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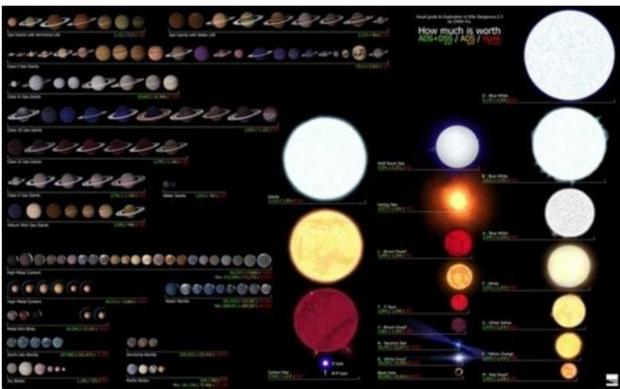
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Elite dangerous combat tips cheat sheet printable



ELITE DANGEROUS - KEYBINDS

FLIGHT	UI / MENUS	MISCELLANEOUS	WEAPON / TARGET / WING
Hot Left Engine	MOUSE	Leading Star	Primary Fire
Hot Right Engine	MOUSE	Capn Stop	Secondary Fire
Yaw Left	A	Stop Lights	Cycle Next Fire Group
Yaw Right	D	Right Vision	Deploy Hardpoints
Thrust Left	Q	Roll Panel	Select Target Ahead
Thrust Right	E	Internal Panel	Cycle Next Target
Thrust Up	F	Quick Camera	Select Highest Threat
Thrust Down	R	Increase Sensor Zoom	Cycle Next Hostile Target
Increase Thrust	W	Decrease Sensor Zoom	Cycle Next Subsystem
Decrease Thrust	S	Game Menu	Cycle Previous Subsystem
Engine Boost	TMB	Open Galney Map	Select Wingman's Target
Set Speed to 0%	E	Open System Map	Wingman New Lock
Set Speed to 75%	MOUSE 4	Open Inventory	Target Wingman 1
Set Speed to 100%	MOUSE 5	Battle/Target Mode	Target Wingman 2
Toggle Flight Assist	Z	Enter FSS Mode	Target Wingman 3
Toggle Frame Shift Drive	X	Exit Mode (FSD) / Laser	
Supercruise	S	FSS	
Rotational Correction	NUM 1	Galney Cam Select Current System	
	MOUSE	Toggle Camera Suite	
	DELETE	Enter Free Camera	



However, this applies to your own ship as well, which is why it's very risky to continue fighting after your shields go down. Fortunately, you can repair, refuel, and rearm your SRV from the materials you collect on your travels (jump to Synthesis and materials section). From planets, elements are harvested from the outcrops and meteorites scattered across the surface (jump to Finding materials and POIs using the SRV wave scanner section). If you lose your ship, you will be given the option to recover any NPC crew members onboard on the rebuy screen. When aiming a charge, you need to take into account the rotation of the asteroid as well as the hardpoint placement of your launcher. Doing so also reduces your max speed and prevents you from accidentally boosting. When back on the commodities market screen, you are not some chiselled-jaw action hero on a quest to save humanity. Generators can sometimes be tricky to find as they don't appear on your scanner until quite close. Speed, silent running and heat sinks are your friends. In icy rings, core asteroids are medium-small in size and sort of popcorn-shaped (to me they also look like squashed brains!). Thrusters work in pairs to accelerate or decelerate your ship relative to its current orientation. However, using one doubles the number of fragments you can laser mine from an asteroid and are also essential for harvesting asteroids with surface features, including motherlodes. NPC crew 2. Public-facing Squadron page. A Squadron can accommodate up to 500 members. You only need to get the last shot on the ship to claim the kill. You can also find contracts that pay for a specified number of warzone kills in a stated system. Hitting one of these rocks with a prospector will display these features on your HUD. Again, this is quicker and easier to do in a more agile ship. The starter's zone systems are marked on the galaxy map and in the navigation panel by a Pilot's Federation icon and include Azoth, Dromi, Lia Fail, Matet, Orna, Otegin, Sharur, Tarnkappe, Tyet, and Wolfsegen. Missions are primarily obtained from missions boards at starports. 21.3. Courierring, procurement, and salvage Become a space postie! Usually pretty straightforward: accept jobs from the missions boards, take cargo from A to B. Missions rewards are also a good source of manufactured materials. Select any fissure with a charge on it, then click the "detonate now" to blow the asteroid. If the timer expires you will need to start again. Planetary port that can be docked at are identified by the large buildings icon (e.g. Amundsen Vision) and planetary outposts have the small buildings icon (e.g. Pearce's Claim). At the end of a multi-crew session (either by disconnection or exiting), you'll be presented with a report. These include: arsenicboroncadmiumcarbonironleadnickelphosphorusrheniumsulphurzirconium In fact, lead, boron, and rhenium, can only be obtained from asteroids. Cycles normal finish 7am GMT on Thursdays, you should receive a warning the day before. Trading coffee 2. It's also lost if it doesn't return to the ship before engaging your FSD. For instance, a pilot hired at expert level will take a 12% share of your income. You can view multiple commodities simultaneously, but I'm only looking at coffee here (green lines). Targeting a fissure will tell you its strength. This is what I usually do when mapping a surface: Fire one probe directly at the white dot. Fire one probe to the opposite side of the planet. By opening up the system map and clicking on a ringed planet or a belt cluster, you can find out information about the quality of its asteroids. Once you get a better ship/loadout (at least a well kitted-out Viper, Cobra, or Adder, but ideally a Vulture), you'll be able to go after juicier but more challenging targets. Materials and any stored ships or modules will be safe. "Store Multiple" allows you to store any non-essential module from your current ship. Larger ships will mass lock your ship when you attempt to transition to supercruise (low waking), significantly increasing the time it takes for your FSD to charge. They do not rotate. You don't need to wait for the scan to finish before zooming back out and moving on to the next body. The flashing blob will disappear when all the bodies within it have been discovered. When flying through the mail slot, you'll need to match its rotation — especially in larger ships. 21.11. Details of active events can also be found through the Community Goal Discussions sticky on the official forums or through the Galnet News service. 21.9.2. Discovering planetary bodies When you arrive in an unexplored system, it will seem empty at first but your ship will automatically start discovering and scanning any nearby astronomical bodies. The downside is that your shields go offline (so don't crash) and the ship vents are closed off so the cockpit gradually heats up. The Elite Dangerous Wiki has a list of mineral types and where they can be mined. When fleeing from a larger ship in normal flight, it is always much quicker and safer to jump to a new system. Some are better suited for exploration (e.g. Diamondback and Asp Explorers, Krait Phantom), some perform well as multi-role ships (e.g. Adder, Cobra, Imperial Courier, Python). Fires a drone that probes an asteroid for mineral content and surface features such as deposits and fissures. Missions taken on from starports now come with up to three reward options, to be chosen from on completion. Be aware that you will sometimes be requested to transport cargo that is considered illegal at the intended destination, but this will be spelt out in the mission description. Passenger cabins 2. The cost and duration (in real time, not game time) of this procedure is dependent on ship type and distance and can get quite expensive and lengthy. Requesting a transfer to the current station costs time and money, which are dependent on ship type and distance. Knocking out the powerplant also has a small chance of instantly destroying the ship. Technology Brokers Technology Brokers can be found at some starports under the contacts menu. That's a very good question and there's no longer a simple answer, particularly as FDev have rebalanced mining a number of times over the years. A variety of orders can be issued either to your fighter or the mothership, depending on which one you are presently in control of. Rejoining ship 2. In terms of rewards, bounty claims and combat bonds are duplicated for each crew member. Laser mining is also the only way to extract elemental materials from asteroids (Horizons only). If the missile hits the deposit, you'll get a "deploying drill" message in the targets panel (lower-left screen) followed by a visual representation of the missile drilling through the rock. To join someone else's ship, click "join another ship". In general, focusing solely on surface or subsurface deposits is not an efficient mining strategy. On top of your rebuy cost, you'll be forced to pay off all fines and bounties relevant to that jurisdiction. The capacity of each cabin varies according to accommodation type and module size. Powerplay missions 2. These include a wide variety of materials (jump to Synthesis and materials section), with higher-grade modifications requiring rarer items. Then there's the weekly upkeep, which starts at 5 million and scales upwards according to your facilities configuration. A fully outfitted fleet carrier has an initial setup cost of 6.15 billion credits and a weekly maintenance of 26.7 million. Note that if you're looking to make money, then PP is not the place. Scanning these locations earns you extra credits and you get a Codex entry for your efforts. If you get too close to the star, you will drop out of supercruise and start taking serious damage as well as heating up. It's worth noting that because game's UI has been tweaked and added to over the past few years some older screenshots in the guide may differ slightly from the current UI. These are found at signal sources and planetary POIs; ships also drop them upon destruction. In metallic and metal-rich rings, core asteroids are medium-sized and teardrop shaped. This is known as high waking. So, for instance, a class 6 first-class cabin has a capacity for 12 passengers, whereas class 6 economy can hold 32. The fighter (or mothership) will appear on your sensor as a green contact and their position will also be indicated on the HUD. When you hit the correct tuning, a hollow white circle will appear in the centre of the blob. Powerplay commodities. Essentially, this is just an interactive tutorial that gently introduces players to the basic concepts and controls of flight, combat, and space travel. If you're struggling to find a specific material, it's also worth searching the forums as there is plenty of useful info on there. General supercruise tips: even with 0% throttle, you will still be travelling at 30km/sto safely disengage from supercruise you need to be travelling less than 1000km/sif travelling over 1000km/s, you can perform an emergency stop at any time by double pressing the supercruise key, but this will cause minor damage to your ship and its modules/keep your distance from stars and planetary bodies, etc, as these will slow you down (bloody gravity!) and if you get too close your ship will automatically perform an emergency stoporbital lines can be turned off in the ship tab of the system panel (you can also bind a key for this)observed destinations will appear as grey hashed circle in your HUDthe frame shift drive (FSD) is responsible for both supercruise and hyperspace jumps; however, you can bind separate keys for both if you're a real glutton for punishment, why not take a trip out to Hutton Orbital in Alpha Centauri; don't forget to buy a souvenir mug when you land © 8.1. Supercruise assist The supercruise assist module semiautomates flying to a location while in supercruise. They can be configured via the ship tab of the systems panel to: target only = engage your current target onlyfire at will = engage any hostile target within rangeforward fire = work like fixed, manually-fired weapons 12.4. Utilities and countermeasures These modules are installed in a utility mount slot. Squadron hub. 23.2.3. Rejoining ship When you get too far away from your ship (more than 2km I think) it will magically take off and enter orbit — i.e. despawns, so is 100% safe. 23.8.2. Launching fighters and issuing orders Fighters are deployed and orders are issued through the role panel, i.e. the panel below the sensors area (UI focus + down, or you can set a specific key). Different wavelenghts represent different types of object. Mining involves extracting minerals and metals from asteroids and then selling the processed ore on the commodities market or handing it in to fulfil mission contracts. The helm can disable the fighter can and limit the gunner to just weapons and scanners via the ship tab (which used to be called "functions"). The Leberetch Tempel Gateway in the Cordenet system is currently buying coffee for 1990 credits per tonne. Note that stars don't appear on the tuner and are usually scanned automatically by your ship upon entering the system. Halo-Me. This is my rather imaginative concoction. This automatically sets your throttle to 0% when you exit hyperspace and prevents you from getting too close to the star. Pilot's Federation ranks. These missions normally involve breaking the law (trespass and assault) and most outposts are defended by both turrets and mobile sentries (skimmers); these can be taken out by either your SRV or ship. The resources are persistent and the chances are that other Commanders will have been there mining. These can also be scanned in the FSS. Projectiles also have a travel time, so you need to lead targets — the HUD will show you where to aim. It's shield/hull status and current orders are displayed on the right side of the dashboard, just above the status of the ship you're flying. Essentially, the higher your rank, the more you'll get (up to 80% of the reward value according to Frontier). Here I've set up two fire groups. This data can also be bought for 100cr a pop. Getting scanned near or inside a starport while harbouring an illegal passenger will almost certainly result in annihilation. When you deploy your landing gear, the scanner will display a surface relief map with a representation of your ship above it (see screenshot below). The mini-asteroids that result from the detonation will also spawn surface deposits that you can target. Your ship will automatically detect any nearby USSs (within a 1000ls or so). As you head towards it, the exact site is located. The variety of missions is very similar to that of space missions with a few notable exceptions, which I have listed below. 23.6.1. Salvage missions These involve finding and delivering specific items found on planetary surfaces. Also, reputation increases faster when working for minors factions aligned to superpowers with which you have a good standing. This is the delivery depot, found on the missions board of the destination station. Merits are earned from completing PP-related activities and increase your standing with your chosen faction. 11. In general, if you're worried about being attacked, then make sure you have a high-wake destination pre-selected. Also, trade ships are likely to attract more attention as they're sought after by pirates and make easy prey for player killers. However, some countermeasures can also be given a hotkey and therefore don't actually need to be assigned to any fire group to be used. If you fly low enough, larger POIs can actually be seen from the air — turning your lights or night vision on helps with this. The fighter's multi-crew interface works in a very similar fashion to that presented when you team up with wingmen. As such, yaw only allows for minor adjustments so you will need to get used to using roll and pitch for turning — think WWII fighter planes or the X-wings/tie fighters from Star Wars. Wave scanner 2. However, this manual hasn't been updated since 2017, so some aspects of the UI and gameplay have now changed. SLF outfitting 1. These hotspots are permanent POIs and can then be targeted and flown to in supercruise. Coffee (highlighted) is in high supply and can be bought for 1048cr per tonne, which is 457cr below the galactic average. Fixed weapon variants must be aimed manually, essentially by pointing the nose of your ship at the target — or slightly leading them if using kinetic weapons. Some missions also include global rewards if certain community targets are met. This will also tell you whether the port has a black market. 23.2. SRV basics 23.2.1. Purchasing and deploying an SRV To explore the surface you need a surface reconnaissance vehicle (SRV), which is essentially a moon buggy with guns and shields. These blueprints can only be bought using materials and commodities. For the former, you will require fuel or repair limpets. Engineers reside in remote planetary bases scattered across the galaxy and access to them is by invitation only. However, on 27 October 2020, Frontier made Horizons available to all current and future players for free, which was a nice gesture. 19. Harvesting these can significantly increase your yield but requires extra

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