

I'm not robot!

In core mining you will be looking for asteroids with mother lodes inside to crack open, and then collect the materials inside. This type of mining often gives you fewer materials per hour, and therefore is also less profitable than laser mining. Equipment Abrasion blaster Seismic charge launcher Pulse wave scanner Surface scanner Refinery Prospector Limpet controller (1 active limpet is enough) Collector Limpet controller (4 to 6 active limpets should do it) Cargo racks Shield generator Recommended Ships Imperial clipper Python Cobra mk III - Good Starting ship Fitting your ship Choose a ship Before you start mining you will obviously need a ship. Here you should be looking for a ship with a decent amount of internal slots as well as good speed and manoeuvrability. A lot of internal slots allows you to carry more cargo and the speed and manoeuvrability will help you locate and explode rocks faster. It is therefore recommended to use a ship like the imperial clipper or the python. The python has the advantage of being a medium ship which allows you to land on stations the clipper can't. The clipper on the other hand is faster than the python. If you are new to the game a Cobra mk III is a solid choice for a starter mining ship. You can see some of my recommended loadouts in the Ship Builds section. Hardpoints For hardpoints you will need a Seismic charge launcher to crack the asteroids open and an abrasion blaster to shoot the fragments loose inside the rock. If you have spare hardpoints you can fit a few weapons, but that is optional. Utility In your utility slots you need a pulse wave scanner. This module allows you to scan the rocks around you so you can see which rocks might contain mother lodes. The remaining slots are up to you. Internals In your internal slots you will need a long list of modules. In your lowest slot you should fit a surface scanner, this is used to scan the rings around planets for hotspots where you get a higher chance for mother lodes. In your second lowest slot you should fit a prospector limpet controller. It's not that important which one you fit, but I usually fit the largest A-rate that will go in that slot. Next you will need a refinery. Again it's not that important which one, any of them will do. Having more bins is always nice, but you can make do with just 3 or 4 bins. Next you will need collector limpet controllers. You will most likely need more than one controller since you want around 4 to 6 active limpets. The more limpets you have the faster you can collect your materials, but it will take valuable internal slots away from your cargo hold. Talking about cargo hold you will need Cargo racks. How much cargo is really up to you. I like to keep it around 200 T but more or less is also fine, it's really a matter of taste. Finally I recommend a shield generator. This is technically not mandatory, but since you will be flying around exploding asteroids it's probably a good idea to bring a shield. Finding the right spot to mine Before you set out mining you should consider where you want to sell your materials. The market in Elite can change from day to day so make sure you check the market before you leave. I recommend using a site like or . You are looking for the most valuable of the following materials: Alexandrite Benitoite Bromellite (icy rings only) Grandierite Low Temperature Diamonds (icy rings only) Monazite Musgravite Paintite Rhodplumsite Serendibite Void Opals (icy rings only) Once you find your desired material make sure there is a station with good prices that has a demand of at least 10 times what you can carry in your cargo hold. Due to the supply and demand change made in January 2020 the bigger a % of the station demand you carry the less they will pay you per ton. Once you find your station, stock up on limpets and begin looking for rings with a hotspot matching the material you are looking for. Fly up to the various ringed planets and scan them using your surface scanner. Once you find one drop into the hotspot and you are now ready to begin mining. Locating mother lodes Elite Dangerous > Generalee Diskussionen > Trädoplysninger Are people just lying about mining? I keep seeing videos about making hundreds of millions of credits per hour by mining and I just don't buy it. I'm not claiming to be an expert. In fact, I guarantee I am lousy at mining. But I spent several hours last night in an LTD hotspot and only came away with 50 tons of ore worth about 6 mil. And 4 mil of that was just because I happen to be close to a port that pays a ridiculous 114,000/t for Brom-something that's only worth 47,000/t at my home base. I only got 3t of diamonds out of the alleged hotspot, some tritium, the brom stuff, and I think one other. Most of the bright yellow rocks were garbage methyl whatever. And there weren't that many bright ones to begin with. I had my ship outfitted for all three types of mining so I could get at anything, there just wasn't anything to get. I'm sure you can make big money mining. I just call BS on the "per hour" part. It takes too much time to find the right rocks and to play the little mini games to extract the good stuff. Even in a better spot I wouldn't have done 15-20 times what I did. I certainly wouldn't have filled my 192t hold several times in an hour. That's what it would have taken to break 100 mil. A couple minutes per rock to get the goods, a couple minutes to find the right rock, you're lucky to do 6 per hour. Ran out of ammo for both seismic and subsurface guns, went back to base and sold all the gear. At least it paid for itself. But I make 3.5 mil per trip off a little 2-hop trip out of my home base. I could have made at least eight of those runs in the time I wasted mining last night. I know with practice I could probably quadruple what I did last night. But that still only puts it roughly on par with the trading I do. What is the trick to doing 20 times that, in less time? Bemærk: Dette bruges KUN til at rapportere spam, annoncering og problematiske (chikane, slåsæmpe eller uforkæmmede) indlæg. This article documents content that is no longer in the game. The 3rd and final chapter of the Triglavian Invasion was introduced on May 26th, 2020. It was a continuation of chapter 1 & 2 of the Triglavian Invasion, and expanded upon and behaved differently. Triglavian Invasions were originally introduced as a new type of PvE content in the Invasion update in May 2019. The new content saw the Triglavian Collective taking over constellations of known space, and sending out patrols in these systems that attacked capsuleers, with the four empires and CONCORD unifying their defense initiative under the newly formed EDENCOM. The third chapter came out in May 2020, one year after chapter 1 began. The invaded systems had roaming fleets of EDENCOM and Triglavian ships trying to establish superiority. These ships were present on gates, stations, in asteroid belts and in safe spots in space. They were also present in a number of Triglavian invasion combat anomalies only present in the invaded systems. Systems could be secured for either EDENCOM or the Triglavian Collective through fighting the opposite faction. The Triglavian Collective's goals were initially unknown. Systems with blue or certain yellow stars captured by the Triglavians were abandoned by CONCORD, and had large Triglavian Porevium Transmuter installed around the star, transmuting them to a dark red color. Towards the end of the Invasion, said stars also started exhibiting Wormhole-esque animations. Chapter 3 concluded on October 13th, 2020, with the 27 Final Liminality systems captured by the Triglavians torn from the regular gate network and reformd together as the region of Pochven. The Invasion tab was subsequently removed from The Agency and replaced with a link to the Corporation dashboard. As of October 13th, former Minor Victory systems maintain EDENCOM or Triglavian presence as they did during the Invasion, but are not marked on the route planner or in system. Introduction This is the Agency Tab for the Triglavian Invasion Chapter 3 With the release of chapter 3 of the Triglavian Invasion expansion, the Triglavian Collective began a full-scale invasion of New Eden. Capsuleers could join up and fight for either the Triglavian Collective or for EDENCOM. Doing this would improve the player's standing with the side they helped, while lowering it with the opposing faction. The invasion took place in High-Sec and Low-Sec Empire space, with systems undergoing invasion experiencing a temporary disruption. To help either side, capsuleers had to engage and destroy either the Triglavian NPCs or the EDENCOM NPCs. These could be found primarily in combat anomalies or in safespots that had to be scanned down. They could also be found on starbases, in asteroid belts and at stations. As players managed to help either the Triglavian Collective or EDENCOM get the upper hand, they could move the system towards either EDENCOM or Triglavian victory, with the invasion in that system entering a new phase. This was done until either EDENCOM achieved final victory with the 'EDENCOM Fortress' phase or the Triglavians took over the system in the 'Final Liminality' phase. It can be seen as a tug-of-war between the opposing sides: Final Liminality EDENCOM Fortress Both EDENCOM and Triglavian ships could appear in cosmic signatures, caution was recommended if doing exploration in an invaded system. Minor Victories For systems without blue or yellow stars, player influence could only push the system into a Minor Victory status for EDENCOM or the Triglavians. At either victory stage, the system would no longer appear in The Agency, but would still impart system-wide effects based on the victor's observatory or locus. For these systems, the tug-of-war is instead: Triglavian Minor Victory EDENCOM Minor Victory Minor victory systems still spawned invasion sites for both sides (more for the winning side) and roaming fleets of the winning side will be present. The winning side may also deploy sentry towers (EDENCOM Gunstars or Entropic Disintegrator Werposts) in the system. Minor victory systems could be invaded again, however this was eventually declared to be a bug and patched out. However, prior to this being declared a bug, several Minor Victory systems were invaded repeatedly, and thus acquired multiple separate sets of Minor Victory effects. Capsuleer Belligerents When the invasion began, Capsuleers quickly began organizing united war fronts on both sides. Supporters of the invasion coalesced largely around the banners of Ashterothi, The Triglavian Initiative, and the Kybernaut Clade (CLKYB), which later split between CLKYB and the splinter group Stribog Kybernaut Subclade (SKS3). The Kybernauts operated primarily heavily armored fleets, focused on a mix of lasers and Triglavian ships. CLKYB also had support from belligerent hisec organizations, most notably Hogs Collective and CODE. Supporters of the empires coalesced largely around the banners of Darkzero, the EDENCOM Defense Initiative (EDI), and the scientists of the Arataka Research Consortium. EDI operated primarily medium shielded fleets, focused on Artillery and extremely low-cost and low-skill fits for new pilots. EDI also had support from multiple Minmatar and Amarrian Faction Warfare organizations, most notably Electus Matarri and Phoenix Naval Systems. In the time since the end of the invasion, CLKYB and EDI have largely dispersed, but each still retain groups of ideological devotees and continue to operate both in Pochven and in formerly-invaded systems. Enemy types Forces for the Triglavian Collective and the EDENCOM could be found throughout systems undergoing invasion. For an overview of NPCs and structures special to the Triglavian Invasion, look here. For an overview of the combat sites in these systems, look here. Triglavian NPCs The Triglavian Collective ships came in all sizes, from frigates, destroyers, cruisers, battlecruisers and battleships, with even Dreadnoughts being a rare sight in the advanced phases of the invasion. Triglavian NPCs in the Triglavian Invasion systems comes in three tiers: Weakest Weaker Stronger Strongest Scout Normal Elite Officer Triglavian Raznabog No prefix Hospodar Zorya They follow the traditional Triglavian naming scheme, with their secondary prefix defining their role: Anchoring - Warp scrambling Tangling - Stasis webifying Starving - Energy neutralizing Ghosting - Tracking/guidance disruption Renewing - Stronger remote repairs, lower DPS Liminal - Additional high-damage EM/Kinetic missile attack. These missiles are more powerful than their disintegrators, and mean that invasions deal omni damage. Harrowing - Target painting Blinding - Sensor dampening There also existed "Raznaborg " with no secondary prefix. These ships had the abilities of Raznaborg Liminal s. With the three tiers, many hull-sizes and ewar-types, the Triglavian forces found could come in many variations. EDENCOM NPCs The EDENCOM forces found and fought depended on what empire space the invasion is taking place in. In Amarr space the EDENCOM forces comprise of Imperial Navy ships, in Minmatar space they comprise of Republic Fleet ships, in Caldari space of State Navy ships and in Gallente space of Federal Navy ships. Note that all NPC ships are either T2 or Faction types (e.g Kirin or Raven Navy Issue). Weakest Weaker Stronger Strongest Scout Normal Elite Officer Amarr Scout Imperial Navy Imperial Navy Elite Imperial Navy Exalted Imperial Navy Caldari Scout State Navy State Navy State Navy Executive State Navy Gallente Scout Federal Navy Federal Navy Elite Federal Navy Presiding Federal Navy Minmatar Scout Republic Fleet Elite Republic Fleet Chief Republic Fleet As either the Triglavian or EDENCOM progressed towards the next phase, other sites such as the Minor Conduits and Stellar Fleet Deployment Sites appeared. Stellar Reconnaissance - First Phase Stellar Reconnaissance. The bar must be filled completely to move to the next phase. Scouting forces belonging to both EDENCOM and the Triglavian Collective are conducting recon operations focused on the central star of this system but roaming widely across the system. Both sides are seeking to establish stellar observatory structures. The Stellar Reconnaissance was the first phase a system can be in, in the 3rd chapter of the Triglavian Invasion. In this phase, neither EDENCOM nor the Triglavian Collective had the upper hand, but capsulcers could join either side and help them establish a foothold. If either side succeeded in winning this phase, an industrial ship would spawn to anchor a Stellar Observatory Structure. The two sides then had to help either defeat or protect this industrial ship. If the anchoring was successful the system then escalated towards the next phase, being either a Redoubt or First Liminality. At 76% towards either side winning the invasion escalated. More roaming fleets and sites appeared . The additional sites contained both class 1 and 2 sites. If the system bounced from one side to the other, this happened twice. At 96% towards Triglavian victory the Stellar Fleet Deployment site spawned. This site contained Dazh Liminality Locus and applied a system wide Triglavian effect. The roaming Triglavian rats also became more intense. One Major Conduit will also open. Redoubts & Bulwarks - Towards EDENCOM Victory Should the EDENCOM forces manage to win the opening phase of a Triglavian invasion, it moved the system to the Redoubt & Bulwarks phase. Like the Escalating Liminality phase, this could further be divided up into two phases: Redoubt Ingame UI showing the progress on a EDENCOM Redoubt. This system has been fortified by EDENCOM to the degree that it serves as a redoubt against Triglavian invasion operations. The Triglavian Collective will continue to strike against EDENCOM targets in this system. When a Stellar Reconnaissance system is won by the EDENCOM side, it escalated into the Redoubt phase. Here EDENCOM has the upper hand, but the Triglavian side could still easily turn the tide. The system would experience a system-wide effect, as well greatly escalated roaming fleets. EDENCOM GunStars on stations, gates, and belts, and harder combat anomalies. Bulwark EDENCOM Bulwark progressing towards Fortress phase. This system has been fortified by EDENCOM to the degree that it serves as a formidable bulwark from which Triglavian invasion operations can be resisted. The Triglavian Collective will continue to strike against EDENCOM targets in this system. When the progress bar in a Redoubt system reached 75%, the system escalated to the Bulwark state. Roaming fleets escalated even further to contain multiple Elite-level ships, and an Observatory Flashpoint combat site spawned. At this level of escalation, it was possible for any non-Caldari system to push itself to EDENCOM Fortress state by virtue of the roaming EDENCOM NPC fleets outclassing the roaming Triglavian NPC fleets. No EDENCOM Redoubt or Bulwark was ever turned back and conquered by the Triglavian Collective; all systems which reached Redoubt eventually became EDENCOM Fortresses. EDENCOM Fortress - EDENCOM Victory The ingame UI for the EDENCOM Fortress This system has been fortified by EDENCOM to the point that it is now an unbreakeable fortress that the Triglavians will find far too hard a target to conquer. Ongoing Triglavian invasion efforts will move to more vulnerable targets. When the EDENCOM forces manage to exert complete control over a bulwark system it changes it to an EDENCOM Fortress. In this phase the Triglavian Collective deemed the system too hard to conquer and moved their invasion efforts to other systems. Upon reaching this phase, the EDENCOM side achieved a complete and final victory over the system. EDENCOM fortress systems do not spawn any invasion sites or Triglavian rats. One fleet of EDENCOM rats will roam the system. Escalating Liminality - Towards Triglavian Victory Should the Triglavian forces manage to win a blue or yellow star system, the system moves from the Stellar Reconnaissance phase to the Escalating Liminality phase. Throughout the invasion, only one system was ever pulled from Escalating Liminality to an EDENCOM Fortress: Arshat. All 27 other systems which reached First Liminality eventually also reached Final Liminality. This phase can further be divided up into two sub-phases: First Liminality First Liminality progress. The presence of Triglavian structures and forces in this system has built up to the point that it constitute a serious danger to the future of the system. EDENCOM forces will continue to strike against Triglavian targets in this system. When a Stellar Reconnaissance system was won by the Triglavian Collective, it escalated into the First Liminality phase. Here the Triglavians had the upper hand, but the EDENCOM side could still turn the tide. The system gained a system-wide effect, as well as greatly escalated roaming fleets, Extractive Super-Nexii belts, Entropic Disintegrator Werposts on stations, gates, and belts, and Observatory Flashpoint combat sites. Reaching the First Liminality phase also reduced the security status of a system by an unknown amount, and changed the system to work as low-sec. Second Liminality Second Liminality progress bar. The presence of Triglavian structures and forces in this system has built up to the point that it constitutes a major threat of Triglavian conquest of this system. EDENCOM forces will continue to strike against Triglavian targets in this system. When the progress bar in First Liminality reached 75%, the system escalated to Second Liminality. Roaming fleets escalated even further to contain multiple Hospodar and Zorya-level ships, and the World Ark Assault Flashpoint combat site spawned. At this level of escalation, it was possible for the system to push itself to Final Liminality by virtue of the roaming Triglavian NPC fleets so severely outclassing the roaming EDENCOM NPC fleets. Final Liminality Final Liminality reached in Raravoss. The Triglavian stellar harvesting and manipulation efforts have reached their peak, and the Triglavian Collective has conquered the system. EDENCOM considers this system lost to the Triglavian Collective and will redeploy defensive efforts to systems that can still be saved. When the Triglavian forces have managed to push a system through the First and Second Liminality phases, it escalated into the Final Liminality phase. This was a complete victory for the Triglavian forces in the system and was irreversible. The Triglavian stellar manipulator continued, but was also joined by Triglavian mining operations in the system. EDENCOM and CONCORD have abandoned the system and it effectively works as a null-security system. This means the system resembles Nullsec regarding CONCORD Response (there is none), Sentry guns (aggressors are not shot) and Security Status (no reduction for aggressors). All other limitations stay as dictated by the systems original security status: - no cynos, Capital ships taking gates into the system or Micro Jump Field Generators (aka booshs) if the system was originally Hisec - no Warp Disruption Fields (aka bubbles) or Bombs (not to be confused with Smartbombs) if the system was originally Lowsec or Hisec. System-wide effects Dazh Liminality Locus is in effect throughout the whole System. Federal Stellar Observatory is in effect throughout the whole System. As EDENCOM or the Triglavian Collective gain greater control over the System, the winning side's Industrial ships will begin to appear in the System. These Industrial ships will attempt to construct a Structure that applies effects to all ships within the System. Faction Structure Name Effect 1 Effect 2 Effect 3 Effect 4 Triglavian Dazh Liminality Locus 25% bonus to remote armor repair 25% bonus to remote shield boost 30% penalty to warp speed 50% penalty to maximum locked targets Amarr Imperial Stellar Observatory 10% bonus to armor capacity 10% bonus to energy warfare capacitor drain 10% bonus to mining speed Caldari State Stellar Observatory 10% bonus to shield capacity 10% bonus to ECM range 10% bonus to mining speed Gallente Federal Stellar Observatory 10% bonus to armor capacity +1 bonus to warp scramble strength 10% bonus to mining speed Minmatar Republic Stellar Observatory 10% bonus to shield capacity 10% bonus to stasis webifier strength 10% bonus to mining speed Massive EDENCOM fortification For database management reasons, the invasion results on Tranquility and Serenity needed to match. Each server had their own separate lists of viable invasion target systems, so there could be no cross-server conflicts over system ownership. In order to enforce system synchronization, any time a system on either server reached either EDENCOM Fortress or Final Liminality, its state propagated to the other server as either a Massive EDENCOM Fortification, or a Massive Triglavian Invasion. Massive Fortification/Invasion systems would contain combat sites and large roaming fleets for several days, before transforming in to EDENCOM Fortress or Final Liminality systems. Standings Note: During the Invasion, shooting the opposite faction was the only way to gain standings. Since the Invasion, derived standings with Rogue Drones and Drifters were introduced, benefiting both factions. Triglavian and EDENCOM sides both had standings towards capsuleers. Killing Triglavian rats would increase EDENCOM standing while reducing Triglavian standing by same amount. The same happened in reverse when EDENCOM rats are killed. Triglavian and EDENCOM standings did not get benefits from any standing related skill. At 0.00 and below Triglavian rats were hostile. At below 0.00 EDENCOM rats were hostile. At +5.00 and above the rats started supporting players by remote repairing them. There was a very small range of standings which made both factions neutral. Initially a range of -2.0 to



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