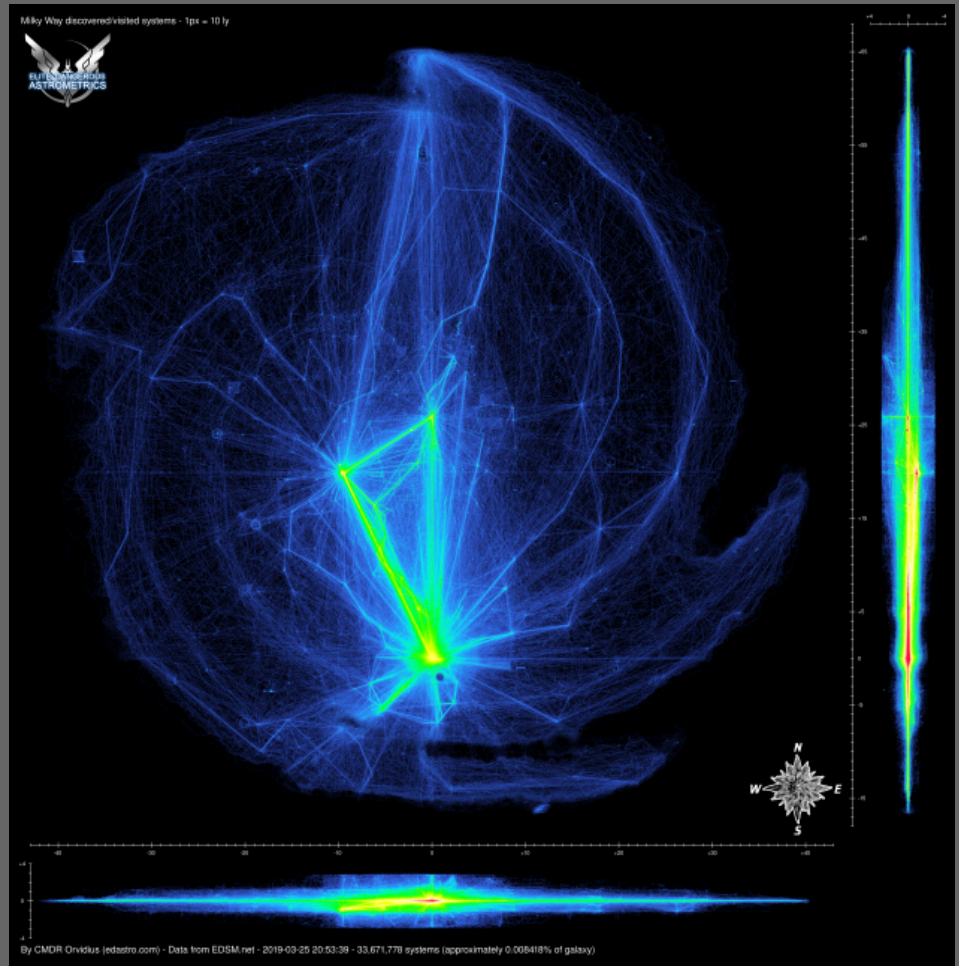
It shows personal stats, session logs, discoveries in both a collaborative and individual way and hint at potential discoveries in the galaxy. It also provides encyclopedia-style information about topics.

Elite Dangerous Astrometrics



(Click Icon For Link)

All charts and maps generated using data collected by EDSM. All data is based on scanned bodies, and/or visited systems, so the numbers can be influenced by commander activity as much as actual distribution. The unusual patterns that emerge from some of the specific filtered maps are largely due to quirks of Stellar Forge, and there can be large variations between the distribution patterns of certain mass codes or certain star classes.



Maps and spreadsheets are updated once every two days.

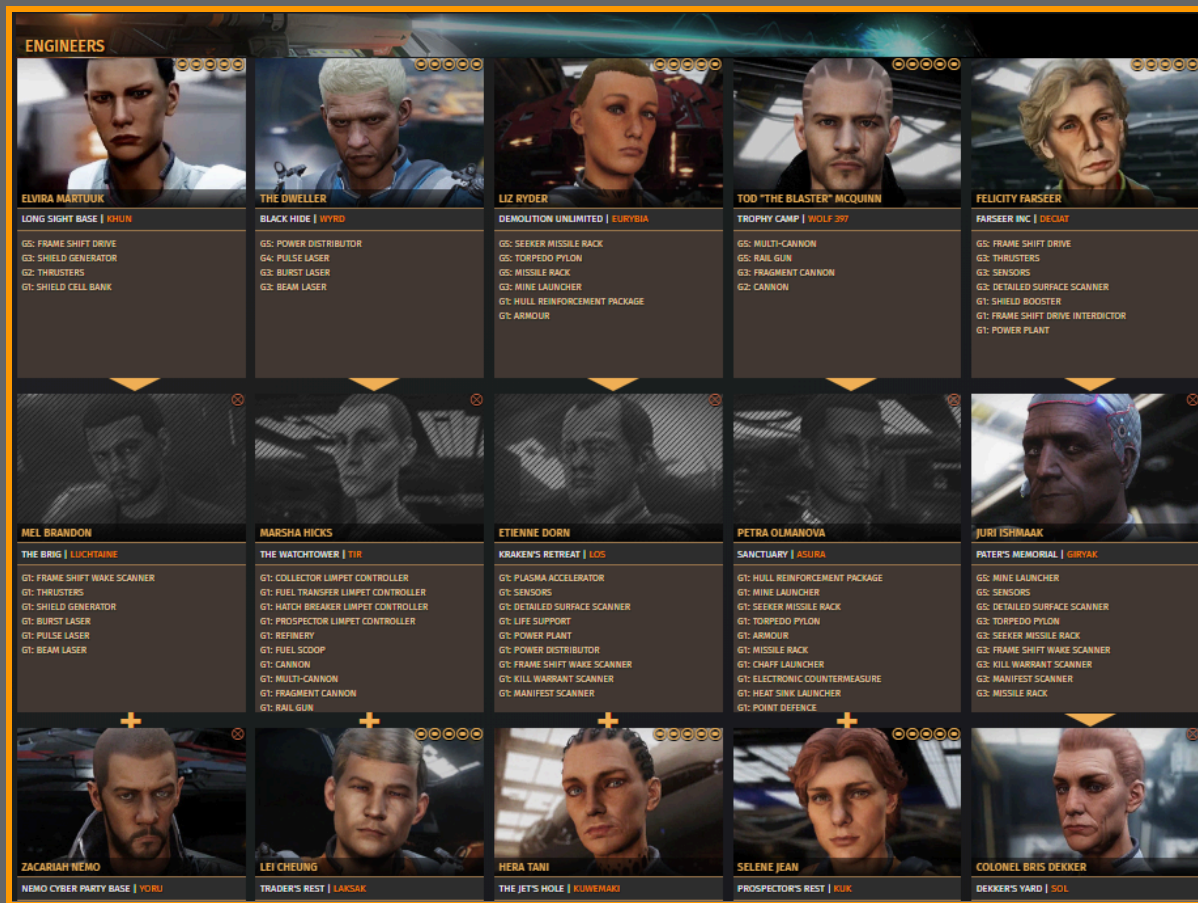
Engineers



The Official Pilots Training Video on Engineers

Welcome to The Engineers Pilot Training video, teaching you everything you need to know about how to utilise The Engineers in Elite Dangerous: Horizons.

(Click Image for Link to Inara Engineers Page)



The Engineers are known individuals that can modify your ship's [weapons](#) and [modules](#). The [Horizons](#) expansion is required to access them as they reside in planetary bases. Engineers can only modify a specific set of weapons and modules depending upon their lore and preference. Some engineers are suited more for [explorers](#) whilst others for [bounty hunters](#).

In total there are 24 engineers. Before you can get an invite to an Engineer's base you must learn about them first, either through common knowledge or from hearing about them through other Engineers.

Experimental Effects

An Experimental Effect, formerly known as a Special Effect, is a bonus modification that can be applied to a weapon or module that already has a Grade 1-5 Engineer modification. In exchange for small quantities of up to four different Materials, an Engineer will apply a chosen Experimental Effect that can further enhance the modifications potency or balance out its shortcomings. While most Experimental Effects can be applied to a wide variety of weapons and modules, some are exclusive to only one. Experimental Effects can only be applied at Engineer Workshops, not remotely.

	Corrosion		Regeneration
	Engine Disruption		Sensor Disruption
	Engine Reboot		Shield Breach
	FSD Reboot		Shield Cell Cascade
	Hull Breach		Shield Generator Attack
	Impulse Attack		Shield Reboot
	Increased Emissions		Target Interference
	Internal Damage		Targeting Overload
	Malfunction		Thermal Attack
	Mass Locked	Click Here for Source	

*Note: Engineers may not be able to craft all 5 modification levels for a module type.

Materials

Materials are required by the Engineers to upgrade modules on the player ship. Each blueprint specifies which materials are needed, and how to get them; material sources include (but are not limited to) destroyed ships, mission rewards, ship/wake scans, signal sources, mining, planetary surface resources, and more.

Material Trader & Tech Brokers



For Material Traders:

- Extraction/Refinery = Raw Material Trader
- Industrial Economy = Manufactured Material Trader
- High-Tech/Military = Data Trader

For Technology Brokers:

- High-tech system = Guardian Tech Brokers
- Industrial system = Human Tech Brokers

You can also use EDSM to Search for one : [Click Here](#)

Material Farming

Symbol	Grade	Rarity
	1	Very Common
	2	Common
	3	Standard
	4	Rare
	5	Very Rare

Materials are small elements that can be found from a variety of sources that can be used to maintain or enhance the abilities of your ship and SRV. They have three main purposes: **Synthesis**, **Engineering**, and unlocking specialized weapons and modules through a **Technology Broker**.

Manufacturer Material Farm

Here is the best ways to farm or acquire these Manufactured Grade 5 Materials

Material	Systems	States
Core Dynamics Composites and Proprietary Composites	Federation High Pop	None
Military Grade Alloys	Any High Pop	War/Civil War
Imperial Shielding	Empire High Pop	None/Election
Proto Heat Radiators	Independent High Pop	Boom
Pharmaceutical Isolators	Any	Civil Unrest
Improvised Components	independent	Civil Unrest
Proto Light/Radiolic Alloys	Independent/Alliance High Pop	Boom

Encoded Data Farm

You will need a SRV hangar and a SRV for this. Trade down the following first!: Modified consumer firmware, cracked industrial firmware, atypical encryption archives, adaptive encryptors capture (as you will get lots during this)

System	Planet	Location
HIP 12099	1B	Jameson Crash Site
Modified consumer firmware, cracked industrial firmware, atypical encryption archives, adaptive encryptors capture		

Surface scan using DSS. Put SRV between all 4 comms beacons. Scan all 4, begin log farming by logging off to the main menu then back on, scanning again, log off, back on etc.

Raw Material Farm

You will need a SRV hangar and a SRV for this. Trade down the following first!

System	Planet	Location	Material
HIP 36601	C1A	biological site 5	Polonium
	C1D	biological site 3	Ruthenium
	C3B	biological site 5	Tellurium
	C5A	biological site 10	Technetium
Outotz LS-K D8-3	B5A	biological site 15	Yttrium
	B5C	biological site 3	Antimony
LHS 417	9EA	Geological Site	Selenium

Alternatively if you do not want to fly far; bring a DSS and proceed here:

System	Planet	Location
Koli Discii	C6A	Crashed Anaconda
Farm mats at the crashed anaconda, Antimony, Ruthenium, Tellurium, Tungsten, Zirconium. Shoot the cargo racks to get up to 2 different items. Relog farm		

Mining

Here is a Video Highlighting the Mining Tools

(Must Open in Youtube)



In this Pilot Training video you will learn about mining, and all of the equipment and information needed for maximising your mining yield.

Deep Core Mining Guide

ELITE DANGEROUS

DEEP CORE MINING GUIDE [CMDR GRIMWORTH]

FOR NEW MINERS

(Skip to the next segment if you're not new)

[1] What you'll need...

INTERNAL	UTILITY SLOTS	HARDPOINTS
[x1] Refinery	[x1] Pulse Wave Analyzer	[x1] Seismic Charge Launcher
[x1] Collector Limpet Controller		[x1] Abrasion Blaster
[x1] Prospector Limpet Controller		
[x1] Detailed Surface Scanner		
[x] Cargo Racks		

[2] Once outfitted, make sure to purchase limpets from the station menu. If you're not sure where to find this, it's located under **Advanced Maintenance > Restock**. Fill your hold with **60-70%** (depending on cargo size) with limpets - you'll start refining ore faster than you can use the limpets.

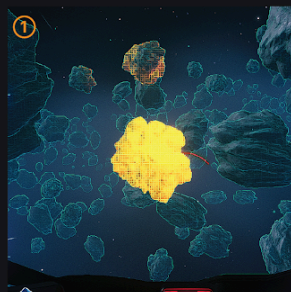
[3] Head out to your desired destination around a ringed world. There are a variety of different ring types, but for this tutorial, we're looking for **Icy Rings**.

Once you travel to your destination, use the **Detailed Surface Scanner** to aim and probe the rings. Launching a probe into the rings will show where **hot spots** are located. (if any)

[4] Use **Pulse Wave Scanner** to identify "hot" asteroids. You're looking for very bright ones. (See Image #1 below)

[5] **Icy Asteroids** are round, bulbous, "popcorn-like" in shape and medium in size compared to the rest. (Image #2)

[6] Use your **Night Vision** to assist in finding fissures in asteroids. This will save you tons of time and limpets by ensuring they can be blown apart before deploying a prospector. **Fissures** look like a metallic bright web on the dark side of asteroids. (Images #3)



(Click on Image for Link to Post)
Posted on Reddit by [u/Arch3591](#)

Galactic Powers

As it has been throughout recorded history, mankind is not very prone to agreement over ethical, political, religious, and economic views. It remains this way today in the 34th Century, with the realm of human-colonized space held by numerous groups under various ideals, some benevolent and others not quite as much.

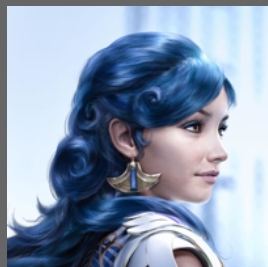
There are Three Galactic Superpowers in the Human-inhabited Core Systems of the Milky Way Galaxy:

- The [Federation](#) - A representative democracy based out of [Sol](#), founded in 2242. It has the largest population (2.5 trillion), territory (5,969 systems), and GDP (gross domestic product) of the superpowers.
- The [Empire](#) - An elective monarchy based out of [Achenar](#), founded in 2296. It has the second-largest population (1.8 trillion), territory (5,257 systems), and GDP of the superpowers.
- The [Alliance](#) - A democratic confederation based out of [Alioth](#), founded in 3230. It has the third-largest population (491 billion), territory (847 systems), and GDP of the superpowers.

Another group of note is the [Pilots Federation](#), which oversees the vast majority of the actions taken by privately-owned vessels in human space, but which does not directly involve itself in political affairs. Instead the pilots within this group hire themselves out as [mercenaries](#) or operate as benefactors to other factions, for monetary gain or otherwise.

Powerplay

Powerplay represents the machinations of powerful individuals and organizations that strive to control inhabited space for their own agendas. At its heart, Powerplay is a battle for territory. Each Power attempts to expand into systems, extracting resources from them in order to pay for continued expansion and protect systems already being exploited. As commanders of space ships, players can pledge support to a power and carry out tasks for them in return for rewards and prestige



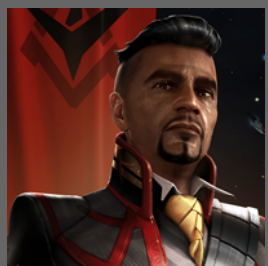
Aisling Duval



Archon Delaine



**Arissa
Lavigny-Duval**



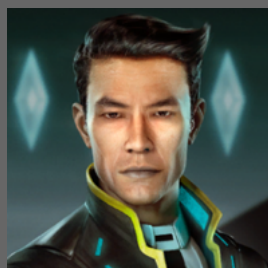
Denton Patreus



Edmund Mahon



Felicia Winters



Li Yong-Rui



Pranav Antal



Zachary Hudson



Zemina Torval



Yuri Grom

(Click on images for Each Powerplay Leader for Link)

RANKS

					
Combat	Trade	Explorer	CQC	Mercenary	Exobiologist
Harmless	Penniless	Aimless	Helpless	Defenceless	Directionless
Mostly Harmless	Mostly Penniless	Mostly Aimless	Mostly Helpless	Mostly Defenceless	Mostly Directionless
Novice	Peddler	Scout	Amateur	Rookie	Compiler
Competent	Dealer	Surveyor	Semi Professional	Soldier	Collector
Expert	Merchant	Trailblazer	Professional	Gunslinger	Cataloguer
Master	Broker	Pathfinder	Champion	Warrior	Taxonomist
Dangerous	Entrepreneur	Ranger	Hero	Gladiator	Ecologist
Deadly	Tycoon	Pioneer	Legend	Deadeye	Geneticist
Elite (0 - V)	Elite (0 - V)	Elite (0 - V)	Elite (0 - V)	Elite (0 - V)	Elite (0 - V)

Federation and Empire Ranks

Federation Ranks

Ranks of the Federal Navy Auxiliary 		
No.	Rank	Unlocks
0	None	None
1	Recruit	None
2	Cadet	None
3	Midshipman	Federal Dropship, The Sarge invitation
4	Petty Officer	Sol
5	Chief Petty Officer	Federal Assault Ship, Vega, Beta Hydri
6	Warrant Officer	PLX 695
7	Ensign	Federal Gunship, Ross 128
8	Lieutenant	Exbeur
9	Lieutenant Commander	None
10	Post Commander	Hors
11	Post Captain	None
12	Rear Admiral	Federal Corvette
13	Vice Admiral	None
14	Admiral	None

Empire Ranks

Ranks of the Imperial Navy Auxiliary 		
No.	Rank	Unlocks
0	None	None
1	Outsider	Hera Tani invitation
2	Serf	None
3	Master	Imperial Courier
4	Squire	Achenar
5	Knight	None
6	Lord	None
7	Baron	Imperial Clipper, Summerland
8	Viscount	None
9	Count	None
10	Earl	Facece
11	Marquis	None
12	Duke	Imperial Cutter
13	Prince	None
14	King	None

(Click on Images for Links to Site)

Allen Archeology and other Mysteries



CANONNN
*Interstellar
Research Group*

(Click Image for Link)

Mega-Thread: [Click Here](#)

Anything and Everything related to Alien and Human Mysteries

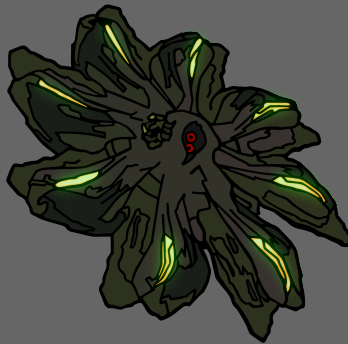
Founded in April 3301 by the eponymous Dr Arcanonn, Canonnn Interstellar Research (also referred to simply as The Canonnn) is the largest and most active scientific community throughout the Bubble. It all started with the emergence of the now infamous 'Unknown Artefacts' – a mystery (or is it a conspiracy?) that continues to dominate the Elite Dangerous universe.

Thargoid Combat Guide

Hi all, I've written a guide to Thargoid interceptor combat covering the Cyclops, Basilisk, and Medusa variants. I made this guide because I noticed that much of the requisite information was spread across multiple forums and discord servers. I really enjoy this aspect of Elite, and would love to have more commanders out in Pleiades to wing up with.

o7, *Commander Aterius*

Reddit Post: [Click Here](#)



(Click on Thargoid for Link to Guide)

Disclaimer:

Fighting Thargoids is hard until it is easy. Prepare to die and face the rebuy screen. Medium ships are faster, cheaper to (re)buy, require less engineering, and pack roughly the same firepower as large ships due to the weapons cap on experimentals (4). For soloing Hydra, a large ship is recommended.

Flying without using a recommended build puts you and your wingmates at risk. Be courteous to your fellow pilots! **Engineering is not optional**, and flying without guardian gauss is not recommended. This guide is merely a compilation of many commanders' experiences. As always, never fly without a rebuy.

Don't ever allow a Thargoid to read poetry. It's the third worst in the universe...

Know your Enemy CMDRS!



(Click Image for Link to Post)



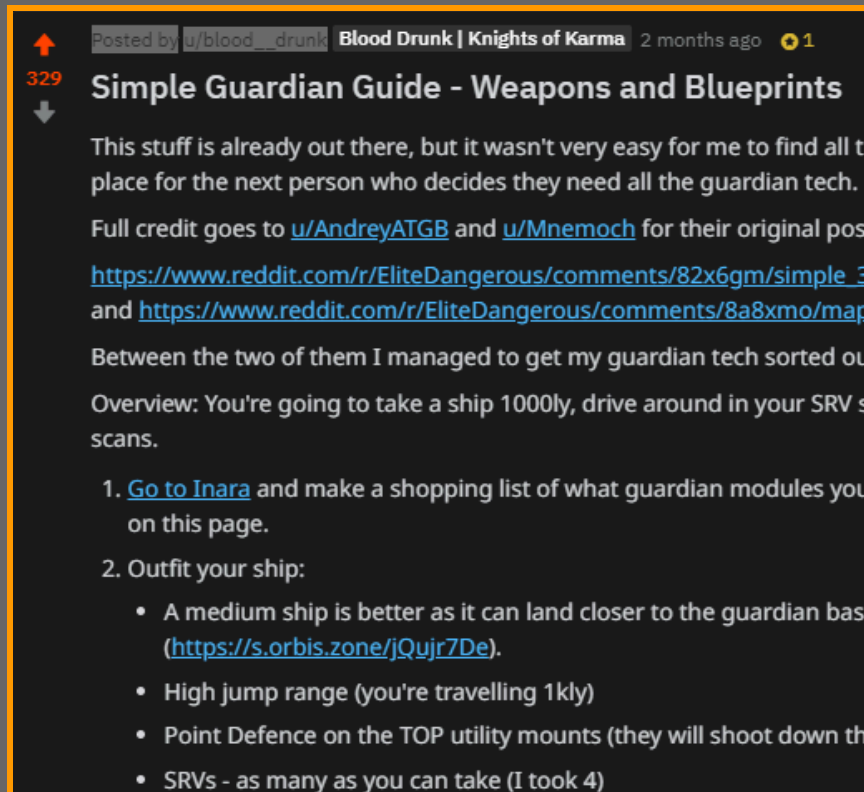
Posted via Reddit and Twitter by [u/aymerix](#)

Guardian Combat Guide

Posted by [u/blood_drunk](#)

Simple Guardian Guide - Weapons and Blueprints. This stuff is already out there, but it wasn't very easy for me to find all the information so I thought I'd put it all in one place for the next person who decides they need all the guardian tech.

Full credit goes to [u/AndreyATGB](#) and [u/Mnemoch](#) for their original posts from which this is just a combination



Posted by [u/blood_drunk](#) **Blood Drunk | Knights of Karma** 2 months ago 1

329

Simple Guardian Guide - Weapons and Blueprints

This stuff is already out there, but it wasn't very easy for me to find all the information so I thought I'd put it all in one place for the next person who decides they need all the guardian tech.

Full credit goes to [u/AndreyATGB](#) and [u/Mnemoch](#) for their original posts: https://www.reddit.com/r/EliteDangerous/comments/82x6gm/simple_guardian_guide/ and https://www.reddit.com/r/EliteDangerous/comments/8a8xmo/map_of_guardian_bases/

Between the two of them I managed to get my guardian tech sorted out.

Overview: You're going to take a ship 1000ly, drive around in your SRV scanning for guardian tech.

1. [Go to Inara](#) and make a shopping list of what guardian modules you need on this page.
2. Outfit your ship:
 - A medium ship is better as it can land closer to the guardian bases (<https://s.orbis.zone/jQujr7De>).
 - High jump range (you're travelling 1kly)
 - Point Defence on the TOP utility mounts (they will shoot down the ship)
 - SRVs - as many as you can take (I took 4)

(Click Image for Link to Post)

Third Party Apps/Tools

ED:Engineer

The screenshot displays the ED:Engineer application interface. It features a top navigation bar with icons for materials, data, and blueprints. The main window is divided into three sections: Materials, Data, and Blueprints.

MATERIALS: A list of materials with their respective counts and icons. The list includes:

- ANTIMONY: 7
- ARSENIC: 1
- BASIC CONDUCTORS: 5
- BIOTECH CONDUCTORS: 45
- CADMIUM: 15
- CARBON: 31
- CHEMICAL DISTILLERY: 8
- CHEMICAL MANIPULATORS: 0
- CHEMICAL PROCESSORS: 7
- CHEMICAL STORAGE UNITS: 0
- CHROMIUM: 42

DATA: A section for tracking progress and data. It includes a "SHOPPING LIST" with a progress bar at 86%. The list shows materials and their quantities, along with a "DATA" section for exceptional scrambled emission data.

BLUEPRINTS: A table showing the progress of various blueprints. The table has columns for ID, TYPE, NAME, and PROGRESS. The blueprints listed are:

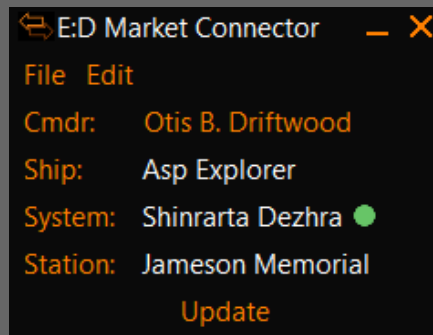
ID	TYPE	NAME	PROGRESS
2	PLASMA ACCELERATOR	EFFICIENT WEAPON	50%
3	PLASMA ACCELERATOR	EFFICIENT WEAPON	CAN CRAFT 6
4	PLASMA ACCELERATOR	EFFICIENT WEAPON	CAN CRAFT 4
5	PLASMA ACCELERATOR	EFFICIENT WEAPON	67%
1	PLASMA ACCELERATOR	LIGHTWEIGHT MOUNT	CAN CRAFT 13
2	PLASMA ACCELERATOR	LIGHTWEIGHT MOUNT	CAN CRAFT 9

EDEngineer is a basic app written to track materials, data and cargo acquired in Elite Dangerous. That way, we can also track progress of blueprints available from the Engineers. ~[msarilar](#)

**** A Must Have for anyone Engineering ****

Elite Dangerous Market Connector

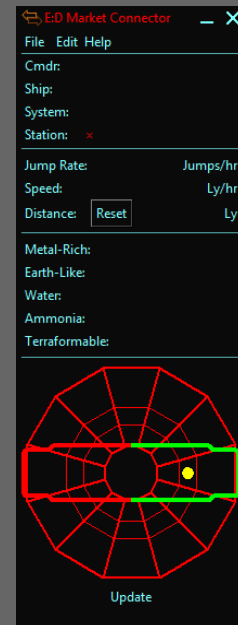
“EDMC for short”



(Click Image for Link)

This app downloads your Cmdr's details and system, faction, scan and station data from the game Elite: Dangerous and, at your choice, either:

sends station commodity market prices, other station data, system and faction information and body scan data to the Elite Dangerous Data Network (“EDDN”) from where you and others can use it via online trading, prospecting and shopping tools such as eddb, EDSM, Elite Trade Net, Inara, Roguey's, Trade Dangerous, etc.



↑ **CLICK HERE** ↓
for
Plugins/Addons

- Send your Cmdr's details, ship details, cargo, materials and flight log to Elite: Dangerous Star Map.
- Send your Cmdr's details, ship details, cargo, materials, missions, community goal progress, and flight log to Inara.
- Saves station commodity market prices to files on your computer that you can load into trading tools such as Trade Dangerous or mEDI's Elite Tools.
- Saves a record of your ship loadout to files on your computer that you can load into outfitting tools such as E:D Shipyard, Coriolis or Elite Trade Net.

ED:Discovery



(Click Image for Link)

ED Discovery is a Windows Application which assists you in piloting in the Elite Dangerous universe. Started by **Commander Finwen**, it has been greatly expanded in the last year by a team of programmers who have added many features. Originally only a explorers tool, since Elite 2.2 and journals it has many more features which warrant a post in this section because its useful for all commanders, whatever your profession!

ED:PathFinder

Settlement Information



Ind

+++

Material Availability

Name	Leckie's Claim
System	70 Ophiuchi
Planet	Richardson
Distance From Entry	122 ls
Security Level	Medium
Threat Level	None
Size	Large
Type	Industrial
Distance From Last	16.5 ly
Distance From Start	16.5 ly

Select Image To View

Datapoint Path Map

Settlement Route

System	Planet	Settlement
70 Ophiuchi	Richardson	Leckie's Claim
Arcturus	Oliver's Mine	Chorel Prospect
FN Virginis	A 2 b	Fisher Vista
LTT 4730	B 5 a	Nolan Stop
Teng Yeh	C 2 a	Morris Horizons
G 175-42	3 c	Garn Camp
LFT 90	5 E	Gunn Survey
Gyton's Hope		Matteucci Point
Ki	1	Stebler Settlement
Nuite	2 A	Jacobi Retreat
Meene	AB 5 A	Klink Beacon
Rongites	1	Scully-Power's Folly
Garitio	2	Hills Folly
Coni	A 2	Rawat Depot
HIP 31833	B 3	Stuart Laboratory
HIP 31833	B 5	Alexandria Landing
Prthautas	A 3	Clebsch Horizons
Ayu	1 D	Escobar Reach
Luguls	6	Krylov Enterprise
Wiknariu	1 F	Cheranovsky Stop
Yoru	9 A	McManus' Folly



(Click Image For Link)

A program that creates an optimal route that passes through two or more systems in Elite: Dangerous. It's primarily focused on making settlement data point farming easier, by allowing you to pick the materials you're interested in, and get an optimal route to reach as many systems you wish that match the query. For performance reasons, the path is limited to at most 100 systems

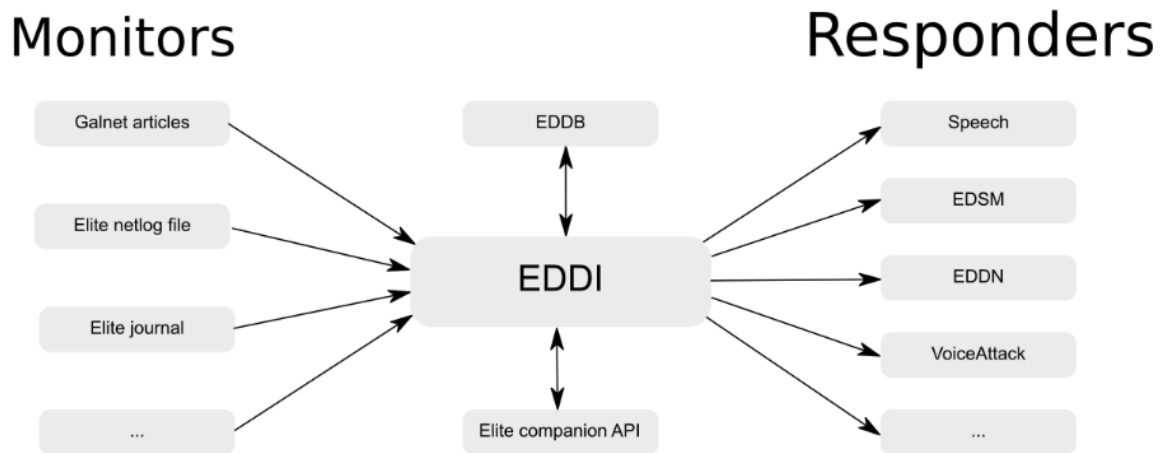
(which is typically more than you'd ever want to do in a sitting anyway).

EDDI

EDDI: The Elite Dangerous Data Interface

EDDI is a companion application for Elite: Dangerous, providing responses to events that occur in-game using data from the game as well as various third-party tools.

EDDI reads data from a variety of sources to provide players with additional information whilst in-game, and also with events that can trigger such things as spoken responses or VoiceAttack actions. The basic flow of EDDI is shown below:



(Click Image for Link)

EDDI is a companion application for Elite: Dangerous, providing responses to events that occur in-game using data from the game as well as various third-party tools.

EDDI reads data from a variety of sources to provide players with additional information whilst in-game, and also with events that can trigger such things as spoken responses or Voice Attack actions.

Voice Attack



(Click Image for Link)

Immersive Voice-Activated Control for your PC Games and Apps.

Works with HCS Voice Packs! Buy It!!!

Worth Every Cent!!!

HCS Voice Packs

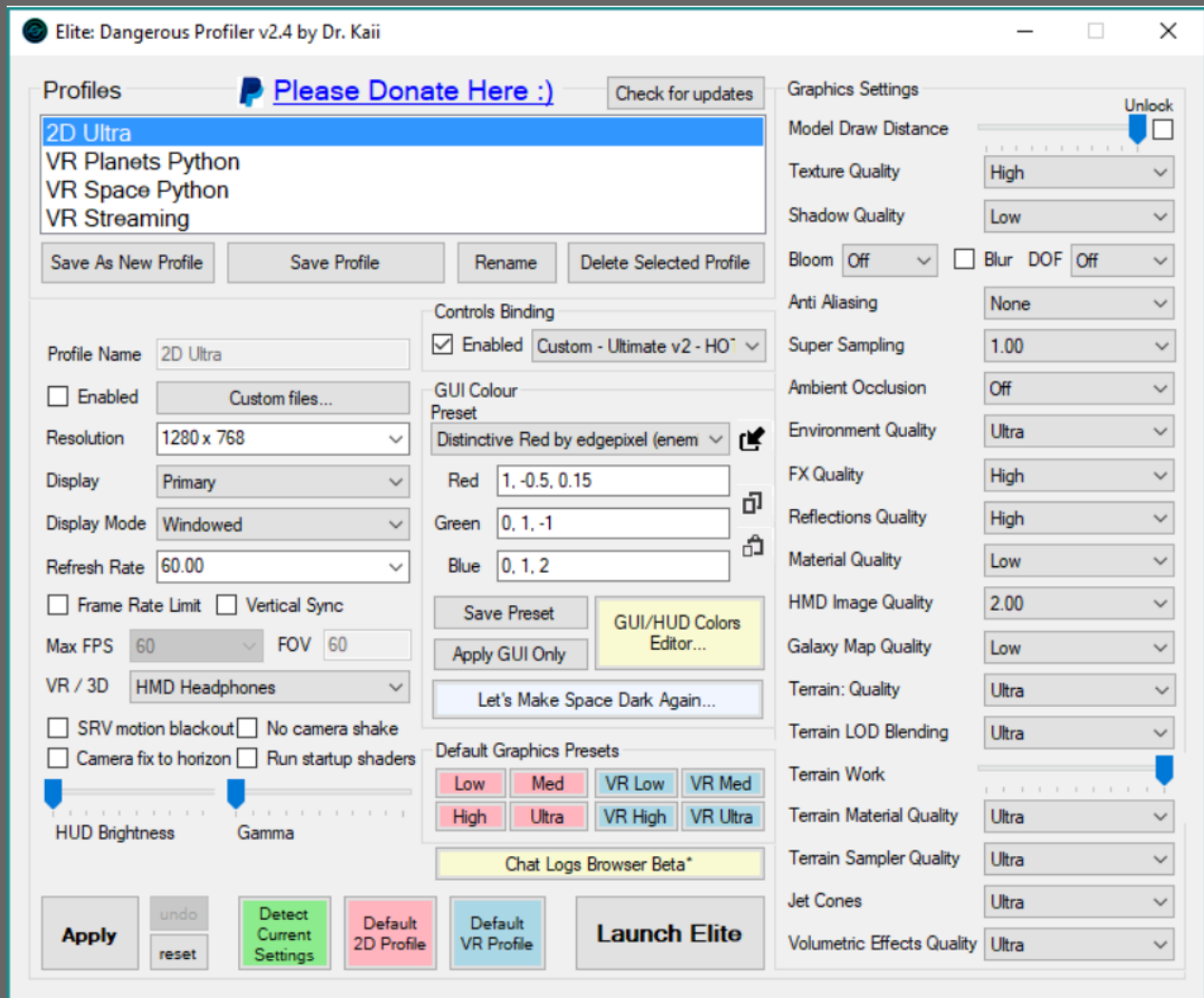


(Click Image for Link)

Legendary stars from Star Wars, Star Trek TOS & TNG, Blake's 7, Doctor Who, Red Dwarf, Space 1999, Flash Gordon & many others! Make your own crew and travel across the galaxy alongside these Sci-Fi legends - Only this time, YOU get to play the lead role in the world's first most immersive space opera experience! Oculus Rift & HTC Vive community recommended.



EDPROFILER



A tool for detecting the graphics settings of Elite while it is running, and providing the ability to create and apply profiles before launching, for example a different profile for running on a monitor and a VR device.

EDFX

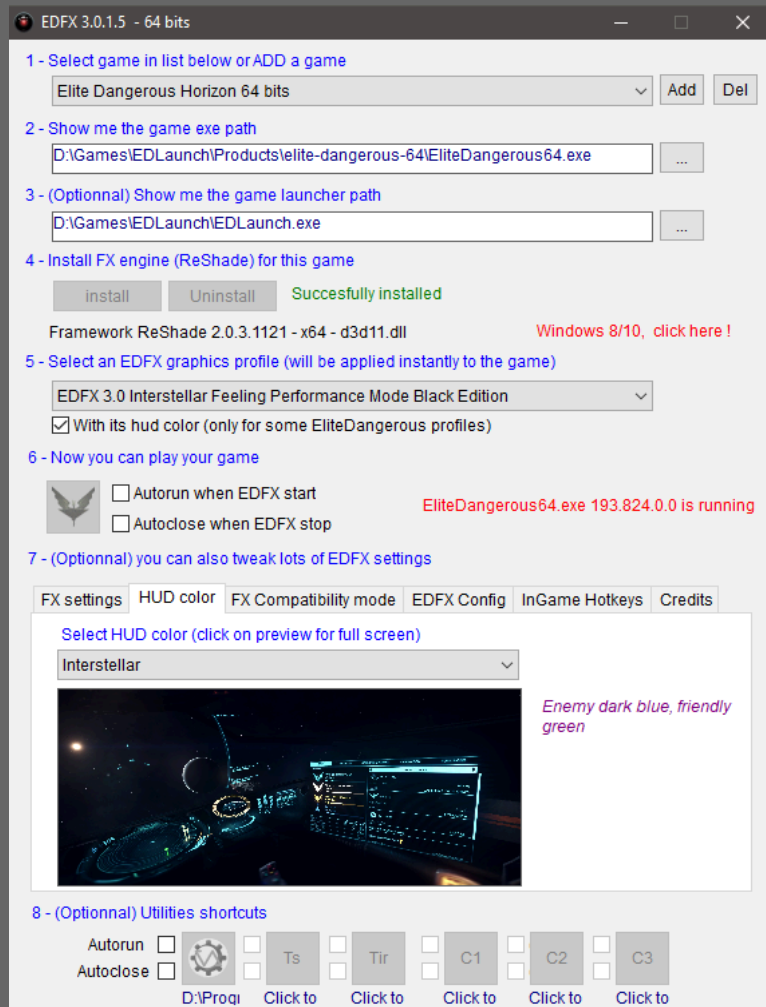
EDFX add FX graphics effects to games using ReShade Shader Framework and manage Hud color.

Do you want to enhance your Elite:Dangerous graphics without gaining a performance hit?

Do you want to be able to tweak the graphics beyond the ingame settings and adjust them right to your preferences?

Do you want to manage 3rd Party apps and HUD colors and being able to adjust graphic settings on the fly?

If Yes to Any or All Then Download this Tool / Mod / APP whatever you want to call it!



(Click Image for Link)

Search & Rescue

The Fuel Rats



(Click Image for Link)

The Fuel Rats are an anarchic collective in Elite: Dangerous dedicated to rescuing stranded CMDRs that have run out of fuel in-game. The Fuel Rats are currently on PC, Xbox One and PS4. If you Need Help Call Them!!!

« Press This Button if in an Emergency »



That's Right the Oh S%t Button is Real!*

Procedures for Fuel Rat

⇩ **Emergency Fuel Operations** ⇩

EMERGENCY FUEL PROCEDURES

Procedures effective for Elite: Dangerous v2.1.0.5. Subsequent updates may render portions of this procedure obsolete.

Prepare your ship for Rescue



1. Exit supercruise and set throttle to 0
2. In the modules tab of your systems panel, disable all modules except for Life Support and Power Plant
3. Check your fuel consumption. If not at 0.00/h, you will eventually run out of fuel to power your life support! Please obtain the below information quickly.

Get your location details



Note: A screenshot of this panel can help, particularly if you have to log out!

1. Obtain your current system from your Navigation panel
e.g. COL 285 Sector NE-R A34-2
2. If you are not within 10,000Ls of the system's star (top of the list), note the distances to help the Fuel Rats find you!
e.g. 832,163Ls from star, in direction of COL 285 Sector NE-R A34-2



NEED FUEL?

FUELRATS.COM/I-NEED-FUEL/

Alert the Fuel Rats

1. Go to www.fuelrats.com and click [GET HELP](#)
2. Provide your information to connect to the #FuelRats IRC Channel (irc.fuelrats.com)

a. If **not** connecting through www.fuelrats.com, type **RAT SIGNAL** with this information, as it will not have been captured otherwise.

RAT SIGNAL Col 285 Sector NE-R 834-2, PC, good on oxygen.

Fill in the web form and Start your rescue!

CMOR name RadLock
System name Col 285 Sector NE-R A34-2
Platform PC
Are you on emergency? ☐ YES I have a timer in upper right corner ☐ NO

Start...

Add the Fuel Rats to your Friends List

Menu for PC only
See backside for XBOX



1. In your main menu, access the Friends and Private Groups menu, then add a friend by searching for the name of the Fuel Rat who has been identified to rescue you

Invite the Fuel Rats to your wing



1. In your Comms panel, go to the Friends tab, find the Fuel Rat you added to Friends, and select them to invite to a wing
2. With the wing established, go to the Functions tab of your Systems panel and set your beacon to wing
3. Stay calm, help is on the way!

WE HAVE FUEL.
YOU DON'T.
ANY QUESTIONS?



Emergency Fuel Procedures Designed by CMOR RadLock | The Fuel Rats Logo Designed by CMOR Kluggson

(Click image for link)

They have Fuel

You Don't

Any Questions...

Radio Stations

Radio Sidewinder



(Click Image for Link)

Radio Sidewinder is an independent Media organisation that broadcasts music, news and gossip to Commanders across the Galaxy 24/7.

Yes, They are a real radio station! The organisation has become so large that it has now formed a Government and controls an entire system. RSC is an independent, democratic minor faction based around the System of Tago.

Lave Radio



(Click Image for Link)

Lave Radio, The Hottest show this side of Diso! First broadcast on the 22nd of February 2013 and since then has released over 400 hours of content! Their "normal" show is about two hours of light hearted news and opinion from around the universe of Elite Dangerous.

They also frequently have [interviews](#) with members of the community and Frontier Developments.

Hutton Orbital Radio



(Click Image for Link)

Who are the Hutton Truckers?

Anyone foolish enough to visit Hutton. Anyone who listens to our LIVE radio station whilst hauling all over the Milky Way. Anyone who helped bring the Hutton Mug into existence. You can be a Trucker whilst still supporting your favourite faction - it is like a badge of honour. The Fuel Rats are Hutton Truckers, as are the EDC. There are Imperial types, Explorers and even a few Pirates who are Hutton Truckers.

They are the Milky Way's most distant Orbital but we're your hub for news, events, radio shows, impossible missions, music and parody.

How do I join in?

Join them on Facebook, watch out in the official forums or go to their news page to keep up to date.



(Click Image for for Post)

So quite often I find myself wanting to recommend a bunch of forum threads to other players and rather than having to dig around each time I thought I'd start a thread that attempts to pull all the good (IMHO) stuff together in one place. I'm going to try and keep on top of this and include a "Trending" section as well which showcases some current stuff that I think is noteworthy.

Oh, and I make no apologies for the fact that some of the recommended threads are my own! To keep informed about updates and new additions to this thread use the subscribe link (under "Thread Tools" at the top). Since I aim to point new players at this thread from time to time (and if that's you right now - welcome!) I wanted to add that you should feel free to post questions here about using the forum or about any of the content featured herein.

o7 commanders! - [Alec Turner](#)

More... Links & Guides / W.I.P. SECTION

- ❖  [Traders Bible](#) As a trader, your goal will be to buy items at low prices in order to resell them at a Higher Price.
- ❖  <http://edtools.ddns.net/expl.php> An exploration route of hundreds of high-value planets - Earth-like worlds and Terraformable Water Worlds.
- ❖  [Power Play Guide](#) Special thanks to: Faction & Power History: Cmdr. Caylo Tavira Power Grids: Cmdr. Weylon Power Vector Graphics: Cmdr. SpyTecand of course the Frontier Team.
- ❖  [Road to Riches For Explorers](#) Road to Riches thing where players follow a path of high value planets and make an insane amount of credits and exploration rank.
- ❖ [Tips For Beginners](#) Elite: Dangerous Blog News and events from the Elite Dangerous galaxy

Contact Info

The Colonial Fleet



(Click Image for Link)

The Fleet is an Independent Squadron, located in the Klamath system. Our Goal is to provide a fun and immersive experience for all commanders from *Novice* to *Elite* all are welcome! The Fleet conducts the following activities to help new and returning players as well is currently seeking active commanders to help extend these roles:

- Combat (Anti- Xeno/PVE)
- Background Simulation (Minor Factions/Trade/Logistics)
- Research & Development (Xeno/Guardian/Exploration)

*Our Mission is to **Explore, Fight and Profit** from our journeys among the stars!*

Always -- Moving -- Forward

Discord INARA Website

== CONTRIBUTORS ==

== Squadrons ==

- Hutton Orbital Radio
- Lave Radio
- Radio Sidewinder
- The Fuel Rats
- Canonn Interstellar Research Group
- GalPhoto
- Elite Dangerous Astrometrics
- EDSM
- EDDB
- INARA
- ED Assets
- And more..

== Commanders ==

- Cmdr ObsidianAnt
- Cmdr DR. Kaii
- Cmdr Aterius
- Cmdr Qohen Leth
- Cmdr Fru
- Cmdr Jantah
- Cmdr CunningStunt
- Cmdr Ian Baristan
- Cmdr Mat2596
- Cmdr Arithon
- Cmdr Prometheus
- Cmdr Asteconn
- So many more ...

== Reddit ==

- u/AndreyATGB
- u/Mnemoch
- u/blood__drunk
- u/aymerix
- u/Arch3591
- u/sushi_cw
- u/angrmgmt00
- A Lot more...

And Even Many More...

== SOURCES ==

REDDIT

<https://www.reddit.com/r/EliteDangerous/>

Frontier Forums

<https://forums.frontier.co.uk/categories/elite-dangerous.29/>

Elite Dangerous Wiki - Fandom

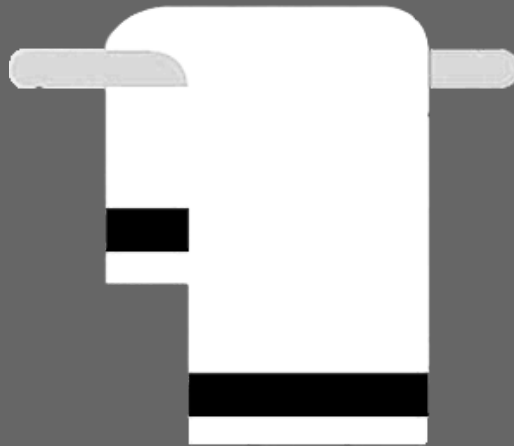
https://elite-dangerous.fandom.com/wiki/Elite_Dangerous_Wiki

This is an always expanding journey & would like to thank this amazing community!

If anyone would like to help with this project simply join our Discord!

« Towel Tax »

Don't Panic



Fly Safe & Fly Smart

~ Cmdr Choopsha