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Achtung!

Dear developers and Community! All mechanics, numbers, and additions in this project are open for discussion and modification. I am not an absolute expert, but my 1,800 hours of gameplay allow me to express criticism and opinions.

Please note that most of the mechanics and changes are described quite **generally**. The project was developed and redacted by a human, written and translated by ChatGPT. It may contain concentrated repetitive mechanics and some confusing translations. Also, the sections are highly interconnected, so for a full understanding, it's best to read the entire project. Thank you for understanding! o7

CMDR: LONG NAME.

Report: Mechanics and Changes in Elite: Dangerous

Fleet Carriers

Fleet Carriers are large ships that should play role in the late-game of *Elite: Dangerous*. The proposed changes will divide fleet carriers into three main classes, each with its own unique characteristics. Fusion reactors will receive new types, while the weapons and hyperjump systems will become more customizable.

The classes of fleet carriers will be optimized for specific tasks. **Research fleet carriers** are designed for long-distance expeditions. They have a greater jump range and reduced preparation time. Their primary objective is autonomous exploration of remote systems. **Combat fleet carriers**, on the other hand, are focused on battle operations. They have enhanced defenses and powerful weaponry, but their jump range is limited, and their preparation time is longer. **Trade-industrial fleet carriers** are a balanced option that offers support for trade operations and resource gathering.

Thermonuclear reactors

Fleet carriers will gain access to several new types of thermonuclear reactors. The **Deuterium-Tritium (D-T)** reactor will become the standard, offering balanced jump range and efficiency. However, this reactor can also use the Deuterium-Deuterium (D-D) reactor and fuel scoops as modules for refueling with tritium, providing some autonomy over long distances. The **Deuterium-Helium-3 (D-He3)** reactor will provide the greatest jump range and maximum energy efficiency, but its preparation will take longer, and it will require the rare resource helium-3, which can only be harvested from the atmospheres of gas giants. The **Deuterium-Deuterium (D-D)** reactor will serve as a self-sustaining option (near stars), using fuel scoops, offering rapid jump preparation, low energy efficiency, and the shortest jump range.

New weapon system

Fleet carriers will be equipped with a new weapon system. **Weaponized carriers** will be built around a single massive weapon capable of dealing critical damage to large targets, such as Thargoid Cruisers or Dreadnoughts. These ships will be vulnerable due to weak defenses, but their destructive power will make them main ships in large battles. The most critical and powerful category will be **Hypercruise weapons**, that can be alternative module to the main calibers. These weapons can inflict colossal damage over vast distances, making them an ideal choice against large targets like Thargoid Reapers. However, they come with several key limitations: long charging times, huge energy consumption, and significant impact on other fleet carrier systems during firing preparation. These weapons also attract enemy attention, making them a risky choice when used alone, especially in Thargoid-controlled systems. Using hypercruise weapons will require coordination with other ships in the fleet to maximize effectiveness and minimize risks.

Main calibers will be large weapons designed to attack big targets and stations at close distances, but they require time to load and aiming. **Capital class ship weapons** will be more universal, able to attack ships of any class. **Standard slots** of regular ships will support various weapon types, including lasers, missiles, and kinetic weaponry, making them effective against smaller targets.

The hyperjump system

The **hyperjump system** will become more customizable with the introduction of three key parameters: **energy density**, **space curvature**, and **gravitational depth**. Energy density controls the duration of the jump — the higher the density, the faster the ship will traverse hyperspace, but it will also make the ship more noticeable to enemies. Space curvature affects the stability and directness of the jump. A higher curvature increases the randomness of the tunnel trajectory, forcing players to switch to manual control, while a lower curvature allows the ship to traverse space along the most direct and fastest path. Gravitational depth influences the ship's visibility during the jump. The deeper the ship dives into hyperspace, the less noticeable it becomes, though this increases the risk of system failures.

Mechanics of Trade-Industrial Fleet Carriers

Production System on Trade-Industrial Fleet Carriers

Each trade-industrial fleet carrier will be equipped with its own production system, similar to the factory mechanics in games like *Factorio* or *Satisfactory*, but on a smaller scale. Players will be able to produce materials and modules entirely on their own; however, for optimal efficiency, it's better to focus on a minimal set of tasks and delegate the rest to the Organization.

Supply and Demand for Modules

Each station in the game can have its unique supply and demand for modules assigned. This will create a dynamic trading system where selling materials and equipment becomes a key element in supporting entire fleets of capital ships.

Hiring Miners and Transporters

An important aspect will be hiring of miners and transporters for resource extraction and transportation. Each system will offer different hiring requirement. Players will need to choose between the skills of workers and the terms of employment to best configure the logistics of their operations.

Ship Production and Crew Hiring

When producing ships themselves, Organizations only need to hire a crew to operate them. This system will allow for the creation of fully autonomous fleets capable of supporting combat operations, trade, and resource gathering.

The Role of Ship Patterns in Combat

In any war declaration situation, the chosen "pattern" of ships designated for production, including engineering modifications, will play main role. However, it's important to consider that engineering modifications are expensive, and in the long term, those who use cheaper ships might win. This creates a strategic balance where Organizations have to choose between powerful but costly modified ships and less expensive, more accessible fleets.

Production of Materials for Modifications

Players will be able to produce materials for modifying their ships with Engineers directly on the fleet carrier. This provides some independence from external suppliers and speeds up the process of upgrading ships. However, players who are part of Organizations can make a greater contribution to the game economy by combining efforts to create entire production chains.

Production of Guardian Weapons and Ammunition

Players using the Trade-Industrial Fleet Carrier will be able to produce Guardian weapons and ammunition and sell them to others, supporting anti-Thargoid operations. However, there are downsides—the production technology will first need to be found and decrypted in the Guardian Archives and Factories, which can take time and resources. Additionally, the ammunition will occupy space on the ship, requiring cargo management. Furthermore, the production modules for these purposes will be different from the standard ones and will require special attention during installation and configuration.

Analogy with X4 Foundations

A close analogy is *X4 Foundations*, where players can build production bases, manage resources, and sustain the economy. If the proposed system is successfully implemented, it would be like an online multiplayer version of *X4*, combining a rich economic system with social interaction, which would make *Elite: Dangerous* a unique game.

Additional Functions of Autopilot and Fleet Carrier Crew

Fuel and Resource Monitoring

The fleet carrier's autopilot is equipped to monitor fuel levels and alert the player when reserves are insufficient for upcoming jumps.

The autopilot can display potential tritium or helium-3 deposits on the star map interface if this information has been sold by other players to Universal Cartographics. This allows the player to pre-plan refueling stops in systems known for containing these resources.

If a player needs to restore tritium or helium-3 reserves, the autopilot interface allows for the hiring and owning of specialized miners. These miners assist in gathering fuel resources, though their operations can be tracked by others, and without proper escort protection, they may become easy targets for pirates or enemies.

Route Planning

The autopilot is capable of planning a sequential route through star systems, taking into account the current weight of the fleet carrier, fuel levels, and jump range.

Moreover, the autopilot allows the player to exit the game while the crew continues to follow the route, making jumps until fuel runs out or until a player-defined limit is reached—such as stopping at specific refueling systems—ensuring seamless travel across multiple systems.

Gameplay Enhancements for Ships

Ships in *Elite: Dangerous* are central to the player experience, serving as the primary means of exploration, trade, combat, and resource gathering. However, there is room for improvement to make ships more versatile and strategic in their use. To enhance the overall gameplay, a series of updates have been introduced, focusing on new ship mechanics, advanced modules, and specialized systems designed to offer players more control and depth.

New Hyperdrives

Several types of hyperdrives will be introduced into the game, each with unique characteristics and designed for different ship types and situations.

The **Overload FSD** jump distance depends on the **amount of fuel** the player chooses to load into it. The distance would increase hyperbolically, meaning that filling it to maximum may not always be the most efficient result. Additionally, a downside of this FSD is its **weight**, which heavily impacts maneuverability in hypercruise mode, making it less agile compared to other FSD types.

The **Standard FSD** is known for its **stability** and **long-range capabilities**. While it accelerates slowly in a system, it remains the most reliable for long-distance travel, especially for extended expeditions where stability is critical.

The **Guardian FSD** offers several unique advantages, including **independence from mass lock**, which allows ships to jump without being affected by the mass of large objects. This hyperdrive also has **instant recharge capabilities**, **less visible on sensors** and can **bypass system entry permits**. Its synergy with the mini-hyperdrives of Guardian fighters makes it effective for stealth and maneuvering operations. However, to maintain stealth technologies, its **jump range will be the shortest** of the three types.

Guardian Engines: Advantages and Features

Guardian engines provide unique opportunities for enhancing maneuverability and flexibility in combat, though they are balanced by a reduction in overall speed and power compared to conventional engines. Guardian engines reveal their true potential through a **temporary mass multiplier boost** (e.g., 146.6%).

These engines also **assist in maneuvering during hyperspace travel**, giving ships equipped with Guardian engines the ability to more efficiently evade threats in hyperspace, especially during interdictions.

Regeneration and Energy Reserves

Guardian engines have the ability to **regenerate themselves**, allowing them to remain functional even under heavy use. However, this regeneration is not fast enough to make the engines entirely self-sufficient in combat.

Guardian engines have **energy reserves**, making them particularly useful when energy is allocated to other ship systems. If a player focuses energy on weapons or shields, the Guardian engines can maintain basic functionality on high level using their reserves, providing the ship with added flexibility in combat situations.

Drawbacks

Despite their unique advantages, Guardian engines come with certain limitations. Their **overall speed and power are lower** compared to standard engines.

Another weakness is their **vulnerability to standard damage**. Guardian engines are more defenseless to kinetic or thermal weaponry, making them a prime target for opponents.

The lack of a speed boost function is one of the most serious disadvantages of these engines.

Cost and Installation Complexity

Cost and repairing demands are also notable downsides of these engines. They require resources for unlocking and installation.

Anti-Thargoid Shields

Regenerative Shields and **Guardian Phase Shields** will introduce more variety to ship defense systems during encounters with the Thargoids.

Regenerative shields will have **lower capacity and resistance** compared to Guardian Phase Shields, but they will feature a **high recovery rate**. These shields will regenerate faster when a full capacitor is available, making them effective in long battles.

Guardian Phase Shields will offer the **highest energy capacity and temporary complete protection from damage**, preventing critical hits. These shields can automatically adjust their protection type depending on the nature of the attacks and charge to activate (by player) immunity. However, the system will require a high amount of energy to operate.

Guardian Plates and Anti-Xeno Plates

With the expanded capabilities for combating Thargoids and other threats, Guardian Plates and Anti-Xeno Plates represent two different approaches to protecting ships from various types of damage.

Guardian Plates offer **universal protection with average resistance** against all types of damage, whether kinetic, thermal, plasma, or bio-organic threats from Thargoids. Additionally, they offer specific resistance to Thargoid bio-organic attacks, such as corrosive effects, making them a solid option for ships facing these alien threats.

Anti-Xeno Plates specialize in **adapting to specific types of damage**, allowing players to manually switch between kinetic, thermal, or plasma defenses depending on the current threat. This adaptability grants immune resistance against selected damage types, though it requires the player to predict the nature of incoming attacks. The plates feature a semi-organic structure that **slowly regenerates** after taking damage, providing some self-sustainability during longer battles.

Fighters and Escort Ships

Guardian Fighters will be equipped with **mini-hyperdrives**, enabling them to follow the main ship during insystem travel. However, their power won't be sufficient for interstellar journeys. These fighters will also have phase shields, providing temporary invulnerability.

Additionally, fighters will receive a **modular customization system**, allowing players to adapt them to various tactical tasks. Guardian Fighters will have their own unique modules.

Hangar Class 7 and 8 Ships

In the proposed concept of utilizing class 7 and 8 hangars for heavier and more functional ships, three main ship types stand out, each with unique roles and objectives in battle. These ships must be carefully balanced to complement each other and not overlap with the roles of specialized vessels.

Bombers

Bombers are designed to deal **damage to capital ships and large targets**. They act as a heavy-hitting force, capable of disrupt defensive systems and inflicting serious damage on key objectives.

Their primary weaponry includes heavy missiles, torpedoes, or bombs, specialized for causing massive damage to slow-moving, large targets.

However, bombers come with **limited maneuverability and speed**, making them vulnerable to fast ships and fighters, requiring cover and support from allied ships.

Their specialization is narrow; bombers are inefficient against smaller targets or in dogfights with agile fighters.

Utility Fighters

Utility fighters serve as support vessels, offering tactical assistance to the main ship and allied forces in combat. These ships are not designed for direct combat.

Their primary functions include **repairing allied ships, supporting shields, and deploying combat or repair drones** for assistance on the battlefield tactical.

To emphasize their support role, they have **limited offensive capabilities, with minimal weaponry** designed for self-defense, rather than engaging in active combat.

Multi-role Gunships

Multi-role gunships are balanced ships capable of **fighters countering and engaging mid-sized vessels**. They fill the gap between specialized fighters and bombers, offering versatility in combat without becoming overly specialized.

They are a **balance between speed and armor**, allowing them to effectively combat fighters, but they remain vulnerable to larger ships and heavy weapons.

Escort Ships

Players will be able to hire escort ships to protect their fleet carriers and undertake combat missions. These ships can be customized for different scenarios and tasks. Escorts may include ships of various classes — from light combat ships like the Cobra Mk3 and Eagle to heavier vessels like the Anaconda and Imperial Cutter. Each ship type can be configured for specific functions: fleet carrier defense, attacking enemy targets, or providing mining support.

Escort Services for Other Players

Players will also be able to offer escort services to other players through a system of exchanges, offering customized ships to protect fleets and engage missions. The system will enable both newcomers and experienced players to build complete teams for operations.

Type-10 Defender Enhancements

Introduction

The Type-10 Defender is positioned as a specialized anti-Thargoid ship, featuring enhanced combat and defensive systems. These enhancements will allow the Type-10 Defender to be more effective against Thargoids, while maintaining risks and balance during extended missions.

Heavy Armor

The Type-10 Defender will be equipped with special anti-Thargoid armor, **immune to corrosion damage and parasites**. However, this armor comes with substantial weight, which will affect the overall maneuverability and speed of the ship. This weight will also impact its behavior on planetary surfaces, where gravity will further limit its capabilities, making the Type-10 Defender less effective for planetary missions.

High-Energy All-Directional Drive Engines

All-Directional drive engines with afterburner functionality will allow the Type-10 Defender to engage **afterburners in reverse**. Such engines will consume a lot of energy leaving less modification resources between engines and other systems.

High-Speed Forward Boost

Another feature of the Type-10 Defender is its **high-speed boost**, providing **exceptional speed and agility** during fast attacks or evasive maneuvers. This boost will enable the ship to quickly chase down targets or avoid dangerous Thargoid plasma volleys. In the short term, the boost will have minimal impact on engine durability and fuel reserves, but long-term use will significantly reduce engine life and increase fuel consumption, making long usage inefficient.

Cooling System

The cooling system will act as a tactical tool against Thargoid attacks. It activates manually, **gradually cooling the ship down to 1%** over 30 seconds and maintaining this level for another minute. This forces the Thargoids to close in for more accurate shots, giving the player a tactical advantage. The system will have limited charges, making it a short-term solution, but not a permanent tool. The system will not consume fuel or energy.

Additional Fixed Weapon Gears

The Type-10 Defender will have the option to install additional gears for fixed weaponry, allowing for better focus fire on the enemy, especially on the vulnerable points of Thargoids. However, these gears will not turn the weapons into turrets; they will provide **minor adjustments to the firing angle**, helping the player land more accurate shots without having to completely change the ship's course.

High Maintenance Costs

The Type-10 Defender will be equipped with advanced systems that require high maintenance and repair costs. Reinforced armor, engines, cooling systems, and boost mechanics will demand significant resources to keep them operational.

Reduced Shield Efficiency

To balance the enhanced armor, the efficiency of the ship's shields will be reduced. The Type-10 Defender, with its sturdy armor and anti-Thargoid defenses, will become more vulnerable to kinetic attacks and standard energy hits, especially from human ships.

Changes to the Imperial Cutter

Introduction

The Imperial Cutter in *Elite: Dangerous* is one of the most powerful ships in the game, known for its outstanding shields and high speed. However, in its current state, its excessive defense and ability to install multiple modifications create a balance issue. To make the Cutter more balanced, while maintaining its status as a powerful **shield-focused ship**, a series of changes are proposed to improve shield management, rebalance Engineer modifications.

Shield Capacity and Regeneration Management Mechanic

While ships already have a basic energy distribution system (SYS/WEP/ENG), the Cutter's system will be more detailed, allowing players to manually adjust shield characteristics. Increasing **shield capacity** will enable the shields to absorb more damage but will reduce **regeneration speed**, and vice versa.

Engineer Modification Rebalance

One of the key issues with the Imperial Cutter (and overall Engineers mechanic) is the ability to boost shields, weaponry, and engines **at the same time**, making ships extremely powerful. For balance, the modification system is being reworked, forcing players **to choose** between upgrading shields, weapons, or engines, promoting variety in builds.

Strengthening shields will significantly increase energy consumption and system mass, limiting the available power for engines and weapons. For instance, installing powerful shield generators and boosters could make the ship nearly invulnerable, but it would reduce firepower or speed.

Enhancing weapons, such as increasing damage or fire rate, will consume more energy, limiting the capacity to boost shields or engines. This creates the need to prioritize: powerful weaponry with weaker shields or strong shields with minimal firepower.

Improving speed and maneuverability through engine modifications will increase engine energy consumption, leaving less energy for shields and weapons. As a result, players will no longer be able to maximize all systems and will be forced to prioritize a specific area, creating more varied and specialized ship builds.

General Mining Mechanics

The mining mechanics have been enhanced to allow for more efficient and autonomous extraction of rare resources in asteroid fields. Ships are now equipped with advanced sensors and scanners, making them essential tools for players aiming to mine valuable materials without relying on consumables like drones.

Spectral Scanner for Resource Detection

A key component is the spectral scanner, which analyzes asteroids for potential rare resources. Using multispectral analysis, it identifies the composition of asteroids but does not specify exact quantities. This gives players a **general idea of an asteroid's content**, allowing them to focus on potentially more valuable finds.

Fracture Detection in Asteroids(?)

Ships can automatically detect fractures on asteroid surfaces, enabling players to identify which asteroids can be cracked using charges to extract more valuable materials.

Pulse Scanner for Search Guidance

Equipped with a pulse scanner, ships can identify directions to search for **rare material-rich areas** in asteroid fields. The scanner sends waves through the field, returning data on potential area of valuable asteroids.

Geological Survey Fighter

Players can deploy a geological survey fighter for more automated resource extraction. This specialized fighter allows for mining operations without the need for drones. It often returns to the main ship, due to small space, and players will need to pay the pilot a share from the profits of the mined resources. The geological survey fighter is equipped with an **abrasive laser** and same **spectral scanner**, enabling it to extract valuable resources directly from asteroids and automatically scan area, returning valuable asteroids placement data. Regular fighters do not have such a laser and cannot perform extraction function. The fighter requires a **large fighter bay**, limiting its use on ships with smaller bays.

Ranks and Faction Progression

In *Elite: Dangerous*, progression in the major factions—Alliance, Empire, and Federation—provides unique rewards and shapes the player's role in the galaxy. The journey to higher ranks is closely tied to engaging in missions and stories that reflect each faction's core values and ideals. This progression serves as both a gameplay element and an educational experience.

Players can advance through faction ranks primarily by completing storyline that emphasize their chosen faction's values, whether it's through combat, diplomacy, exploration, or covert operations. At a crucial moment in the game, players must choose a faction with which to align more deeply. While remaining independent is an option, those who commit to a single faction will receive better rewards and access to exclusive content at higher ranks.

Progression is not without its challenges. Players who choose a faction may later decide to switch allegiance or even become double agents, working secretly for multiple factions. However, if uncovered, such agents face serious consequences.

Alliance Faction

The Alliance is focused on **research, diplomacy, and reconnaissance**, offering players a peaceful path through humanitarian missions or exploration. Alliance missions often involve scanning uncharted regions, providing aid to systems in need, and supporting peaceful negotiations between systems. They engage in intelligence operations, which can range from data collection to covert missions for gathering compromising materials.

The Alliance also manages various kinds of **passenger transportation**. The company Saud Kruger (P.S. yes, I know, that company is Independent, but there is no Independent ranks or competitors) is the main producer of passenger ships and related equipment, supplying luxurious vessels like the Dolphin, Orca, and Beluga Liner. These ships are widely used for passenger missions in the Alliance, allowing players to transport tourists, VIPs across the galaxy. The closest competitors are in the Empire; however, they are more focused on serving their own market and producing ships tailored to Imperial standards.

High ranks in the Alliance unlock access to exclusive technologies such as **enhanced Frame Shift Drives (SCO)** and **advanced engines**, providing increased jump range and agility. Alliance engineers, unlike those of other factions, are conveniently located together, and they offer remote services, reducing the need for

constant travel. Pilots who serve the Alliance also gain economic benefits like discounts on all Alliance stations and priority trade deals.

The military component of the Alliance, while smaller, is dedicated to peacekeeping. Serving in these specialized units helps raise ranks.

Imperial Faction

The Empire, in contrast, is defined by its focus on **dueling, private military contracts**, and its emphasis on luxury and honor. The centerpiece of the Imperial experience is the "**Arena**" —a place where players can participate in simulated combat. These arenas clone the participant's ship and create a virtual environment for combat against both other players and randomly modified NPCs. The arena's virtual nature adds a risk-free environment where players can showcase their piloting skills. In addition to simulated combat, real-ships duels and challenges are encouraged, with rewards tied to the rank and quality of defeated.

To ensure balance and fairness, the Empire has put safeguards in place to **prevent players from exploiting the system by creating weak ships or setting low-value challenges**. As players advance in the Imperial ranks, they gain access to the **prismatic shields**—symbols of the Empire's superiority in defensive technologies. These shields are among the most desirable in the galaxy and become available to players only at the highest ranks. Additionally, the Empire encourages players to engage in activities such as escort missions for VIPs, transporting luxury goods, and smuggling illicit cargo into Federation space.

The Empire's engineers are highly specialized, focusing primarily on **shield technology**, making Imperial ships some of the most resilient in battle. High-ranking players also benefit from discounts on Imperial stations, enhanced influence in Imperial systems, and exclusive cosmetic customizations that symbolize their status.

Federation Faction

The Federation is known for its long-standing conflicts with the Thargoids and research into Guardian technology. Thanks to their extensive experience, the Federation offers the ultimate anti-Thargoid solution—**Guardian Phase Shields**, which provide unmatched protection against all forms of Thargoid attacks.

For players who seek a more direct approach, the Federation offers **gimballed Guardian railguns**, equipped with easy-to-manufacture ammunition, providing high firepower against the Thargoid threat. These modules are available only to those who have achieved higher ranks, highlighting the importance of allegiance and loyalty. The Federation's technobrokers are the best in the galaxy, and players seeking to access Guardian modules can open **entire categories of technology at once**, simplifying the research process for those who have earned enough trust in the Federation.

Federation missions encourage players to participate in all aspects of **anti-Thargoid operations**—combat missions, rescue operations, reconnaissance. Service in their anti-xeno military divisions contributes to rank advancement, offering players opportunities to fight on the front lines or coordinate evacuation operations in dangerous systems. Federation engineers focus on enhancing ship **armor and weapons**, giving players the edge they need in combat, while their technobrokers provide **other unique weapon modules** suitable for use against any enemies.

Many factions support the mass elimination of pirates, as they greatly disrupt the lives of ordinary pilots and citizens. The Federation offers better rewards for **anti-piracy missions** than other factions. While these missions may not greatly contribute to rank advancement, they provide a pleasant bonus and help maintain safety in Federation-controlled systems.

Espionage and Risks of Betrayal

The galaxy is full of secrets, and espionage plays a significant role for those players who wish to delve into the political intricacies of Elite Dangerous. Becoming a double, triple, or even quadruple agent is an enticing way to access the best technologies from all factions. However, the stakes are incredibly high. **Betraying one faction to benefit another lead to losing the trust of all involved.** The consequences of being exposed are severe—**loss of rank, access to faction-specific technologies, and reputation** in the galaxy. Players must weigh the risks and rewards carefully, as the path of espionage is fraught with danger and requires a delicate balance of loyalty and deceit.

New Crew System

A new crew system will be introduced to manage ships, with each crew member playing each role in improving the overall efficiency of the ship across various aspects.

- The **Combat Systems Officer** is responsible for improving the effectiveness of weapons and defensive systems on the ship. They increase accuracy, reload speed, and overall firepower, making them indispensable in combat scenarios. When assigned to a fighter, they will perform much better than an Engineer or Trade Expert, though this still won't be their primary specialization.
- The **Engineer** is a specialist ship repairs&modification. They fix damaged modules, improve reactor performance, and prevent system overheating, enabling the ship to remain operational even in challenging conditions.
- The **Trade Expert** manages trading operations and routes. This crew member is responsible for optimizing cargo transportation, minimizing costs, and increasing profits during resource handling and trading operations. Depending on their skill level, they will quickly gather information about specific goods throughout the Bubble and suggest the most profitable trade routes.
- The **Fighter Pilot** is responsible for controlling combat and reconnaissance fighters. When the player personally operates a fighter, the crew remains on the main ship, which is managed through the network system.

Additionally, it is worth noting that NPC crew members and escort ships can be hired at a **fixed price**. But players can offer their own escort services, setting terms such as cost, ship type, and mission objectives.

Mechanics of Ship Profiles

Profiles are pre-set ship configuration options that players can select at stations or fleet carriers. The introduction of profiles will allow players to easily switch between various ship roles, such as combat, exploration, trading, or resource mining.

The primary profiles will include:

- **Combat Profile** — focused on shields, weaponry, and armor, with reduced jump range and cargo hold capacity.
- **Exploration Profile** — increases jump range, enhances scanners, and reduces mass by minimizing weaponry and defenses.

- **Resource Mining Profile** — optimized for mining with the use of laser drills, drones, and expanded cargo holds.
 - **Trading Profile** — increases cargo hold capacity and improves speed for transporting goods, with simplified defenses.
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Thargoid Capital Ships and the Destroyer

Higher classes of Thargoid ships will be added and reworked to make them more significant opponents for players and their fleets. The dreadnoughts, cruisers, destroyers will serve as Thargoid motherships, each playing a unique role in the Thargoid fleet.

Thargoid Dreadnought

The Thargoid Dreadnought will be **the largest and most powerful ship** in the Thargoid fleet, rivaling the size of a gas giant. Its massive armor will consist of multiple layers, each designed to protect against different types of damage. Due to its size, the dreadnought will be stationary, capable of only a **few inter-systems jumps** throughout the Thargoid war, as these operations require immense resources. It will also be capable of **inter-system firing**, making it a dangerous threat even from long distances. Overloading its shields and reactors with thermal damage will be extremely difficult due to its advanced defensive systems.

Thargoid Cruiser

The Thargoid Cruiser will be **more mobile**, with a size comparable to a large moon or icy satellite, yet still primarily stationary in systems. It can move **between Lagrange points** to avoid critical damage, though this repositioning will take a significant amount of time and be visible to everyone in the system. The cruiser will have **great armor**, less strong than the dreadnought, but also with protective layers and shields against different types of damage. Its maneuverability will allow it to occupy strategic positions and support Thargoid fleets in system-wide battles.

Thargoid Destroyer (formerly Titan)

The Thargoid Destroyer combines high mobility with the ability to **jump anywhere in a system**, making it far more agile than the dreadnought or cruiser. However, this mobility comes with trade-offs. To execute jumps, the destroyer must **allocate resources between its FSD** and other ship systems, leaving it more vulnerable during jump preparation. During the long jump preparation phase, other systems, such as defense or weapons, become less effective, offering an opportunity for players to strike.

Despite its high mobility, the destroyer remains the easiest target among the higher Thargoid classes. **It can be defeated by standard player ships without the need for specialized fleet carrier and capital ship weaponry.** However, battles against a destroyer will be long due to its powerful defenses and maneuverability. After completing a jump into a system, the destroyer remains stationary until its next jump preparation begins. This period of immobility can be exploited if players coordinate their attacks, taking advantage of the destroyer's fixed position.

The destroyer **lacks the absolute destructive power** of a dreadnought or cruiser, but its mobility and ability to jump quickly and effectively make it a formidable opponent, especially for fleets that cannot respond promptly to its movements.

Reaper Behavior and Mechanics

The Reaper is one of the most dangerous and mysterious Thargoid ships, representing a **lethal threat to fleet carriers and large ships**, especially during hyperspace jumps. Its primary role is to intercept and destroy Fleet Carriers and Capital Ships, disrupting the operations of large human fleets in Thargoid-controlled systems.

Reaper Behaviour

The Reaper is distinct from other Thargoid ships in that it primarily targets large vessels, especially fleet carriers, during their hyperspace jumps. Its main tactic involves **intercepting wormholes** and altering their structure, forcing the fleet carrier to emerge at unpredictable and often dangerous locations.

When a fleet carrier enters a Thargoid-controlled system, the Reaper begins **monitoring its activity**. If the carrier lingers too long or engages in hostile actions, the Reaper may prepare to attack, waiting for the carrier to become vulnerable, typically during a hyperspace jump or when its resource collection systems are active. **Reapers do not appear frequently**, only intervening when there are serious threats to Thargoids, such as when Combat Fleet Carriers or Capital Ships invade controlled systems. However, when they do appear, they often coordinate with other Thargoid ships, creating an overwhelming counterattack, focusing mainly on big ships.

Reaper Mechanics

The core of the Reaper's threat comes from its ability to interfere with hyperspace jumps, particularly **by distorting wormhole parameters**. When a fleet carrier attempts to initiate a jump, the Reaper can manipulate the exit points or destabilize the tunnel's energy field, forcing the carrier to either abort the jump or emerge in an unpredictable location. This makes every hyperspace jump fraught with danger, as even the most meticulously planned routes can be thrown into chaos if a Reaper is involved.

In the event of an attempted interception, the player may **receive warnings in the form of anomalies in the carrier's navigation systems(?)**. These could include sudden errors in route calculations or unusual sensor readings that hint for Thargoid interference. If these warnings are ignored, the Reaper will have an opportunity to penetrate the hyperspace tunnel and cause further distortions.

To counteract the Reaper's interference, players can make **manual adjustments to key wormhole parameters**, including energy density, space curvature, and gravitational depth. Alternatively, players can delegate some of these tasks to their crew or rely on automated systems, though these are not always safe under high-stress situations.

Crew and Autopilot Assistance

Managing a hyperspace jump under the threat of a Reaper is not an easy task, and fleet carriers can be equipped with crew and autopilot systems to help manage various aspects of the jump. Players can hire an **auxiliary crew or assistants** to handle specific tasks, such as stabilizing the energy field of the wormhole, managing exits, or ensuring the carrier remains on course during the jump. Depending on the skill level of these crew members, they may perform better or worse in high-pressure situations, directly influencing the outcome of the jump.

The parameter autopilot system can automatically adjust basic aspects of the wormhole, ensuring the carrier maintains a stable course when the jump is not under attack. However, if a Reaper initiates an interception, the autopilot is typically inefficient to handle the complexities of the situation. Players will need to switch to make manual adjustments or rely on the crew to manage certain aspects of the jump.

False Exits and Decoy Tactics

One of the most effective countermeasures against the Reaper is the creation of **false exits** in the wormhole. These decoy exits are designed to confuse the Reaper, making it more difficult for the Thargoid ship to accurately target the carrier's true destination.

Creating these false exits, however, is resource-intensive. They require a **significant amount of fuel, time and energy** to maintain. False exits **can be strengthened or weakened** depending on the proximity of the Reaper, and players must carefully decide where and how to deploy them. If the Reaper is tricked by the decoys, the fleet carrier can emerge safely from hyperspace, but if the Thargoid ship successfully identifies the true exit, the player may be forced into a direct confrontation.

While false exits offer a valuable defense, they are not foolproof. The **Reaper can also manipulate the exits** if detected, but if the exit reduced in time, the fleet carrier will avoid the consequences. In cases, when fleet carrier got intercepted, players may need to rely on a combination of other defensive systems or engage the Reaper directly if a safe exit cannot be achieved.

Close-Range Combat and Counterattacks

If the Reaper successfully forces a fleet carrier out of hyperspace, the player may find themselves in a close-quarters battle with the Thargoid ship. At close range, the Reaper becomes extremely dangerous, due to its high maneuverability to size, using big plasma charges and acidic weaponry to inflict massive damage on large ships like fleet carriers. These attacks are designed to exploit the carrier's size and slower maneuverability.

Interaction with Hypercruise Weapons

Fleet carriers and Capital ships equipped with hypercruise weapons may attempt to use these powerful systems against the Reaper. While hypercruise weapons are effective at long range, the Reaper is capable of **launching same attacks if provoked**. Plasma charges can be fired over long distances, and fleet carriers must maneuver carefully to avoid these deadly strikes. To minimise this risk, fleet carriers and stations are equipped with an **early warning fire system**, which detects incoming threats and alerts the crew to make evasive maneuvers. This system monitors both Thargoid activity and other hypercruise weapon charge, ensuring the fleet carrier is prepared to react quickly to any attack.

This early warning system is also a main defense mechanism for stations and protective platforms. The Reaper's long-range plasma attacks pose a fundamental threat to these structures, requiring constant attention and rapid response to avoid(?) or prevent critical damage.

Guardian Beacons: Jump Boosters and Black & White Hole Pathways

Guardian Beacons are ancient and mysterious structures scattered across the galaxy. While they currently serve a limited role in the game, new mechanics are proposed to increase their relevance and strategic importance, especially in exploration expeditions and long-distance travel.

Jump Booster

For regular ships, Guardian Beacons could increase jump range **up to 5,000 light-years**, making them ideal for exploratory missions into distant regions. Players would activate the jump boost via a special interface at the beacon, but doing so would require a certain a number of resources or energy that must be replenished.

Black and White Hole Pathways

Another feature of Guardian Beacons would be the creation of pathways through black and white holes for any kind of Fleet Carriers and Capital Ships. These pathways would allow almost instant travel between different parts of the galaxy, reducing travel time.

At the two ends of a pair of beacons, a black hole would form on one side and a white hole on the other, enabling players to travel instantly from one part of the galaxy to another. However, it's important to note that these pathways would be **one-way**, requiring players to reactivate the beacons for a return trip from the white hole side.

To activate this pathway, players would **need to use beacons on both sides**, which would require the cooperation of multiple players or the use of a fleet carrier for synchronization.

One of the actual reasons for establishing the Colonia was its proximity to a Guardian Beacon. Initially, no one believed that the Guardians would extend their reach to such distant regions. The beacon was strategically placed for fast travel, making the Colonia an essential hub for instant navigation across the galaxy.

Standard Black & White Hole Routes for Research Fleet Carriers

A new mechanic is proposed in *Elite: Dangerous* that introduces standard routes through black and white holes, exclusively available **to research fleet carriers**. Successful traversal of these routes will become a critical part of carriers' FSD modification and cartography, offering unique rewards and achievements.

Risks and Characteristics

Traveling through black and white holes involves significant risk and danger. These routes may be unstable, and the **absence of guaranteed exits** makes them hazardous even for the most experienced pilots. If no exit is found, there's **no chance of returning**, so players must carefully calculate their probability of success.

Research fleet carriers must be equipped with **special sensors** that help predict potential exits and minimize risks. Additionally, **enhanced emergency systems** are required, which will automatically activate if the passage becomes too dangerous or unstable. These systems are limited and come at a high cost of fuel and energy.

Fleet carriers' FSD systems can barely control the parameters of a natural wormhole tunnel, even though their principle is based on creating similar passages. Due to the inability to fully manage these conditions, this capability has been granted only to research fleet carriers. These carriers are highly maneuverable, with better equipment for adjusting tunnel parameters than other ships, allowing them to maintain a stable course relative to the tunnel's path.

Rewards for Navigating Black & White Hole Routes

For each successful traversal through a black or white hole, players can **sell the collected data** to Universal Cartographics, receiving special compensation.

If a player is the first to successfully traverse a route and sell the data, their name will be marked on the map next to the corresponding black or white hole as the first discoverer.

Once the route has been successfully completed and the data sold, the route becomes visible to all fleet carriers, which can use it for navigation. These paths will appear on the galaxy map and be highlighted in the fleet carrier systems, helping other pilots better navigate and maneuver through space.

Collected data from these routes can also be used not only for sale to cartographers but also to **modify Capital Ships Frame Shift Drives** (FSD). These data will allow improvements to jump range or the speed of jump preparation.

New Guardian Structures

Guardian Factories

Guardian factories allow for the production of various modules, such as shields and fighters, if players can bypass their security systems. The production process can be visually observed through monitors or on a “conveyor belt”, allowing players to monitor the creation stages and the final assembly of the equipment.

Guardian Observatories

These rare and valuable structures enable **remote observation of nearby star systems** in a range of 1000 light-years or more. Scattered throughout the galaxy, they contain data on the locations of other Guardian structures. Discovering one of these observatories is a major find for explorers, as it grants access to unique information.

Guardian Archives

Guardian archives store encrypted data with both narrative and practical meaning. Players can decrypt this data to uncover the mysteries of the Guardians, as well as use it for developing new technologies.

Guardian Temples

The Guardian temples remain a mysterious part of the ancient race’s legacy. These structures future development left in the hands of the game's creators.

Data Hubs and Expanded Data receiving Mechanics

Introduction to Data Hubs

Data hubs can be introduced as mobile stations offering two distinct markets: the first being an internal market and the second serving as a platform where players can list goods for sale at their own prices.

Data Synthesis Modules on Research and Industrial Fleet Carriers

Research and Trade-Industrial fleet carriers can be equipped with modules that allow them to synthesize lower-value data into more valuable information. The synthesis process may require specific resources.

Encrypted Data Agents and High-Value Missions

At data hubs, players may encounter agents offering encrypted materials at prices above the market rate, but with better data as a reward. These agents will also provide missions that could become an important source for acquiring valuable materials.

Competitive Infiltration Missions

Data hubs will also open the door to new types of missions involving infiltration of bases, stations (both pirate and official), and capital ships. These missions will be competitive in nature, with a time limit and

increasing difficulty as the player progresses through mission—more security, complex puzzles, and less time. The further a player advances, the more valuable the data they obtain.

Satellite Hacking Opportunities

The ability to hack orbiting satellites. Occasionally, players might "hit the jackpot" if the satellite happens to be transmitting valuable military or scientific data, which will immediately trigger a security response.

Encrypted Data Trading

Encrypted data can be exchanged through a **Trade Expert** if one is present on the player's ship, or with **Material Traders** at certain stations. This will open more opportunities for players to manage their resources effectively and trade in high-value information.

Piracy Opportunities in Anarchic Systems

Research fleet carriers and other scientific ships belonging to factions and players can also be hacked, especially in anarchic systems where escorts or defenses are minimal.

Dynamic Events and Faction Contracts

Dynamic events and faction contracts could become powerful tools for expanding player interaction with the game world, although their implementation would depend on the developers' direction. These events could involve temporary boosts in data value, faction-specific missions, or time-limited contracts that reward players for delivering key information or hacking in high-security systems.

Optimization Issues and Lack of Content in the "Odyssey" DLC

The *Odyssey* DLC faces big questions related to both performance and content quality. Optimization remains at an extremely low level, making the game uncomfortable for many users, even those with high-performance systems. Additionally, there is a noticeable lack of content that was supposed to expand the game world but ultimately failed to meet expectations.

Optimization Issues

One of the primary complaints about *Odyssey* is its poor optimization. **Even on powerful computers**, the game suffers from frequent FPS drops and significant delays, particularly when dealing with ground missions, locations with a high number of objects, and, most notably, planetary landscapes.

Performance on Planets and Stations: Landing on planets and Stations leads to significant FPS drops, especially when moving across the Stations, landscapes and interacting with objects. These issues become particularly evident during surface missions when visual effects and shadows create additional strain on the system.

Engineering Grind for Weapons and Suits: Players are required to spend an excessive amount of time gathering materials to upgrade their weapons and suits. The grind not only takes a long time but also often feels **pointless**. As a result, players are stuck performing monotonous tasks to gather resources that could have been streamlined or better balanced. This makes the upgrading process feel more like a tedious chore rather than an engaging part of the gameplay.

Lack of Content

In addition to optimization problems, the DLC suffers from a lack of substantial content. Despite the introduction of new mechanics in *Odyssey* many players have expressed disappointment with the absence of

expansion in terms of gameplay. The primary criticisms revolve around repetitive missions and limited interaction with the game world.

Repetitive Missions: Ground missions, which were one of the key promises of the DLC, have turned out to be highly repetitive. Most of the time, they involve simple tasks like resource gathering or target elimination, with little to no engaging narrative elements or new gameplay mechanics.

Limited Interaction: The ground content often feels more decorative than functional and lacks meaningful integration with core gameplay systems, such as political or faction dynamics.

Expectations vs. Reality: Players expected a deeper immersion in new activities but ended up with content that only superficially expands the game's capabilities without offering significant challenges or long-term goals.

In conclusion, the *Odyssey* DLC struggles with both performance issues and a lack of meaningful content, leaving players disappointed and questioning whether its existence is justified.

New Organizational Opportunities for Odyssey

To expand the gameplay content of *Odyssey*, a new feature is proposed, allowing players to create fully-fledged organizations under the banner of major galactic powers such as the Federation, Empire, and Alliance. These organizations would enable players to coordinate actions, manage resources, and develop their economies using a variety of new mechanics.

Organization Creation

Players will have the option to create organizations **representing key galactic factions** (Federation, Empire, etc.). An organization will function as a self-governing body, allowing players to effectively coordinate actions on various levels: economic, combat, and diplomatic.

It will also be possible to create an **independent organization(?)** not affiliated with any faction, though this will be extremely difficult. The requirements for creating such an independent structure will include gathering large amounts of resources, coordinating multiple players, and completing important missions to increase influence.

Station Creation and Management

One of the key features for organizations will be the ability to create **their own stations**. Building a station will be a far more resource-intensive process than managing a fleet carrier, but with proper management, stations will be much more profitable. These stations will provide organizations with several advantages, such as trading opportunities, resource extraction, and offering services to other players. They can also serve as strategic defense points against Thargoids or pirates.

Managing these stations will require careful planning and resource management. Organizations will be able to set taxes and prices for the services they provide, generating income from the interaction of other players and NPCs with their stations. Keeping a station operational, including supplying it with resources and maintaining defense systems, will become a critical aspect of an organization's strategy.

Managing Mines and Factories

Organizations will also be able to manage mines and factories **to extract rare resources and produce modules and equipment**. Managing these assets will require coordination, as mines will be located on planets, while factories will either be on stations or in space.

Factories will allow organizations to produce **unique modules, upgrades, and even weapons(?)**, opening the door for trade or the use of these assets for their own purposes. An organization will need to develop its own strategies for resource extraction and manufacturing, driving economic growth and increasing its influence in the system.

The Role of Weaponized Fleet Carriers

Weaponized fleet carriers will be main ships for organizations engaged in combat operations. Building and maintaining such ships requires massive resources, but they will come equipped with powerful weapons, but weak defense systems, making them key players in battles against the Thargoids higher classes or rival factions.

Weaponized fleet carriers can be used to defend their own stations and mines, or to launch offensive operations against enemy targets. Managing these fleet carriers will require coordination and support from other members of the organization, as they will be vulnerable without proper escorts.

Forming Squadrons and Fleets

Organizations will have the ability to form squadrons and fleets, consisting of fleet carriers, capital ships, and ships belonging to other players. This will improve coordination among organization members and enable large-scale operations against Thargoids or rival factions.

These fleets can be organized to carry out various tasks, such as defense, attack, or exploration. Every player in the organization can contribute by providing ships and resources.

Enhanced Fleet Coordination

Organizations will be granted access to a **shared map**, visible to all members, including those who do not own *Odyssey*. This map will display the location of all fleets and current missions, allowing for real-time coordination of actions. The organization's shared map will be a strategic tool, helping players track the state of their stations, fleets, and assets across multiple systems.

Defensive Platforms Construction

Organizations will have the ability to build defensive platforms, which will serve as defensive structures for stations and other important assets, protecting them from Thargoids and player threats. These platforms can be customized with various weapons and defense systems based on the threats they are intended to counter.

Main Control and Organization Maintenance

The main control and maintenance of an organization's resources will be managed by players with access to *Odyssey*, as they will have access to all the features related to station, fleet, and economic management. However, basic functions, such as the organization's map and minor combat operations management, will be available to all participants, even those without *Odyssey*. This will ensure that all members can participate in the coordination and protection of the organization's assets.

Production Stations for Capital Ships

Modular Design of Stations

Stations will have a modular design both inside and out. This modularity is already partially present in the current station designs but appears more as a decorative element. Developing this system will allow players to customize stations according to their needs, whether it's production, fleet servicing, or defensive tasks.

Production on Stations

Stations will have a production system similar to factory simulation games but adapted for capital modules (if a shipyard is present), standard production, or storage of regular modules. Since stations are the final destination point for the almost any production chain, the production modules on them will be smaller and be more expensive. This is due to their adaptation to the compactness and schematic nature of stations.

Types of Production Facilities

There will be three types of production facilities:

1. **Station Factories:** Large complexes on orbital stations for building and servicing ships.
2. **Planetary Factories:** Located on planetary surfaces and provide the production of materials and equipment.
3. **Factories on Trade-Industrial Fleet Carriers:** Mobile production platforms that can be moved and customized according to needs.

Stations in Combat

Stations can be used to protect the rear in case of wars. However, they need to be initially designed with defensive tasks in mind or converted accordingly. In their standard state, stations have limited defenses.

Command and Role of Capital Ships

Players will be given the opportunity to command, build, and maintain Capital Ships. These ships will become key elements in large-scale combat operations, providing players with powerful tools for fighting wars and defending territories.

Advantages and Disadvantages of Capital Ships

Capital Ships are designed to be the main force in large battles. They specialize in using main calibers and hypercruise weapons, their reactors and cooling systems can handle continuous fire without impacting the ship's systems. Reinforced armor and strong shields (compared to Combat Fleet Carrier) allow them to take heavy hits, and they have some maneuverability for flexibility in combat. The large, well-protected command bridge makes it easier to manage and coordinate the ship during battles. Capital Ships have an EMP system, but the downside is that its effects also impact allied ships.

However, Capital Ships also have their drawbacks. They have minimal or no fleet to defend against fighters and smaller ships, relying on a few onboard fighters for support. Despite their power, their weapon modules are vulnerable to concentrated attacks due to their number and placement.

Construction and Maintenance of Capital Ships

The process of constructing Capital Ships will be integrated into the game's economic system. Players will be able to use resources gathered from trade-industrial fleet carriers or planetary factories to build these powerful vessels at special shipyards. Maintaining Capital Ships will require high costs for repairs, ongoing upgrades, and crew recruitment. Upgrades and reassembly can only be performed at shipyards located at Stations.

Interaction with Combat Fleet Carriers

Capital Ships and Combat Fleet Carriers will accompany each other on the battlefield. Combat Fleet Carriers can launch entire fleets of ships and fighters, providing a numerical advantage, while Capital Ships deliver powerful fire support and can resist direct assaults.

Limitations of Current Squadrons

The current implementation of "Squadrons" in *Elite: Dangerous* raises several concerns. One of the main questions is: **"Why is the maximum number of players limited to only 500?"** The growth of guilds is a fundamental feature for maintaining player engagement in the community. To enhance social interaction and long-term player retention, it is proposed to expand the group structures beyond the current limitations.

Proposed Hierarchy: Squadrons, Fleets, and Organizations

By correctly implementing this idea, a hierarchical structure can be established as follows:

- **Squadrons:** Small to medium-sized groups focused on specific activities or interests, serving as the foundational social unit for players to collaborate.
 - **Fleets:** Larger assemblies containing multiple squadrons or a significant number of players working together towards common goals, such as large-scale expeditions, trade operations, or combat missions.
 - **Organizations:** The largest entities, having multiple fleets and even more squadrons, allowing for vast networks of players to coordinate on a grand scale. Organizations could manage resources, control territories, and significantly impact the game's economy and political landscape.
-

Free Ship Interiors and Module Skin Monetization

Introducing free ship interiors will be a great pleasure for players, as many have expressed that they **will return to the game only when ship interiors are added**. This feature allows players to enjoy not only external changes, such as paint jobs and cockpit modifications, but also customize the interior spaces of their ships. To maintain sustainable monetization without introducing Pay-to-Win (P2W) elements, a range of paid cosmetic options, such as module skins, can be offered.

Monetization of Module Skins

Paid skins can extend beyond the exterior of the ship to the various modules players install. Players will be able to purchase skins for almost any module, whether its weapons, shields, cargo holds, or life support systems. This gives players more freedom in customizing their ships, allowing for a unique and individual appearance.

The design and color schemes of module skins can vary, offering a range of visual styles. While the overall size and button design of a module may change depending on the skin, the functionality of those controls should remain the same. This ensures that skins do not affect the gameplay or provide any competitive advantage.

For Developers: Understanding the Difference Between an Update and a Patch

Dear developers,

I would like to clarify the distinction between an "update" and a "patch" using the classic game Team Fortress 2 as an example.

Example of an Update:

Imagine if the Scout were given the Sniper's Rifle for an extended period until the update is fixed. Would this change the game meta? Absolutely. Is it a significant alteration? Yes. Would players actively use this class? Certainly, and they might also actively critique it. Players would choose to play it **willingly**. In **terms of scale**, this constitutes an "update".

Example of a Patch:

Now, suppose the Heavy receives an additional 20 HP. Does this change the meta? No. Are there other significant changes? Not really. This is considered a "patch".

Applying This to Elite Dangerous:

In this context, *Odyssey* seems more like a "patch" rather than a substantial "update". The only real "update" were the "Engineers", who didn't just influence the game—they broke it. Fleet Carriers make little sense, given that a 20-minute preparation time for a 500 light-year jump is inadequate; I've even seen it take up to 40 minutes. Updates introduce new or changes entirely, **fundamental and interesting mechanics**, like mining or adding new ships.

Moreover, *Odyssey* destroyed the game's optimization. Consequently, it comes across as a **poor patch with an overpriced tag**.

Minor Issues and Recommendations

Automatic Cargo Unloading

The cargo unloading process from fleet carriers takes far too much time. Automating this process and instantly determining the available space on the ship would make interactions much more convenient. Currently, players are required to hold down a button for a full minute to transfer cargo, which causes discomfort.

Cargo Sorting Filter

The fleet carrier lacks a filter to sort existing cargo, making it difficult to locate and manage items.

Auto-loading of Tritium and Fuel

There is no auto-loading process for Tritium or other fuel from existing storage or fuel tanks. At present, refueling can only be done using a cargo ship.

Max Travel Distance Calculation

There is no function to calculate the maximum possible journey based on available Tritium reserves in storage.

Lack of Filters on the Galaxy Map

The current map interface only allows filtering by a single parameter. More advanced filtering options,

similar to those found in **Inara**, are needed to let players search for systems using multiple criteria simultaneously. This would greatly improve navigation and travel planning.

"Visited" and "Unvisited" System Filter

Adding a filter to display systems that have been visited or not visited **by other players** would simplify the process of first-time exploration. This feature would enable explorers to locate unmarked systems and contribute to the galactic map.

Modular Sensor for Fleet Carriers

It is proposed to add a modular sensor to fleet carriers that will scan surrounding systems over time. To operate the sensor, the fleet carrier must remain stationary. The scanning radius and speed depend on the class of the carrier, with research carriers having the greatest range and speed. This addition would not disrupt game balance, as there are few players and the galaxy is huge.

Remote Control of Fleet Carriers

It's somewhat surprising that in the 34th century, technology wouldn't allow players to remotely control their fleet carriers from ships. Considering the advanced technological landscape showed in the game, the inability to manage fleet carriers from a distance seems incompetent.

Introduction of a Full-Fledged Guardian Ship and Engineering of Their Modules

It is proposed to add a full-fledged Guardian ship to the game and the ability to engineer Guardian modules. Currently, Guardian modules are less effective than standard modules modified up to level 5, making them less attractive for use. This change would balance Guardian technologies and expand the range of ship and equipment choices for players.

FSD Interdictor Cooldown

Currently, FSD interdictor has almost zero cooldown. It is proposed to do a balancing adjustment: if the target evades the interdiction, then the cooldown time should be significantly increased; if the target submits, the penalty to the cooldown will be less but still present.

Ability to Choose a Star in a System for Jumping

It is proposed to add a feature that allows players to select a specific star in multi-star systems on the galactic map for jumping. This is especially useful when there are vast distances between stars in a system, as currently players often have to spend a lot of time traveling to distant regions after entering the system.

Lack of Coordinate Input for Planetary Landing

Currently, there is no function to input specific coordinates when landing on planets. Players are forced to land by manually adjusting based on the coordinate numbers displayed on the interface, making the process of finding an exact landing spot tedious and inconvenient.

"Cancel Launch" button

A small but notable feature missing is the **"Cancel Launch"** button. Currently, if a player realizes they've forgotten drones, special equipment, or other necessary items after initiating the launch sequence, there is no option to cancel and return to the hangar. As a result, the only workaround is to exit the game and re-enter, which resets the ship back on the station's landing pad.

Increased equipment storage on Fleet Carriers

Another small improvement would be the ability to have increased equipment storage on player-owned Fleet Carriers. While it's understandable that station storage is limited due to space constraints, Fleet

Carriers are specifically built to serve players and have massive storage capacities. This is especially true for the Trade-Industrial variant, which should logically have extensive storage space.

Multicrew Fighter Deployment Issue

A minor issue occurs when you're in multicrew and deploy in a fighter, causing your game to "self-destruct", forcing you to exit the game to restore stability. This problem remains unsolved, continuing to affect players who engage in multicrew activities.

Fighter AI Adaptation Issues

The AI for fighters is currently poorly adapted for combat, especially for Guardian fighters. The only fighters that tend to survive are those equipped with dipole deflectors, but they deal little to no damage. This makes the use of AI-controlled (by NPC crew) fighters less effective and limits the strategic options available to players.

Absence of Coriolis.io as an In-Game Feature

It remains mythic why **Coriolis.io** has not yet been integrated as an in-game feature. This tool should be a fundamental component for games of this genre, providing essential functionalities for ship and equipment management.

Small Fleet Carrier Option

A minor suggestion could be a small fleet carrier for purchase. Not all players want to invest a huge number of credits into a full-sized fleet carrier. The rental cost for the smaller carrier would be much lower, but it would also offer fewer services. This would provide a more accessible option for players who seek basic functionality without the heavy financial rent of a full carrier.

Power Play

Just remove or rework it entirely. Please.

NPCs Interfering with Station Entry and Exit

Currently, NPC ships fly in and out of stations without yielding to player ships. While the station announces "**Make way for heavy ships**", players often receive fines for speeding or causing any damage to NPC ships. NPCs should actively avoid player ships upon sight, especially in the station's "mail slot" entrance.

Waiting Time When Removing Modules

Currently, when changing or selling a module, players have to wait until it is fully removed from its slot before proceeding. This waiting period is more irritating. Streamlining this process by allowing immediate swapping or selling of modules without the delay would improve convenience.

Ability to Transfer Modules Between Ships Without Switching

Currently, players need to go to the shipyard and switch ships to retrieve a needed module if they have a limited number of them. It would be more convenient if there were an option to remove modules from other ships directly without having to change ships.

Constant NPC Station Security Officer Messages

The unstoppping messages from NPC security officers at stations are irritating, especially when you're trying to communicate with other pilots. Implementing an option to reduce or mute these NPC messages would allow players to concentrate on their interactions without unnecessary interruptions.

Projectiles Passing Through Asteroid Models

Constant occurrence of rockets and projectile shots passing through asteroid models without impact. This glitch affects mining activities, when they should logically make contact with the asteroid.