


Core mining guide elite dangerous

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Elite Dangerous, Fleet News, Guides Elite, Guide, Mining Hello Together, in the first Guide to Astro Mining Guide I explained the basics of surface degradation. Read here how to find and mine Astros with cores (Deep-Core Mining). First of all, the explanation of the term core mining. The core and the core. These are special Astros that, in addition to surface deposits, also have a core of raw materials. Finding it is very different from the previously described surface degradation variant and requires a little more experience and patience. To do this, however, the most valuable raw material can be extracted from the cores in large quantities and received up to 100 million credits from only 4 Astros. In addition to the equipment to start mining (see part 1), you will need additional special equipment for the extraction of the core. On the one hand, it will be a pulsed wave analyzer to search, an era of seismic charge for exploding nuclei and finally an abrasive blaster to blow away deposits from blown-up nuclei. Watch this video on YouTube to see how the equipment is used. For deep mining, I recommend an empty opal hot spot in the Delcar 9 ring. Once there, you use an pulse wave analyzer. The cores are only found in the Astros, which light up very bright yellow after scanning. To see up close, they even seem to pulsate. It should also be noted that the main astros always have a special shape. It's hard to describe, but I'd describe it as medium sized and very knubbelig (you can rule out a small round smooth Astros directly) - watch a YouTube video and try to remember this shape. Only if the astro has such a shape and lights up in bright yellow, it can have a core. Now you can scan and search until astros meet these characteristics. In this case, the Astro is examined and the arch-search drone shoots at it. If Astro contains a kernel, the Core: Empty Opals description (or any other material) appears in color under the content description in the bottom left corner of Dispay. Searching can take some time, sometimes you won't find anything for an hour and three kernels in a row. When you know what Astros need to look and feel them, you tend to find the core pretty reliable. Normally I'll always come back with full cargo space. Sometimes it takes a little longer, sometimes it's fast. Therefore, once you find the nucleus, seismic charges are put in the cracks. If possible, the charge force is in the optimal range, so that the maximum number of fragments is exposed. If you are above the optimal yield range, you can deactivate again. But beware, the affected crack is lost for a new explosion. Make sure there are additional cracks if necessary. As a rule, two maximum charges in cracks with low depth and a maximum half charge in cracks with medium or large depth are enough for an explosion with an optimal range of yield. After the explosion, you collect open fragments and shoot down open surface deposits with a blaster abrasion. I would recommend about 2 to 3 collectible drones to collect fragments. From the optimally blown astro you get about 15 (refined) parts q/- 3. For empty opals, this means up to 25 million credits per core. Finally, you only have to sell the cargo at the best price. As prices vary greatly, you should first explore the station with the best price nearby. As described in Part 1, one of them is best used for a database, such as Inara.cz. In addition to the empty opals, which are the most valuable (about 1.7 million credits per unit), you can also look for low-temperature diamonds (about 1.2 million per unit). Other gems/minerals I don't actively seek, but take some with me (like Alexandrite/500k or Grandidierite/800k) if I find them by accident. The above minerals can only be found in ice rings. Good luck with that and see you soon! Update: Astromination in 2020 - Your Commander Philippe /Bloodjinn This is an unofficial Elite Dangerous fan site unrelated to Frontier Developments plc. All content on this site, which is not authorized by its owner or users, is the property of their respective owners. For more information about Elite Dangerous visit frontier.co.uk Another hint at our own business: we try to run this homepage to provide you with the most detailed information, help and entertainment. Creating content requires a lot of effort, and the operation also costs us something. In order to support us, please visit the links of our advertising partners from time to time, you will not incur any costs or other disadvantages. We will continue to give any funds in the form of events and sweepstakes. Thank you for your support! This post is also available in: Francois (French)Updated 19/02/2020 Welcome to the Mountain Guide! Do you like minerals and metals? Take a down and find out the ropes of the real miners with our full miner's guide! You will learn how to understand the value of what you mined, how best to outfit your ship, how to find the best asteroid fields and how to profit from it. Trader Pirate (en) Fighter Liner (en) AX Wrestling Summary: Role: Miner Ships and Modules on Mining Tips and Techniques Role: Miner Why Should become a miner? Mining means Netprofit while you directly mine metals, minerals (and materials) that can be found in giant asteroid fields floating around large star objects. You also have some unique equipment capabilities that makes the role feel unique: Deploying drones for reconnaissance and collection, mine these large rocks to pieces, process the collection, and refine them with your mpm! You will then be able to sell these metals and minerals to various starports depending on their economy in order to get the most credit to our mined items. The materials that you learned there will also be very useful for your synthesis and circuit engineers. Basics : Equip appropriate equipment: Prospector and Collector modules, refinery, one or more mountain lasers, as many cargoes, powerful lights, your night vision, detailed surface scanner, wave scanner, abrasive blaster, motion rockets and seismic charges. Use a large cargo ship to stock up on drones and mined objects. Materials do not take up any space in your cargo and are stored separately, you will not lose them if your ship is about to explode. Distinguish metals, minerals and materials that you will collect in asteroid fields. You get time and credits. Don't waste all your credits and time on updating FSD. However, the farther yours will jump, the better (15 to 20 LY is already great). Focus on production speed, collection speed and refinery suitable for your miner's gameplay. Weapons to protect yourself from pirates if you want. Turrets on slow vehicles and guided weapons or faster. Keep in mind that pirates can kill you quite easily. Ships and modules, of course, you can mine with any ship, but some ships are better in prey than others, thanks to their modules of size and space. With a proper and equipped mining ship, you will be able to make more profits from these great asteroid fields with minimal effort. The first important mod to have is Advanced FSD Drive to jump on, thanks to Mrs and Mrs Engineers! - goal is to have the longest jump range to be as easy as possible with your tool and keep in mind your safety. Ships are built differently depending on your style of play, distance to your preferred mining/sale area, items you want to mine. There are three different styles that we detail in the next chapter. □ equipment is suitable for a miner: Mountain Laser - Surface Mining Is a very useful laser tool that allows you to discard objects from asteroid surfaces. You can't use it to fight enemies. These modules in two classes: Class 1 allows slow mining with the minimum power required, and Class 2 allows you to mine faster, however it requires more energy from your power plant and distributor. You can equip as many mountain lasers as you want to Your prey rate, but keep in mind that you need to collect the mined items quickly as they will disintegrate in space. Balance your ship for fast prey speed/speed collector. For example, my Type 9 has 5 Mountain Laser (3C2 and 2C1) and at least 15 limp collectors at a time. Abrasion Blaster is a Surface Mining module that must be charged before shooting on surface deposits, breaking them down for collection. If you succeed, the piece will detach from the asteroid, and you will be able to collect it. The surface-to-air rocket is used to collect underwater deposits. Described as a drill at the end of a rocket, it digs into the rock at the point of impact. The cockpit's user interface will then show the displacement rocket passing through the rock. Holding the trigger and releasing at the optimum time displayed the interface will allow you to recover valuable sub-surface minerals or metals. Seismic charge warheads - Deep core mining Some asteroids identified by cracks on their surface can be completely broken into pieces to reveal large amounts of metals/minerals. Pilots will need to place seismic charges in these cracks at a certain charge level before detonating them to crack the asteroid open. Charges can be charged at three levels from low to high while carrying a more or less trigger. There are three types of cracks, from weak to strong. The weakest cracks require a less powerful charge to affect the core. Pulse Wave Analyzer - Using this module will send a pulse of energy that will highlight the best asteroids around you. It's useless if you're just Surface Mining with a mountain laser. PWA will help you find asteroids with sediments on the surfaces of asteroids, subsoils or in the nucleus of asteroids. Refinery - This module exists in four sizes, from C1 to C4, and it is also a must to refine your mined items into units of metals and minerals. Collecting pieces of metal/minerals from an asteroid will increase the % refined of this metal/minerals. When it has reached 100%, you will be given 1 unit of this metal/mineral // The higher the class of your refinery, the more bins you will have in order to store pieces of items before recycling them (A'gt;B'gt;C'gt;D'gt;E). If you are all producing, it is better to buy a large refinery. However, if you focus only on certain items, it makes sense to buy a smaller refinery. Prospector Unmanned Aerial Vehicles - This module will customize your limps so they can prospect asteroids and return some information after acquisition (when the drone attach to the asteroid). You'll know % of metals and minerals in the asteroid you prospectus as long as their wealth in Note that reconnaissance of an asteroid before processing mining on it will double the amount of metal/minerals that you can collect from Last. Collector of Drones - This module will customize your limps so they can collect pieces of asteroids that you mined. They will directly drag metal/minerals into your cargo hold, be sure to open the cargo hatch so drones can put these metal/minerals into your refinery. Of course, you need as much free space in the freight as possible ! Don't forget to buy limpes thanks to an extended maintenance panel in adequate stations. They will be added to your cargo. Normally, you can fill you with a load of 2/3 of the limp. Feel free to buy a shield generator, fuel scoop and a detailed scanner or even a weapon depending on your style of play. Shields will allow you tank damage from asteroid debris... or The Asteroids Themselves Fuel Scoop can help you on long routes when you want to reach your mining area and point of sale. A detailed scanner is important in combination with FSS for mapping planets and

their rings. By running the probes on the rings, the hot spots will be displayed so you can easily find the best places to mine in the rings. ☐ Here are some examples of build and explanations formulated around Deep Core or Surface gameplay. Adder (26.34LY → 32.5LY, 18u) - 2M 479k credits, Size: Small / Surface with no shields and little cargo, your goal will be to use your detailed surface scanner to find out exactly where to mine in the asteroid ring. Once you're there, the prospect of asteroids, but don't dissipate around and focus, you only have 18u cargo. Normally, at 15/20% of the metal/mineral sought we mine it, but in Adder you better aim for 10% of the minimum concentration. You can't fly too far without Fuel Scoop, be careful. Cobra MkIV (32.97LY → 37.51LY, 50u) - 12M 548k credits, Size: Small / Full available only to players who pre-ordered Horizons, Cobra MkIV can carry 50 cargo units and complete kit as the perfect universal miner with Scoop fuel, FSD Guardian Booster, cargo, collector and prospector, detailed surface scanner and all attributes with an abrasive Blaster, yes, you can do a lot of things with this stuff. Mine is exactly what you're looking for, in the right place. Kilback? Again, why not, but you'll only carry 32u cargo if you want to use Keelback for what it is, which means with the ship launched by The Bay Fighter and Shields. Type 6 (30.92LY → 42.8LY, 84u) - 9M 733k Credits, Size: Medium // Surface View of the Big Adder with the same gameplay: perspective for asteroids and mines with your mountain laser all those that have metals/minerals sought at 15% minimum concentration. Type 7 (27.26LY → 37.02LY, 192u) - 50M 244k loans, Size: Large / Surface Little used but effective for large mining at a lower price. Be careful because type 7 7 Heat. To counter that I added a clean mod to The Thrusters and optionnal Low Emissions Mod Power Station to help dissipate the heat. You'll also get 2 Modded Heatsinks to help you cool down and 5 collector drones. Consider modding your power distributor as well as having extended charging or directly with weapons focused on fire continuously without any interruptions. Note that you increase your cargo to 224u without Scoop fuel. Python (26.46LY → 35.57LY, 192u) - 83M 169k credits, Size: Medium / Surface and Core Simple Mining Python with the advantage of being able to land on the middle pad. You have 6 collectible drones. Please note that if you need Scoop fuel, you will reduce your total load to 128u. It is made for Deep Core Mining, such as Paintite or low-temperature diamonds. Type 9 Surface Mining (18.97LY → 26.17LY, 512u) - 177M 609k credits, Taille : Big big, slow and fragile, but still the best Surface agriculture ship. With 16 drones and 5 mountain lasers, you will empty the asteroids in no time. Prospect absolutely all asteroids are in the best mining location and mine ones that have a concentration of 15 or even 20% minimum. Add 500 drones to your cargo before you leave. And since we are in pure agriculture, play solo (oh!). Deep Core Mining (18.72AL → 28.72AL, 656u) - 191M 139k credits, Taille : Big Here there is no need for that many collectors, but you will still get 7 drones simultaneously in order to collect metals/ minerals extracted from asteroid cores. The refinery is a bit redundant, but there is no C4 Collector and nothing interesting to replace. My cores! Anaconda? Take this template. Cutter? Yes, just take the Type 9 template and apply it to your ship. However, you already have a simple 3h to 5h gameplay to fill the type 9, so the cutter will be bigger. Sometimes it's better to make less and be sure to sell all your goods rather than do more to be locked in with a full load, or destroyed. As I check my gear I usually use two websites to prepare my equipment. E:D The shipyard and Coriolis, depending on your needs and preferences. Don't forget that selling your ship is a net profit of -10% of the ship's profits, but the modules are sold 100% of their prices! Don't be afraid to try builds with your ships. About Mining there are two mining styles: Surface Miner, Deep Core Miner (and wing miner) Surface Miner mostly has a large number of mountain lasers and drone collectors. Its goal is to perspective absolutely all asteroids and measure their concentrations in minerals/metals are looking for. Here we have to collect all the elements Values. Don't think too much: Prospect, mine, harvest, next. Core Miner is reserved for specialized vessels with equipment such as Abrasive Blasters, Moving Rockets (little used) and Seismic charges. Here your Pulsed Wave module will be used to show you which asteroids contain the best sediments. Look for bright yellow-orange with black lines for the best asteroids. Once found, perspective it and mine if necessary with your tools and then open it by placing the right load in the right crack. Once the asteroid cracks open: mine inside with an abrasive Surfacer. Wing Miner really for miners playing in squads : Miners - Equip your mountain tools and lasers and prospector drones! Your goal is to extract as much metal/minerals as possible from asteroids near your cargo ships. It is usually played by Sidewinder, Adder, Cobra,... Think about the specialization you need to complete other miners. Collector - You should focus on collector drones, but feel free to equip some mountain lasers if you are able to. Leave the tools to the miners as they tend to have fewer ships than yours. You prefer to go to the best towers in order to protect your allies. It's really better if you have some guards with you. Obviously you have a refinery Class 4 rated A. It usually plays Anaconda, Type 9, Cutter, ... I - Where should I mine? There are various places where mining is possible, however some are way more interesting than others. Such asteroid fields have already been found by the community, there is always something to find, but let's first learn how to find interesting areas on their own, right? Minerals and metals are the two main items you are looking for if you want to ear credits. Chemical products are not so interesting (mostly in ice fields) First, open the galactic map and check the systems nearby. Note that the more you are in the middle of a human bubble where traffic is huge, the fewer larger areas you will find as they are heavily exploited. Use Discovery scanners to analyze systems and collect parts. This will help you find the right place for your mining session. Don't forget to bring a detailed surface scanner to set up probes on asteroid rings. It will display the best places in the rings of asteroids. ☐ There are two areas full of asteroids: the X Asteroid Belt, they can appear between bodies or close to a star - don't be interesting, forget about them. The rings of planets orbiting highly gravitational bodies - you should strive for these. ☐ In these two areas of mining, there are different types of fields: Icy - Different materials and minerals can be found here if you are skilled and lucky. Low temperatures of diamonds, bromellite,... Rocky - Mostly low cost metals and minerals: Indite, Rutile, Boxit, ... Metal Rich - Interesting of metals and minerals here: Bertrandite, Silver, Samaria, ... That's what I'm talking about, METAL: Gold, Platinum, Painite, ... ☐ Finally, these these have quality and size: XX exhausted - No! Low reserves - Hmm, still not! Common reserves - Of course can do better. Basic Reserves - OK, let's bookmark this you can mine there. Untouched Reserves - Very rare if you find an icy or metallic one: Congratulations, keep it and make a profit out of it! Keep in mind that the more time you spend searching for an interesting field, the less time you will lose wandering in space. Now here are some interesting systems known for their huge and excellent fields of icy, metal and metal asteroids. A station within reach is often welcomed in order to sell your goods quickly, but in general they buy your product at lower prices. It all depends on your style of play. Here's how to approach these rings: Avoid mining the site's resources, they have a lot of pirates and are heavily exploited; Approach the ring at full speed and then reduce to 75% speed when you are at 6s from the target; Continue to approach the directional area and reduce the speed to 25%; Reduce your speed to 10% and then 0%, while yours slowly sinks into your final approach; Lift the sensors so you can detect things from afar (asteroids and other ships); When approaching the first asteroids, lower the sensors to 50% and turn on the light if necessary; Hey, let's go! II - Mining effectively AW, loans all over the world! Asteroids. I mean asteroids. Their mash textures will be metallic-ish and smooth or white and icy. Again, don't forget that prospector drones will double the amount of metal/minerals that can be mined from asteroids. Mining processes: Approach the chosen mining site. Reduce the supercruy speed to 75% to get there smoothly. Start your pulsed wave pulsator to select asteroids. The rock should be bright yellow for the highest value. The more the rock is red-orange, the less interesting it is. Approach and launch a promising drone. You'll get a review of the items to recover, with which tools don't forget to run your collector drones if you have them, and open the cargo hatch. Approach the asteroid a little more and use your mountain laser to clear the asteroid. At the same time, if you can, use your tools to extract metal/minerals hung on the surface or hidden just below the surface of the asteroid; Accordingly, thanks to the Abrasion Blaster and the subsurface rocket, if the drone showed the metal/minerals hidden in the asteroid's core, it's time to launch seismic charges with the right level of charge. Note that the cracks have different strength. The lower this strength, the smaller the tool should be charged. explodes after the seismic charge process, and many pieces of the elements can be collected. Other pieces hung inside the cracked asteroid, for you to mine. Repeat on another asteroid When a collector drone brings a piece of ore into your ship, the ship, will be added to the bins at your refinery. The better the refinery, the more bunkers than the lower classes. Ben must have or exceed 100% to create 1 unit of this ore. The latter will be added to your cargo. If you're not interested in metal/minerals in bunkers, feel free to express it. It'll make room. Fill your load until you can hold more and then head to the station where you will sell your findings. Here is a plaque representing the values of minerals and metals: Note that minerals are actually META and sell about 1M500k unit! III - Where should I sell my gums? Once you are ready to sell the fruits of your labor, look at your cargo. Here you should have metals and/or minerals: these two metals/minerals are best sold at different stations in order to make a big profit. However, to buy time, we would like to sell them in the same place. Let's test the economics of the systems. Open the map, as shown in the image below, and highlight Mining, Industrial, Refinery, and High-Tech. Learn more about the Galaxy map and the trading function inside, thanks to our trading guide. You can also use EDDb to quickly find out where the best requirements are and where you can make a big profit. EDDTools/Miner is also interested then to sell everything at stations depending on their economy. Check out the Trader's Bible from CMDR Prometheus Darko. Osmiy and Painite sell well at industrial stations. Tadam, here are your credits! Maybe not the best profit you can make in Elite: Dangerous, but it's a lot of fun and you can still earn a lot. Tips and tricks 1) Before you go on an adventure, check out Mission Tip! You can find some interesting missions, bring even more credits to your account. 2) Even if your cargo is full, let's fill the refinery as well! Once your cargo is all sold at the station, refine these items and sell freshly prepared units of ov. 3) The asteroid is spinning on itself, be careful with your movements and movements! It is very important to put light, or mine in a sunny area. Avoid dark areas behind the planets! 4) limpets/drones are sold in an extended station service panel if they provide this type of service. They actually take a seat in your cargo. Let's fill 90% of your cargo if you are a focused miner, or 50% if you are a massive miner. 5) Don't go too far from your drones, they have the maximum range between you and them. Aside from this maximum range, they will no longer find you and cry, alone, in space... Why did you forget them?! : (6) Some great mining sites: Wolf 406 4 (icy) 38 Lyncis 4 (metal) LHS 2661 6 (metallic) Delkar 7 (metallic) Polahukuna (Metallic) You can also dock your reconnaissance to Gurabru. Kratman Station, then bring in your mining ship and a large tractor with the best jump range. Then then Your mining ship and go to hyades sector DB-X d1-112 2 ring A. Once full, return to Gurabru and take your tug ship to sell its carriage. And the famous Borann A2 (icy) and his three superposed Diamond hotspots Any comments or errors found? Feel free to share your thoughts with us! Nykrae - Learned to mine with this guide elite dangerous core mining guide 2020. elite dangerous deep core mining guide deutsch

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