**NEMISIS WOLF'S**

**QUICK AND ROUGH GUIDE TO BUILDING**

**A UBIQUITOUS CLASS SEAL SHIP FROM NEW ACCOUNT START!**

**COMPLETELY ADAPTABLE FOR ANY! SHIP BUILD!**

**Helpful Note!**

**\*\*During all phases of this have spare cargo space to buy and sell at least 1t of anything at every station you goto this helps greatly in getting an invite from Lei Cheung later. Also try and get 5 black markets in here at some point as The Dweller wants you to trade at 5 different Black markets to get his invite! And also honk every system to get exploration rank scout by the time you finish the Getting Rich Quick stage to get the invite for Farseer, and to trade Exploration data to get favour with factions to unlock Liz Ryder and Marco Gwent!\*\***

**Part 1:Getting rich quick!**

Sidewinder haz rez for an hour get 2.5 million in bounty! Dont get cocky here your in a Sidewinder!! All you needed to do is get a couple of shots in on a wanted target that's getting it's ass kicked by the local authorities take those shots when his hull is at 30% and you should be golden And don't shoot the local authority ships either quick death and waste of your time as you'll lose all your bounty credits!

Once you get your bounty! (You can also get this cash doing exploration less hazardous but it bores the \*\*\*\*! Out of me)

**\*\*\*Note! Doing this initially part as bounty hunting has 2 benefits you get your initial cash quick! plus you should also get an invite from Tod The Blaster! Keep 100,000cr of bounty vouchers at this point as well and that's what he wants as his bribe so it’s the 2 birds with one stone thing here!\*\*\***

Get Cobra 3 or Type 6, Cobra is cheaper and does this part great, Type 6 can hold more cargo but using it doesn't really help at this point!

Fit for Painite overlap mining. Go mining 1 run . Get about 27 mil to 29 mil. Sell Cobra!

Get Type 7 200t capacity go painite mining 1 run get 156mil sell Type 7

Get Type 9 max out cargo, I run with no shields here for more cargo but it's up you if you want to or not.

Go painite mining 2 runs! Get Elite rank in trading at this point and access to Shinrarta for cheap ships and parts!

**\*\*\* Note If you can keep 10 tons of painite in your cargo hold at this point great! as Selene Jean wants that for her bribe to unlock her!\*\*\***

Sell T9 buy Anaconda fit for Ubiquitous Class build.

https://s.orbis.zone/46q5

At this point you should have about 700mil+ or more credits for any rebuys more than enough really, and shouldn't need any more cash unless you're building another type of ship.

This entire first part is a days worth of play less really especially if you stop at the first run of Type 7 mining, which technically gets you enough to buy the Anaconda right there but your probably gonna need more cash unless your building a nice Python or mid sized ship.

**Part 2 Materials Gathering quick style!**

At this point goto Jameson crashed Cobra 1 run to fill up on G5 and G4 data mat, 30 minutes max here.

Do 1 run HGE farming! Fill up on 100 G5 manu mats.(instructions on how to do this? Ask me I'll send them to ya!) Again 30 minutes here!

**Ok and it’s here we have an issue! Sorta!**

**\*\*\*Some people still use Davs (I don't mind wasting half my life running round and round in circles picking up low grade Manu mats just to get enough to engineer 1 module!) Hope!**

**If you like doing this fine knock yourself out! But when we get to the serious mat gathering later you'll see that to get all the Manu mats you need to engineer all of this ship or a ship of your choosing, you'll be spending a day and a half (real time) at least! at Davs (please kill me now!) Hope, getting what you need or you can spend 4 hours getting everything you need in one session!\*\*\***

Check out what mats you need for G5 long range and Mass manager engineering at Farseer, trade what you have at materials trader to get what you need. You should have most raw you need at this point from mining but might need to get a couple you need from planet side!

Goto HYADES SECTOR AQ-Y DB1 Planet AB 3 C thargoid site. Pick up 1t meta alloys! And hunt down and kill Scavengers to get 25 sensor fragments for Prof Palin later! **You don't** need to relog here just keep running round the main building and the scavengers will respawn!

Trade enough exploration data to get scout level in exploration if you haven't already and unlock Farseer

Goto Farseer get G5 long range with mass manager on your FSD drive!

Your Anaconda should now have about 55Ly jump range!

Goto Gaurdian site unlock FSD booster. Go get it! How do I do this? You say! Separate Instructions are plentiful on this look it up! Or ask me I'll point you in the right direction! 🡪🡨 This should take 2 hours including travelling

Goto crystal sites 1500ly from bubble about 29 jumps in your now 66ly jump range Anaconda. Stock up on the 6 G4 raw mats! While out there head out further till your over 5000ly from starting point this unlocks Prof Palin later! This does take a few hours 6 sites 30minutes each plus 2 traveling times for the 156kls and over 300kls trips to the systems plus it's a 160j round trip to get 5000ly and back but is actually doesn't take as long as the actuall mat gathering bit.

Go Manu mat farming at HGE sites (want instructions on how to do? ask and I'll let you know) get about 500 G5 And 300 G4 Manu mats, takes about 4 hours with proper planning and an uninterrupted session!

Trade down your G5 and G4 data mats for anything you need for engineering make 2 runs to Jameson's crash site to top back up again and trade for data to unlock Ram Tah and in think it's Hera tani or Tiani Fortune!. 1 hour for 2 runs here!

At this point use Inara or other tools to work out exactly how many mats you need to engineer everything and goto relevant materials trader and trade down all those lovely G5 and G4 mats you gathered for what you need! You should definitely have enough mats to complete the entire ship at this point!!

**\*\*\* Note remember to include engineering stuff you don't need at engineers you only need to unlock engineers you do need in you crafting lists!\*\*\***

**Part 3 unlocking the engineers!**

Ok not actually going to tell you much here instructions for what you need and what to do to unlock the engineers are in Inara and most of them are really easy you should have enough exploration data from you're 5000Ly trip to use to sell to the factions needed to become cordial or friendly to unlock Liz Ryder and Marco Gwent, Gwents 25 modular Terminals for his bribe can only be gotten from mission rewards and I usually find these missions in the Sirius system or nearby easy enough!

You will also (not actually necessary but makes it easier) need to refit the ship for 200t cargo to supply Liz Ryder with her 200 landmines and Lei Cheung with his 200 gold.

Now remember I told you to buy and sell at least 1t of anything at every station? Well hopefully your well on your way to reaching 50 markets that you've sold and bought at as this is what Lei Cheung needs to get his invite! And hopefully you included 5 black markets to be invited by The Dweller.

Todd the blaster should have given you an invite during the first stage as he wants you to have claimed 1mil in bounty to get his invite and he wants 100000 in bounty vouchers for his bribe!

Tiani Fortune needs imperial rank Squire to get her invite so the usual data missions can fix that really quickly as well.

You already picked up prof Palin’s 25 sensor fragments and his 5000ly from start point are already done so easy peasy!

Etienne Dorn! Who is in Colonia, you should get your invite after unlocking Liz Ryder and getting her up to G3>4 there is a tutorial on how to get the escape odds for him from the damaged mega ship near him! Here!

: Equip your ship with a Hatch Breaker Limpet Controller, a Collector Limpet Controller and a good number of limpets. I bought 60.

2: Go to the Luchtaine system near Colonia. When you are there head for the A 1 Gas Giant.

3: When you are within 1000 ls you’ll spot a Distress Call in the Nav Panel. Head for it and drop out of Supercruise when you are close enough. (Changes were made in 3.3, and if you don’t see the Distress Call try using the DSS to probe planet 1).

4: You’ll immediately spot a large Megaship. You’ll also spot a number of ships flying around, and they may be pirates and hostile. Fight them if necessary or go into Supercruise and drop again and hope you have better luck this time. Often you’ll only meet rescue ships.

5: Approach the Megaship. It’s badly damaged, inoperable and decommissioned. What you are about to do isn’t illegal here.

6: Target the Megaship and scan it with your Data Link Scanner and head for “Escape Hatch 3” under “Contacts”. When you are close enough you can use your Data Link Scanner again which will reveal a “Limpet Docking Point” under “Sub-targets”. Target the “Limpet Docking Point” and release a Hatch Breaker Limpet.

7: When the hatch doors open a good number of things will be blasted into space, and among them most likely some Occupied Escape Pods for you to collect with your Collector Limpets.

8: While your limpets are collecting you can target the “Limpet Docking Point” again and open the doors again with the Hatch Breaker Limpets. More pods will be ejected. You can do this a number of times.

I got 17 Occupied Escape Pods on my first try. More will spawn if you leave and return.

You may have to move your ship around to let the limpets get the pods without getting destroyed, and some of the pods may be trapped within the graphics and be unable to reach. You may also find a few in the Cargo Bays on the Megaship.

**Your Done!**