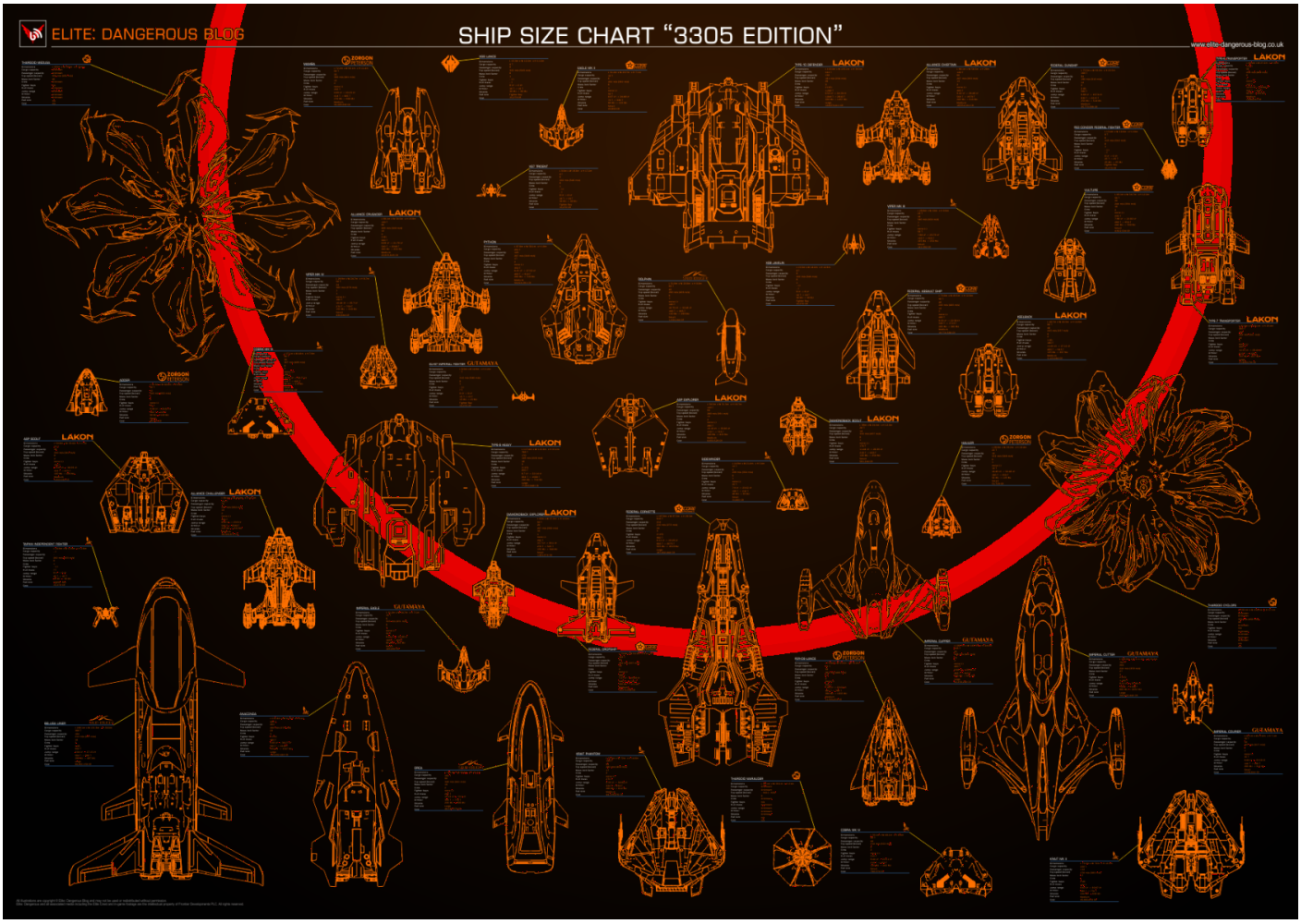
Other Tips and Tricks

Sometimes, Seals find resources or tools that are useful to share, that we think are worth sharing. However, these don't exactly fit well in other categories or on other pages. This page contains a few resources that we've found over our time in the Galaxy.

Please keep in mind, this page contains links to resources the Seals are not responsible for and have no control over their content. Please contact us with any questions or concerns, and be careful about what sites you visit on the web.

Charts and Graphs

Ship Size Chart



Source: View on the Elite Dangerous Blog (Wayback Machine)

Stellar Object Scan Chart

https://i.imgur.com/1meKYTH.jpg

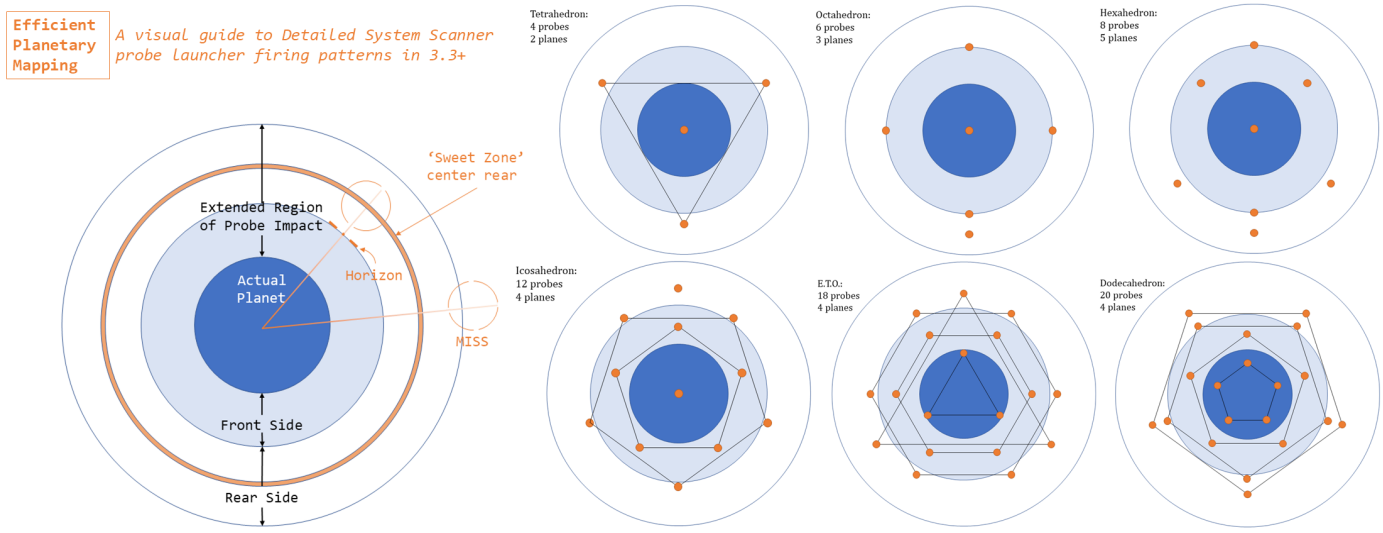
Link: https://i.imgur.com/1meKYTH.jpg

Stellar Object Value Calculation (Approximate)

Planet Type	FSS	FSS+DSS	FSS+FD+DSS
Earth-like World	270,000	1,100,000	3,200,000
Terraformable Water World	270,000	1,100,000	3,200,000
Terraformable HMC	160,000	680,000	2,000,000
Ammonia World	140,000	600,000	1,700,000
Terraformable Rocky Body	130,000	540,000	1,600,000
Water World	100,000	420,000	1,200,000
Metal Rich Body	30,000	130,000	380,000
Class II Gas Giant	28,000	120,000	340,000
High Metal Content Planet	14,000	60,000	170,000
Class I Gas Giant	3,800	16,000	46,000
Class III Gas Giant	1,000	4,000	12,000
Class IV Gas Giant	1,100	4,700	13,000
Class V Gas Giant	1,000	4,000	12,000
G. G. w/ Water-based Life	880	3,700	11,000
Helium-Rich Gas Giant	900	3,800	11,000
G. G. w/ Ammonia-based Life	770	3,200	9,300
Water Giant	670	2,800	8,000
Rocky Ice Body	500	1,800	5,100
Icy Body	500	1,600	4,500
Rocky Body	500	1,500	4,300

Source: Fleetcomm Discord Bot

Efficiency Target Plotter



Reddit and Forum Guides

Unlocking Engineers quickly:
https://np.reddit.com/r/EliteOne/comments/8bs6g8/foxs_stepbystep_guide_to_unlocking_engineers/

Guardian Modules:
https://forums.frontier.co.uk/threads/walkthrough-guardian-module-blueprints.438289/#post6856649

Guardian Weapons:
https://forums.frontier.co.uk/threads/walkthrough-guardian-weapon-blueprints.445508/#post6979326

Guardian SLFs:
https://forums.frontier.co.uk/threads/walkthrough-guardian-vessel-blueprints.446206/#post6993998

Finding Escape Pods:
https://forums.frontier.co.uk/threads/guide-fast-way-to-find-occupied-escape-pods-near-colonia.447311/

Material Engineering Database:
https://forums.frontier.co.uk/threads/elite-dangerous-scavenger-a-new-database-of-materials-for-engineers.367052/

Mining Info

When it comes to the Seals, one of the most important people to have around during Code Blacks is our miners.

iMU mining guide. All things mining:
https://www.reddit.com/r/EliteMiners/wiki/index

Hotspot overlap locator tool:
http://edtools.ddns.net/miner

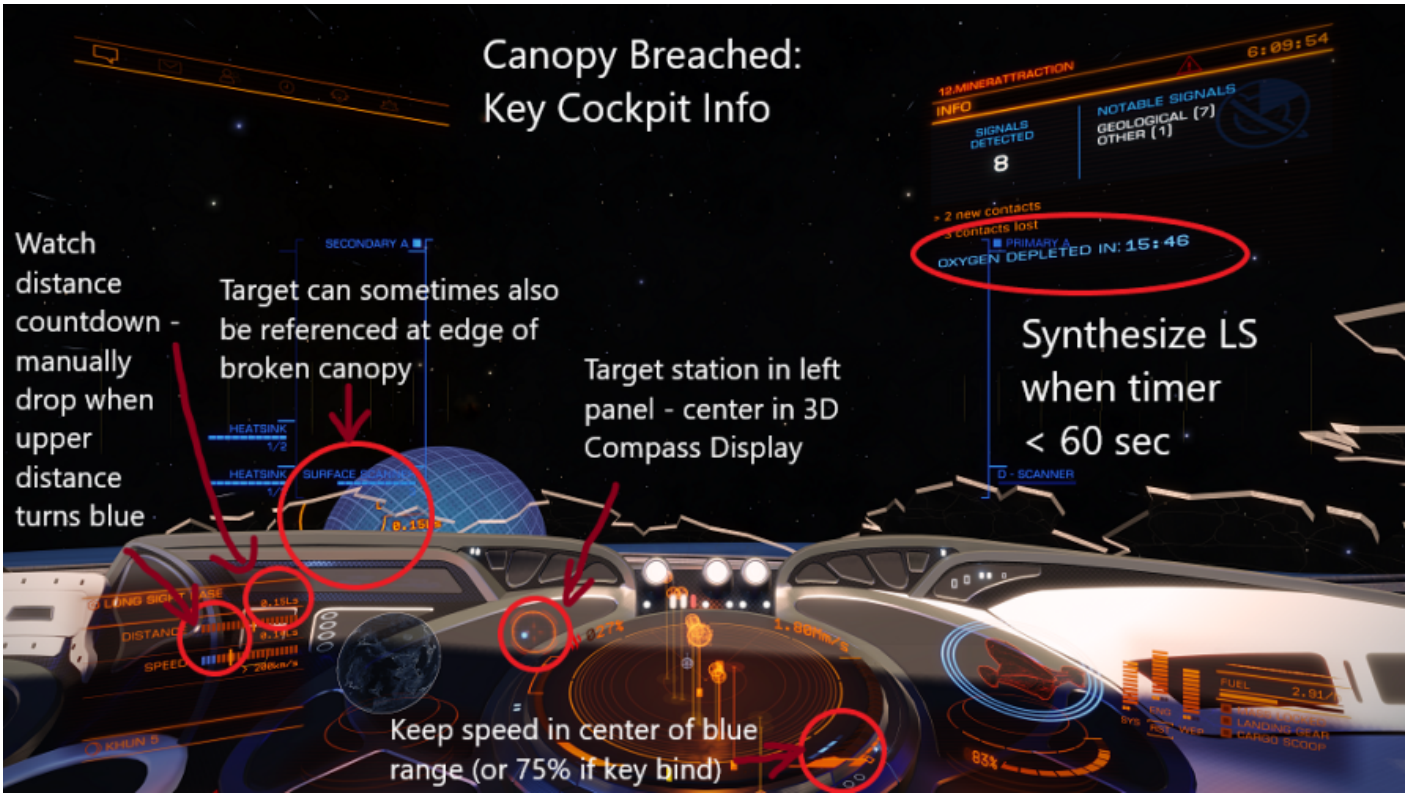
To find the best selling price of painite:
https://eddb.io/commodity/83

iMU Discord:
https://discord.gg/jFcrtdj

Calculations for fragments coming off rock faces with lasers

Laser Size	Factor	Power Usage
Small	1.0	1x
Lance	1.2	1.2x
Medium	3.0	2x

Broken Canopy Navigation



Galaxy Navigation

Down to Earth Astronomy Program: https://drive.google.com/drive/folders/1Q0Ffy3ZkS6b3-GGcPVAFCPIQbTBjXEXo
Video about the software: https://www.youtube.com/watch?v=XPAjvogRp2o

Neotron's program: https://github.com/neotron/EDPathFinder/tree/1.3.0

Technical Guides and Tools

Keybind Backup: https://github.com/Noodles4Pasta/Save-ED-Keybinds/releases

Elite: Dangerous Ports:
These are the TCP and UDP ports in use by the game.

TCP 4430/6661
UDP 19364/3478/3479

Other Text Guides

Mat Farming Guide
https://docs.google.com/spreadsheets/d/1yo1iHP9KUXpoBaIzJsRsDxfAcQa7cBq0YUIFy3m2NII/edit

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Materials

Thargoid Mats
HIP 17403 A4 crashed ship
1/2 way between the 2 lower ships, sensors will roll down the hill and can be shot to get Sensor fragments. Relog and do it again.
(my favorite location, also available at the location below)

Hyades sector aq-y d81
meta alloys and thargoid mats.

GUARDIAN MATS
Synuefe EN-H d11-96
Look for "convoy" and “ship wreckage” signal sources to find the guardian mats per Will’s post here:
https://forums.frontier.co.uk/posts/7869982/

GUARDIAN DATA
Synuefe NL-N C23-4 B 3
48.1808, -48.3718
There are two Obelisks right next to each other. Stand in between them. Scan both, relog, rinse and repeat.
From CirrusFlare

Manufactured Mats
Synuefe jb-g b58-6 6h
“Camp C-N04”
Or
Hyades Sector DR-V c2-23 A 5
Dav’s hope
Or any high-grade signal source

HIP 12099 planet 1b
Jameson’s crashed cobra
For data mats and trade.

Raw mats
Outotz HD-J D9-3
Planet B 8 D Antimony.

HiP 36601
Planet C 1 A Polonium
Planet C 1 D Ruthenium
Planet C 3 B Tellurium
Planet C 5 A Technetium.

Outotz LS-K D8-3
Planet B 5 A Yttrium

Recommended Engineering Pins

Your mileage may vary. However, for a general feel of things, this is the "Community-Suggested" pins.

Core Internals
Selene Jean: Armor (not HRPs, because you can taxi HRPs out and do them there)
Hera Tani: Power Plants (Armored)
Elvira Martuuk: FSD (Longrange)
The Dweller: Distributors
Professor Palin: Thrusters
Lori Jameson: Life Support (No G5s)
Juri Ishmaak: Detailed Surface Scanner
Marco Qwent: Power Plants (Overcharge up to G4)
Felicity Farseer: FSDs (Shielded)
Tiana Fortune: Sensors

Optional Internals
Lei Chung: Shield Generators
Bris Dekker: FSD Interdictors (No G5s)

Utility Slots
Didi Vatermann: Shield Boosters
Ram Tah: Heatsinks

Weaponry
The Sarge: Cannons
Broo Tarquin: Beams/Pulses/Bursts
Zacariah Nemo: Frag Cannons
Liz Ryder: Missiles or Torpedoes
Tod McQuinn: Multicannons or Rails
Bill Turner: Plasma Accelerators

Quick and Dirty Seal Ships

No Engineering, No Fluff, quick and dirty.

DBX
https://s.orbis.zone/47h1

Asp X
https://s.orbis.zone/47h3

Krait Phantom
https://s.orbis.zone/47h9

Anaconda
https://s.orbis.zone/47hc

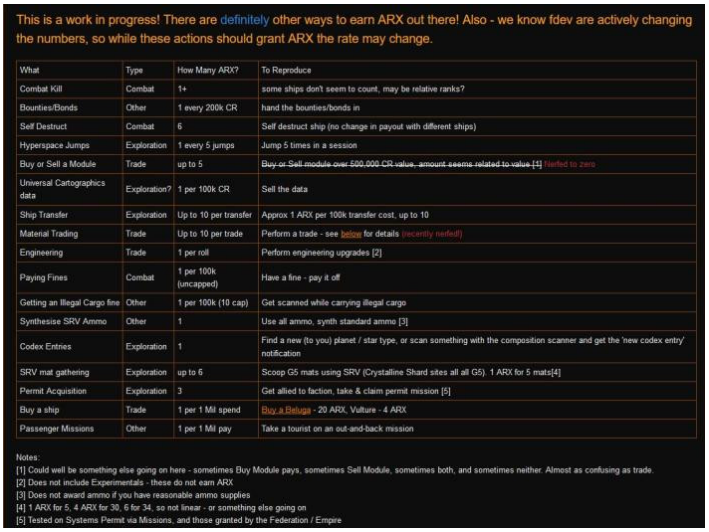
Ship Technical Stats

Jump Ranges:
https://tinyurl.com/upjump/

How to Get Ships Fast:
Nemisis_quick_build_guide.docx

ARX

Completely subject to change.



This is a work in progress! There are definitely other ways to earn ARX out there! Also - we know fdev are actively changing the numbers, so while these actions should grant ARX the rate may change.

What	Type	How Many ARX?	To Reproduce
Combat Kill	Combat	1+	some ships don't seem to count, may be relative ranks?
Bounties/Bonds	Other	1 every 200k CR	hand the bounties/bonds in
Self Destruct	Combat	6	Self destruct ship (no change in payout with different ships)
Hyperspace Jumps	Exploration	1 every 5 jumps	Jump 5 times in a session
Buy or Sell a Module	Trade	up to 5	~~Buy or Sell module over 500,000 CR value, amount seems related to value [1]~~ Nerfed to zero
Universal Cartographics data	Exploration?	1 per 100k CR	Sell the data
Ship Transfer	Exploration	Up to 10 per transfer	Approx 1 ARX per 100k transfer cost, up to 10
Material Trading	Trade	Up to 10 per trade	Perform a trade - see below for details (recently nerfed!)
Engineering	Trade	1 per roll	Perform engineering upgrades [2]
Paying Fines	Combat	1 per 100k (uncapped)	Have a fine - pay it off
Getting an Illegal Cargo fine	Other	1 per 100k (10 cap)	Get scanned while carrying illegal cargo
Synthesise SRV Ammo	Other	1	Use all ammo, synth standard ammo [3]
Codex Entries	Exploration	1	Find a new (to you) planet / star type, or scan something with the composition scanner and get the 'new codex entry' notification
SRV mat gathering	Exploration	up to 6	Scoop G5 mats using SRV (Crystalline Shard sites all all G5). 1 ARX for 5 mats[4]
Permit Acquisition	Exploration	3	Get allied to faction, take & claim permit mission [5]
Buy a ship	Trade	1 per 1 Mil spend	Buy a Beluga - 20 ARX, Vulture - 4 ARX
Passenger Missions	Other	1 per 1 Mil pay	Take a tourist on an out-and-back mission

Notes:
[1] Could well be something else going on here - sometimes Buy Module pays, sometimes Sell Module, sometimes both, and sometimes neither. Almost as confusing as trade.
[2] Does not include Experimentals - these do not earn ARX
[3] Does not award ammo if you have reasonable ammo supplies
[4] 1 ARX for 5, 4 ARX for 30, 6 for 34, so not linear - or something else going on
[5] Tested on Systems Permit via Missions, and those granted by the Federation / Empire

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