Black Market Idea for Elite Dangerous by Cmdr KingtutUK

Elite Dangerous currently features a shallow, universal Black Market system that lacks depth, risk, or meaningful gameplay. This Idea outlines a complete overhaul of the Black Market and smuggling systems to create an immersive, dynamic criminal underworld. The aim is to transform illicit activity into a viable, high-risk/high-reward career path, filled with emergent gameplay, faction intrigue, and unique endgame content.

Here's how it could work:

1. Restricted Availability (Not Every Station Has a Black Market)

Only certain stations/settlements (e.g., Anarchy systems, low-security economies, Pirate-controlled ports) should have Black Markets.

No Black Markets in high-security systems (e.g., Corporate, Federal, Imperial, or high-law systems).

Some Black Markets should be hidden (e.g., behind a reputation lock, mission unlock, or requiring a secret docking location).

2. Different Types of Black Markets

Not all Black Markets should be the same—some should specialize in certain goods or require special access:

Type of Black Market	Where Found	Specialization	Access Requirements
Pirate Black Market	Anarchy systems, Pirate base	Stolen goods, illegal weapons, narcotics	None (open to all)
Smuggler's Den	Low-population outposts, hidden	High-value contraband (EG:meta-alloys)	Reputation with smugglers
Syndicate Market	High-population shadow economies	Illegal tech, blackmail data, rare slaves	Bribe or mission chain
Military Black Market	War-torn systems, mercenary hubs	Stolen military gear, experimental tech	Combat rank requirement
Corrupt Corporate Market	Wealthy industrial/refinery systems	Stolen commodities, hacked trade data	Bribe or corporate rep

3. Dynamic Availability & Risk

Markets can shut down temporarily if system security cracks down.

Scanning risk: Approaching a Black Market port should involve avoiding security scans (silent running, heat sinks, smuggling routes).

Betrayal risk: Some Black Markets may report you to authorities if your reputation is too low.

4. Expanded Black Market Goods & Mechanics
Buying & Selling:

Stolen goods (from piracy, looting) sell at a higher markup (but with risk).

Illegal goods (e.g., narcotics, weapons, slaves) should be purchasable (not just sellable).

Exclusive items (e.g., banned modules, counterfeit permits, hacked data).

New Black Market-Specific Items:

Fake IDs – Temporarily disguise your ship's identity.

Bribes – Pay off security to ignore scans.

EM scramblers – Disable scanning for a short time.

5. Reputation & Consequences

Pirate/Smuggler factions should offer better prices as you gain rep.

Getting caught smuggling should increase notoriety and make lawful stations hostile.

High-security systems should hunt known smugglers with interdiction task forces.

6. Missions & Smuggling Gameplay

"Hot" cargo missions – Transport illegal goods without getting scanned.

Sabotage missions – Plant illegal goods in a rival faction's station.

Black Market heists – Steal from a secure facility and sell the loot.

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7. Visual & Audio Feedback

  Hidden docking bays (e.g., unmarked hangars, shadowy contacts).

  Shady NPCs loitering near Black Market vendors.

  Suspicious chatter from station security if they detect smuggling.

Summary: A Proper Black Market Should Feel Dangerous & Rewarding

  Not every station has one – Only in lawless or corrupt systems.

  Different types with different access & goods – Pirate dens vs. corrupt elites.

  High risk, high reward – Better profits but real consequences.

  More smuggling mechanics – Fake IDs, scramblers, bribes.

  Dynamic & immersive – Markets can close, factions can betray you.

This system would make smuggling and black-market trading a deep, engaging, and risky career path—far more interesting than the current universal but shallow implementation.

A mock-up of how a revamped Black Market system could look in Elite Dangerous, including UI elements, mission screens, and dialogue with a Black Market contact.
1. Finding a Black Market

Scenario: You dock at "Sinclair's Den", an anarchic outpost in the Pleiades Sector RO-Q B5-0 system.
Station Services Menu (Updated)

[DOCKING SERVICES]
✔ Commodities Market   ✔ Outfitting
✔ Shipyard   ☐ Crew Lounge
✔ Mission Board   ✔ Black Market (Risky)

(Note: "Risky" tag indicates possible scans or betrayal.)
2. Black Market Main Screen

Upon selecting Black Market, you see:

```
┌──────────────────────────────────────────┐
│        SINCLAIR'S DEN (BLACK MARKET)      │
│ ┌────────────────────────────────────┐    │
│ │████████████████████████████│ 87%   │    │  *(Security Alert Level)*
│ │                                    │    │
│ │ [ BUY ILLEGAL GOODS ]              │    │
│ │ [ SELL STOLEN/CONTRABAND ]         │    │
│ │ [ SPECIAL REQUESTS (REP LOCKED) ]  │    │
│ │ [ BRIBE LOCAL SECURITY (25,000 CR) ]│   │
│ │ [ SMUGGLING MISSIONS ]             │    │
│ │                                    │    │
│ │ * WARNING: High system security.   │    │
│ │   Silent running recommended on exit.│  │
│ └────────────────────────────────────┘    │
└──────────────────────────────────────────┘
```

3. Dialogue with Black Market Agent

If you select "Special Requests" (requires Smuggler Rep Tier 3+), a shady dealer appears:

[HOLOGRAM FEED: ENCRYPTED]

A hooded figure leans in, voice distorted:

"You've got a reputation, CMDR. That means you get access to the good stuff.

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But don't expect favors for free."

[OPTIONS]
❶"What's for sale?" *(View exclusive illegal goods)*
❷"I need work." *(High-risk smuggling missions)*
❸"Who's asking?" *(Lore/flavor text about the syndicate)*
❹"Forget it." *(Leave)*

(Selecting ❶could show rare items like: "Stored Imperial Slaves (Illegal) – 45,000 CR/unit")

4. Smuggling Mission Example

Selecting "I need work" brings up:

```
[ SMUGGLING CONTRACT ]

PAYOUT:          487,000 CR (+30% if undetected)
DANGER:          HIGH (System Security Active)
CARGO:           12t of "Harvested Organs" (ILLEGAL)
DESTINATION:     HIP 20277 / Fabian City (High-Sec)
REQUIREMENTS:    Silent Running Capable Ship
                 Heat Sinks Recommended


[ ACCEPT ]     [ DECLINE ]
```

If accepted:

"Good. Deliver to Dock 12-B, but don't get scanned.
If you do, we never met. Understood?"

(Bonus: If you have a Fake ID Module, mission text changes to: "Use your fake transponder near the station.")

5. Black Market Purchase/Sell Screen

Selecting "Buy Illegal Goods" shows:

ILLEGAL GOODS (BUY/SELL)		
ITEM	PRICE	RISK
Combat Stabilizers	8,200 CR	*(Class-A Drugs)*
Stolen Meta-Alloys	112k CR	*(Highly Illegal)*
Counterfeit Codes	15k CR	*(Fake System Access)*
Hacked Survey Data	60k CR	*(Wanted by Sirius Corp)*
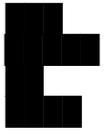
[BUY]   [SELL]   [EXIT]

(Note: Some items only appear with high reputation or after completing certain missions.)

6. Consequences & Security Interaction

If you fail a smuggling run and get scanned:

[SECURITY ALERT]

"Unauthorized cargo detected! All units, detain that ship!"

❶**Escape (Evade interdiction)**
❷**Surrender (Pay 300k fine, lose cargo)**
❸**Fight (Gain notoriety, station opens fire)**

(If you have a corrupt contact, option ❷might instead say: "Call in a favor (Pay 150k bribe)")
Visual Mock-Up Ideas

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Dim, flickering lighting in Black Market areas.

NPC chatter: "Keep your voice down, the feds have eyes everywhere."

Security patrols lingering near the entrance.

Black Market dealer holograms look glitchy/scrambled.

Why This Works

Immersive – Feels like a real criminal underworld.

Risky – High stakes for high rewards.

Dynamic – Markets change, access isn't guaranteed.

Player-driven – Reputation, gear, and skill matter.

This would make smuggling a thrilling, high-stakes career instead of a bland commodity dump.

An expanded mock-up with corrupt system leaks and auction-style black markets, adding even more depth to the criminal underworld of Elite Dangerous.
1. Corrupt Security Leaks (New Intel Mechanic)

Scenario: You've built reputation with the Lugh Shadow Syndicate. Now, a shady contact slips you intel.
Inbox Message (Encrypted)

FROM: [REDACTED]
SUBJECT: Security Patrol Routes – HIP 20277

*"CMDR, for 50K credits, I can give you the next 30 minutes of system security scans in HIP 20277.
They're running a training drill—perfect window for smuggling. Payment upfront. No refunds."*

[PAY FOR LEAK]   [IGNORE]
If paid:

A mini-map overlay appears, showing:

Live patrol paths (security ships move predictably).

Scan blind spots (e.g., "No scans near asteroid debris between 22:00-22:15").

Temporary "Insider Knowledge" buff:

Scans are 50% slower to trigger.

Lasts until you leave the system or complete a smuggling run.

(Failure Condition: If the system enters Lockdown, leaks dry up until stability returns.)

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2. Auction-Style Black Markets (Rare Contraband Bidding Wars)

Where Found: Only in high-population Anarchy systems (e.g., Pirate Lord hubs).
Auction Board Interface

```
[ ILLICIT AUCTION: T+15 MIN REMAIN ]

LOT                   HIGH           BUYOUT

Thargoid Sensor       1.2M CR        3.5M         *(Rare/Illegal)*
Class-3 Plasma        780K CR        2M CR        *(Stolen Tech)*
Slave Manifest        400K CR        900K CR      *(Blackmail Data)*

[ BID (+10%) ]   [ BUYOUT ]   [ EXIT ]
```

Mechanics:

   Real-time bidding against NPCs (or players in Open).

   Buyout price = instant win, but expensive.

   Winning bids may attract rival pirates (interdiction en route to pickup).

   "Hot" auctions trigger system-wide alerts if authorities catch wind.

Dialogue upon winning:
"The goods are yours. Dock at Warehouse 4E within 10 minutes—and watch your six."

(If late: Auctioneer keeps your money and the item.)

3. Bounty & Notoriety Evasion Services

New Black Market Service: "Identity Scrubbing"

```
[ UNDERGROUND CONTACTS ]

SERVICE              | COST

Fake Beacon Signature  75,000 CR         *(Misdirects scans)*
Notoriety Reduction    200,000 CR        *(Lowers by 1 level)*
Clean Ship Registry    500,000 CR        *(Changes ship ID)*

*"Money talks, and the feds forget."*
```

Fake Beacon Example:

   For 10 minutes, your ship appears as "Clean" (e.g., scans show harmless cargo).

   If scanned twice: "Signature mismatch detected!" → Immediate hostility.

4. Sabotage Missions (Advanced Criminal Play)

Mission Type: "Frame Job"

**"The Blue Hand Syndicate wants their rivals at Locke Orbital to take the fall.
Plant 5t of **Military Grade Narcotics** in their cargo depot. Make sure you're seen."**

- **Reward:** 800K CR + Reputation
- **Risk:** Station turns hostile if caught planting.
- **Optional Objective:** Hack the depot logs to blame a specific faction.

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On Completion:

Target station enters "Scandal" state (loses influence, may temporarily close markets).

5. Dynamic Black Market Events

"Feds Raid the Market!"

While docked, alarms blare:
"Security breach! All units, lockdown protocol!"

Choices:

Fight your way out (station turrets target you).

Bribe a guard (200K CR to escape via maintenance tunnel).

Surrender (lose all illegal cargo + 1M CR fine).

"Pirate Buyers' Frenzy"

Temporary 50% price spike on weapons/slaves due to a faction war.

Why This Matters

Corrupt Leaks turn smuggling into a heist-like planning phase.

Auctions create high-stakes player/NPC competition.

Evasion Services make crime sustainable (not just punitive).

Sabotage expands criminal gameplay beyond hauling.

Mock-Up Summary

Feature	Gameplay Impact
Corrupt Security Intel	Intel adds strategy; leaks create windows.
Illicit Auctions	Competitive, time-sensitive black markets.
Identity Scrubbing	Money can delay consequences (not erase).
Frame Jobs	New ways to manipulate factions.
Dynamic Raids/Frenzies	Markets feel alive and dangerous.

This system would make the criminal underworld a living, breathing ecosystem—where power, information, and credits flow through shadows.

Imagine hearing whispers in station bars hinting at upcoming auctions or crackdowns. Perfect immersion.

Player-run black markets could work in Elite Dangerous, turning Fleet Carriers and player factions into shadowy hubs of illicit trade—complete with risks, rewards, and brutal competition.

1. Fleet Carrier Black Markets

Setup Requirements:

Unlock: Requires a "Smuggler's Hideout" Fleet Carrier Service (purchased for 250M CR from black market contacts).

Fuel Cost: Adds +50% Tritium upkeep (risk/reward balance).

Reputation: Must be Allied with a pirate faction to install.

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Player Market Interface:

```
+------------------------------------------------+
|      [ SMUGGLER'S PARADISE (YOUR CARRIER) ]    |
+------------------------------------------------+
| SECURITY: ███░░░░░      37% (Low vigilance)    |
| NOTORIETY:             WANTED in 3 systems     |
|                                                |
| [ MANAGE ILLEGAL INVENTORY ]                   |
| [ SET MARKUP PRICES (+/- 200%) ]               |
| [ ADVERTISE TO SQUADRON/OPEN ]                 |
| [ HIRE PIRATE DEFENDERS (100K CR/hr) ]         |
|                                                |
| * Warning: High notoriety may attract          |
|   system authority raids.                      |
+------------------------------------------------+
```

Key Features:

Sell stolen/illegal goods to other players at your set prices.

Advertise in Galaxy Map:

"Fleet Carrier 'SILENT REAPER' buying Thargoid Tech (1.8M CR/unit) – LOW SECURITY"

Risk: If authorities track your carrier, they may disable services or send AI enforcement raids.

2. Player Faction Smuggling Hubs

Scenario: Your squadron controls a low-security outpost. Now you can:

Launder stolen goods (convert "stolen" tags to "clean" for a 40% fee).

Run faction-exclusive auctions (e.g., selling hacked Guardian blueprints).

Post bounties on rival smugglers (PvP/PvE sabotage missions).

Squadron Black Market Screen:

```
+------------------------------------------------+
|   [ THE BLACK HAND CARTEL (SMUGGLING HUB) ]    |
+------------------------------------------------+
| INFLUENCE:          75% (Anarchy)              |
| BOUNTY POOL:        12M CR (on rival CMDRs)    |
|                                                |
| [ LAUNDER CARGO ]                              |
| [ POST BOUNTY ]                                |
| [ SCHEDULE AUCTION ]                           |
| [ DECLARE TRADE WAR ]                          |
+------------------------------------------------+
```

Trade Wars:

Declare war on another player faction's market.

Sabotage missions spawn (e.g., "Destroy 3 of their supply convoys").

Winners gain monopoly bonuses (+20% prices for a week).

3. Risks & Counterplay
Raids & Betrayals:

System Authority Crackdowns:

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If your carrier's notoriety gets too high, Aegis sends a Capital Ship + Spec Ops wing to disable it for 24h.

Traitor NPCs:

Hired crew may sell you out if you don't pay bonuses (leaks your location to rivals).

Defenses:

Bribe Local Pirates (1M CR/week): They'll interdict pursuers.

Install Scramblers (Engineer Mod): Reduces chance of detection.

4. Smuggler-Only Social Spaces

New Megaship Type: The Floating Den

Access: Requires Criminal Rank "Kingpin" or a 5M CR bribe.

Features:

No security scans (100% safe zone… mostly).

Illegal ship mods (e.g., "Silenced Railguns").

Player-run auction house with real-time bidding.

Example NPC Dialogue (Upon Docking):
"Welcome to the Den, CMDR. We don't ask questions here.
But if you start any, you'll sleep with the space crabs."
5. Cross-Play Smuggling Networks

Black Market Data Sharing:

Players can share trade routes for illegal goods (e.g., "Best system to sell slaves this week").

Smuggler's Discord:

In-game encrypted channel for coordinating heists/evasions.

Why This Works

Player Agency: Turn your Fleet Carrier into a shadow empire.

Emergent PvP/PvE: Bounties, trade wars, and raids create organic conflict.

Endgame Criminal Play: Laundering, auctions, and megaships make piracy/smuggling a full career.

Mock-Up Summary

Feature	Player Impact
Fleet Carrier Black Markets	Become a warlord of the underworld.
Squadron Smuggling Hubs	Factions compete for illicit dominance.
Floating Den Social Space	A pirate's paradise (with secrets).
Trade Wars & Bounties	PvP with purpose (profit or revenge).

Here's an illegal passenger mission expansion for Elite Dangerous—turning your luxury cabins into a smuggling operation for the galaxy's most dangerous fugitives, with high risks and even higher payouts.
1. New Passenger Type: Fugitives

Who They Are:

Warlords (500K–2M CR per head, but hated by superpowers).

Defecting Scientists (Illegal tech knowledge, attracts mercenaries).

Psychopaths (May sabotage your ship if displeased).

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Thargoid Cultists (Wanted by Aegis, but pay in meta-materials).

Where to Find Them:

Anarchy system bars (New "Whisper Network" menu).

Damaged Megaships (Distress calls with hidden agendas).

Prison Transports (Disable and extract specific targets).

2. Illegal Passenger Mission Board

(Accessed only in low-security systems or Fleet Carrier black markets)

```
┌─────────────────────────────────────────────┐
│         [ SHADOW PASSENGER REQUESTS ]        │
├─────────────────────────────────────────────┤
│ CLIENT:          "The Butcher of HIP 1185"   │
│ BOUNTY:          8,450,000 CR (Federation)   │
│ REWARD:          1.2M CR (+200K if undetected)│
│ DANGER:           (Elite assassination wing) │
│                                              │
│ DEMANDS:                                     │
│ ✔ Luxury Cabin (No Questions Asked)          │
│ ✔ No Ship Scans (Or he'll "react")           │
│ ✔ No Imperial Systems (He has enemies)       │
│                                              │
│ [ ACCEPT ]     [ DECLINE ]                   │
└─────────────────────────────────────────────┘
```

Mission Variations:

"Hot Extraction": Rescue a target mid-interdiction.

"False Identity": Use a Fake ID to bypass scans.

"The Mole": Deliver a traitor to their own faction (maximum betrayal payoff).

3. Passenger Behavior & Risks
Volatile Personalities:

"The Bomber"

"I've rigged your cargo hatch with explosives. Change course, and we all die."

Forces detours to avoid scans (adds 50% travel time).

"The Snitch"

If scanned, reveals your other illegal cargo to authorities.

"The Briber"

Pays double mid-mission to divert to a rival faction.

Consequences of Failure:

Passenger Mutiny (Disables cabin controls until subdued).

False Beacon Lure (Target's enemies ambush you).

Reputation Loss (Other fugitives refuse your services).

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4. New Modules & Tools
"Discreet Passenger Cabin"

    Engineer Mod: Mask life signs from scans (not 100% reliable).

    Downsides: Reduced cabin capacity, +300% heat generation.

"Fugitive Containment Cell"

    Military Compartment Slot Required.

    Forcefully restrain problematic passengers (lowers payout by 40%).

"Blood Money"

    New Commodity: Proof of a rival smuggler's death.

    Sell to factions to steal their fugitive missions.

5. Elite Fugitive Missions (Endgame)

"The Phoenix Protocol"

    Client: A presumed-dead warlord offering 50M CR.

    Catch:

        Entire superpower navies hunt you (persistent interdictions).

        Target burns your ship's registry upon delivery (permanent notoriety).

"The Thargoid Defector"

    Client: A human-Thargoid hybrid (xeno-biological contraband).

    Reward: Unlocks hybrid tech blueprints (corrosive weapon variants).

6. Dynamic Events

    "Fugitive Frenzy"

        Temporary 3x payout for delivering targets to a warzone.

        Compete with other CMDRs for the same target (PvP-enabled).

    "The Trial"

        A fugitive hacks your comms and demands a jury of pirates decide their fate.

        Outcome: Execution (no pay), freedom (reward), or betrayal (ambush).

Why This Works

    High-Stakes Roleplay: More than just "hauling people"—lives are on the line.

    Emergent Stories: Passengers feel alive with personalities and chaos.

    New PvP/PvE: Compete for high-value targets or sell out rivals.

    Endgame Content: The Phoenix Protocol is a galaxy-shaking heist.

Mock-Up Dialogue: Fugitive Interaction

(After accepting a mission)
Fugitive: "You're flying me to Sol? Funny. Last captain who suggested that… well, his ship's a debris field now."

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Player Choices:

❶"Try anything, and I'll space you myself." (Intimidation check)

❷"I've got scramblers. We'll be invisible." (Requires Engineering)

❸"I'll divert to Mars. Extra 100K CR." (Bargain for riskier route)

Summary Table

Feature	Gameplay Impact
Volatile Passengers	No two missions play the same.
Fugitive Endgames	50M CR payouts with permanent consequences.
New Modules	Specialized smuggling tools.
PvP Bounty Hunts	Hunt other CMDRs' fugitives for profit.

This would transform Elite Dangerous' criminal gameplay into a player-driven shadow economy—where the most dangerous predators aren't NPCs, but other CMDRs.

This would make passenger gameplay dark, unpredictable, and wildly profitable—perfect for criminals who live on the edge.

Final Idea: Add a "Fugitive Hall of Infamy" in pirate stations, tracking the most notorious deliveries. Who will transport the galaxy's worst—and survive?