



# ELITE: Dangerous

## CMDR Halfdan's Commodities Summary

Commodity					get%	put%	avg-buy	avg-sell	avg-profit	Agriculture	Extraction	Refinery	Industrial	High Tech
Chemicals	Explosives		220	394	57%									
	Hydrogen Fuel		103	143	32%									
	Mineral Oil		115	279	83%									
	Pesticides		138	347	86%									
Consumer Items	Clothing		240	402	50%									
	Consumer Technology		6608	7340	10%									
	Domestic Appliances		438	634	36%									
Drugs	Beer		100	253	87%									
	Liquor		544	782	36%									
	Narcotics		8948	9712	8%									
	Tobacco		4642	5218	12%									
Foods	Wine		178	342	63%									
	Algae		50	216	125%									
	Animal Meat		1175	1502	24%									
	Coffee		1156	1486	25%									
	Fish		327	519	45%									
	Food Cartridges		51	187	114%									
	Fruit and Vegetables		231	405	55%									
	Grain		133	284	72%									
	Synthetic Meat		175	360	69%									
	Tea		1345	1889	23%									
Industrial Materials	Polymers		75	262	111%									
	Semiconductors		787	1152	38%									
	Superconductors		6539	7267	11%									
Machinery	Atmospheric Processors		306	499	48%									
	Crop Harvesters		1980	2403	19%									
	Marine Equipment		3909	4419	12%									
	Microbial Furnaces		124	315	87%									
	Mineral Extractors		472	675	35%									
	Power Generators		415	601	37%									
	Water Purifiers		212	352	49%									
Medicines	Agri-Medicines		882	1257	35%									
	Basic Medicines		231	372	47%									
	Combat Stabilisers		2556	3181	22%									
	Performance Enhancers		6594	7377	11%									
	Progenitor Cells		6645	7302	9%									
Metals	Aluminium		247	460	60%									
	Beryllium		8050	8914	10%									
	Cobalt		594	827	33%									
	Copper		381	604	45%									
	Gallium		4983	5700	13%									
	Gold		9302	10049	8%									
	Indium		5720	6353	10%									
	Lithium		1439	1884	27%									
	Palladium		13232	14080	6%									
	Platinum		0	19733										
	Silver		4626	5306	14%									
	Tantalum		3763	4435	16%									
	Titanium		891	1207	30%									
	Uranium		2484	3077	21%									
Minerals	Bauxite		71	215	100%									
	Bertrandite		2305	2741	17%									
	Coltan		1246	1603	25%									
	Gallite		1754	2148	20%									
	Indite		2012	2437	19%									
	Lepidolite		488	722	39%									
	Painite		0	35331										
	Rutile		243	419	53%									
	Uraninite		768	1050	31%									
Slaves	Imperial Slaves		15948	15993	0%									
	Slaves		10293	11697	13%									
Technology	Advanced Catalysts		2661	3234	19%									
	Animal Monitors		213	433	68%									
	Aquaponic Systems		195	410	71%									
	Auto-Fabricators		3474	4137	17%									
	Bioreducing Lichen		844	1194	34%									
	Computer Components		401	692	53%									
	H.E. Suits		213	409	63%									
	Land Enrichment Systems		4568	5360	16%									
	Resonating Separators		5706	6488	13%									
Textiles	Robotics		1621	2113	26%									
	Leather		101	291	97%									
	Natural Fabrics		323	566	55%									
Waste	Synthetic Fabrics		112	301	91%									
	Biowaste		18	94	137%									
	Chemical Waste		14	105										
Weapons	Scrap		33	79	83%									
	Non-lethal Weapons		1650	2061	22%									
	Personal Weapons		4047	4586	12%									
	Reactive Armour		1927	2348	20%									
	Battle Weapons		6541	7110	8%									

Unofficial data for playing  
the game Elite: Dangerous

Based on the EDDN data from  
<http://eddb.io/> (v0.11 - 28 Nov 2015)

Supply available below avg price      Demand above avg sell price  
Supply available above avg price      Demand below avg sell price

This summarises the commodities available in different categories of  
stations. The station types have been deduced from the items available

# Using the summary sheet

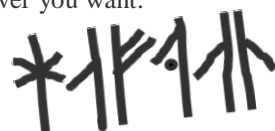
The way the data is displayed on this summary sheet requires a little bit of explanation. The put% and get% columns show what proportion of stations either supply or demand the commodity. The yellow bars indicate the expected profit in Credits (the average sell price minus the average buy price). The percentage profit tells you which commodities give the highest proportional return against purchase price (for when you are short of cash).

The remaining bars indicate which commodities are available in each major category of station. The blue ones showing where items can be purchased, the red ones showing where there is demand. Lets take, for example, "Fish", the blue in the "Agriculture" column shows that it is available from those stations. The light blue shows that most stations unfortunately sell them for above the average sell price (as indicated by the text below the table). The red in the other columns shows that all the other station types have demand for Fish. In contrast "Microbial Furnaces" can only to be sourced from "High Tech" stations. About half of them have a supply, the other half have a demand for them (normally paying over the odds as shown by the darker red). If you want to sell them then all the "Refinery" stations have a demand, and a small proportion of the "Industry" and "Extraction" stations also do. "Agriculture" stations never have a demand for them (which is why that entry is blank).

The commodity data comes from EDDN, the <http://eddb.io/> site makes the listing of commodities, systems and stations available via JSON files. In those the categories of most station are not recorded so we've had to deduce them from the items they sell and want (see below for details). They might not exactly match the Dangerous definitions.

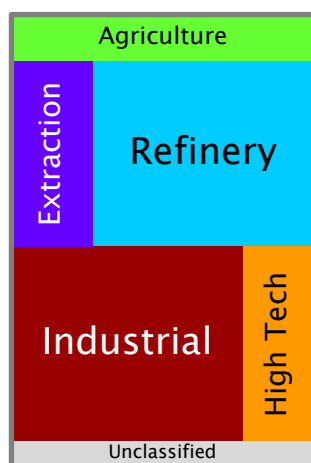
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Hope this helps you as much as it has helped me.



*CMDR Halfdan*

## Station Categories



In the game each station has a category which might be "Agriculture", "Service" or even "Industrial Extraction". EDDB has been extended to hold this information, this new 'ROSS' information did reveal that the first versions of this summary had confused "Extraction" and "Refinery" so that error has been corrected. At the moment the majority of stations are not categorised in ROSS, so we continue to deduce the categories from the commodities available.

The way we've worked out the station category changed with version 0.7. We exploited the list of which commodities each station has a supply of. A cluster analysis revealed the combinations that best characterise the stations (more details about that are on the companion "Trading Strategy" sheet). The tests categorise 94.0% of the 22,168 stations that have some commodities listed.

## Deduced Categories

## Active Prices

Since E:D update 1.07 (Feb 2015) the prices of commodities are affected by the actions of players. When an item has a significant portion of its demand met by a single trade the price drops, when all the supply is purchased the price rises. These two changes conspire to make once profitable trading routes uneconomic (at least for a short while). These prices reflect that interaction.