

Coriolis Starports (*No Frame, Double Frame, Quadruple Frame*)

Coriolis Type	Advantages	Drawbacks
No Frame	<ul style="list-style-type: none"> - Lightweight structure, more internal space for services. - Lower maintenance costs. - Less visible, potentially less likely to be attacked. 	<ul style="list-style-type: none"> - Less protection during attacks. - More vulnerable to environmental damage.
Double Frame	<ul style="list-style-type: none"> - Reinforced structure. - Better resistance to attacks and impacts. - Can host additional defenses. 	<ul style="list-style-type: none"> - Adds mass and limits some internal layouts. - Higher maintenance costs.
Quadruple Frame	<ul style="list-style-type: none"> - Maximum protection against attacks and impacts. - Ideal for stations in dangerous zones (war, Thargoids, pirates). - Can support more defensive weaponry. 	<ul style="list-style-type: none"> - Very heavy, reducing internal expansion capacity. - Expensive in resources and upkeep. - Easier to spot by enemies or hostile factions.

Analysis & Usage

- Coriolis stations **without a frame** are ideal for peaceful systems with minimal threats. They allow more space for internal services and trade.
- Coriolis with a **double frame** are a good balance for regions with occasional conflict or increased security needs.
- **Quadruple-framed Coriolis** stations are designed for war zones, pirate territory, or systems under Thargoid threat.

Coriolis Starports in Elite Dangerous

Coriolis starports are among the most common station types in Elite Dangerous. Their modular design and cubic shape make them highly versatile — used for trade, research, industry, and defense.

◆ The Three Coriolis Configurations

Each Coriolis station can be constructed with a different frame configuration, affecting its durability, defenses, and functional role in the game world.

1 Coriolis Without Frame

Main Features:

- Lightened structure, offering more room for internal installations (markets, industries, hangars).
- Low maintenance cost, requiring fewer resources for upkeep.
- Ideal for stable systems where threats (pirates, conflict) are rare.
- Less structural protection, thus more vulnerable to attacks.

Advantages: ✓ More internal space → Enables many services like black market, research labs, explorer support.

- ✓ Cost-effective → Easier to maintain, ideal for poor or independent systems.
- ✓ Fast to deploy → Can be built quickly in new or frontier systems.

- ✗ **Drawbacks:** ✗ Increased vulnerability → Less resistant to pirate or Thargoid attacks.
- ✗ Fewer built-in defenses → Relies more on patrols or protective players.
- ✗ Less visually impressive → Less intimidating to enemy factions.

Recommended Usage:

- Ideal for commercial hubs in rich and peaceful systems.
 - Great for colonial or developing systems in need of low-cost, high-capacity stations.
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2 Coriolis with Double Frame

Main Features:

- Adds a reinforced layer around the core structure.
- Increases damage resistance (attacks, meteor strikes, structural stress).
- Can host additional defense systems (turrets, shields).
- Balanced compromise between cost and protection.

- ☑ **Advantages:** ✓ Greater durability → Protects vital infrastructure during attacks.
- ✓ Enhanced defenses → Can mount weapon batteries and stronger shields.
- ✓ Suited for medium-risk zones → A solid middle ground.

✗ **Drawbacks:** ✗ Higher build and maintenance costs → Requires more materials and energy.

- ✗ Less internal space → Some commercial or industrial functions may be limited.
- ✗ Added weight → Heavier stations can be more difficult to maneuver if orbital.

🎯 **Recommended Usage:**

- Great for regions with moderate tensions (borders, pirate activity).
 - Suitable for industrial or mining stations needing extra protection.
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3 **Coriolis with Quadruple Frame**

🏠 **Main Features:**

- Maximum protection — meant for war zones or Thargoid-threatened systems.
- Heavily militarized: anti-ship batteries, reinforced shielding.
- Very expensive to maintain, requiring constant resource supply.
- Often located in strategic zones.

☑ **Advantages:** ✓ Ultimate protection → Can resist pirate, hostile faction, and Thargoid assaults.

- ✓ Heavy defenses → Equipped with plasma turrets, laser cannons, and advanced shields.
- ✓ Safe for players → Less risk during approach or docking.

- ✗ **Drawbacks:** ✗ High cost → Demands regular resource input for operation and repair.
- ✗ Reduced civilian services → Less space for trade, research, or industry.
- ✗ High visibility → Attracts enemy attention and becomes a strategic target.

🎯 **Recommended Usage:**

- Ideal for war-torn systems defending valuable territory.
 - Used as military outposts in hostile regions.
 - Excellent for defending against Thargoid invasions.
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🧩 **Coriolis Comparison by Gameplay Function**

Coriolis Type	Best Usage	Security	Trade Capacity	Military Defense	Cost & Maintenance
No Frame	Trade / Exploration	● Low	● High	● None	● Low
Double Frame	Industrial / Conflict-prone zones	● Medium	● Medium	● Medium	● Medium
Quadruple Frame	Defense / War Zones	● High	● Low	● High	● High

Conclusion: Which Coriolis to Choose?

-  In **stable, peaceful systems** → A **no-frame Coriolis** is sufficient to maximize trade and internal services.
-  In **industrial zones or moderately risky systems** → A **double-frame Coriolis** offers the right balance of defense and capacity.
-  In **war zones or Thargoid-threatened systems** → A **quadruple-frame Coriolis** is required to ensure survival and strong defense.



Ocellus Starports in Elite Dangerous

Ocellus stations are a variant of the classic Coriolis-type starports. They stand out with their enclosed circular structure, offering better protection for residents and docked ships. Designed for advanced exploration and colonization missions, these stations are often located in newly established systems or at the edge of human space.

Main Characteristics of Ocellus

- Spherical shape with an external shield, improving resistance to attacks and space debris.
 - Increased autonomy, designed to operate for long periods without external support.
 - Less vulnerable to attacks due to its defensive design.
 - Less internal space compared to Coriolis and Orbis stations.
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Advantages of Ocellus Starports

- ✓ High resistance to impacts and attacks thanks to their external hull.
 - ✓ Ideal for colonization → often used to extend human presence into new systems.
 - ✓ Lower maintenance than Coriolis → fewer exposed structures affected by space degradation.
 - ✓ A solid alternative to Coriolis in moderately risky systems.
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Drawbacks of Ocellus Starports

- ✗ Lower commercial capacity → less room for markets and industries.
 - ✗ Not designed for warfare → moderate defenses, but not as militarized as a quadruple-frame Coriolis.
 - ✗ Limited expandability → interior optimized for autonomy, restricting addition of new services.
 - ✗ Less common in-game → these stations are rare and usually found on the edges of human space.
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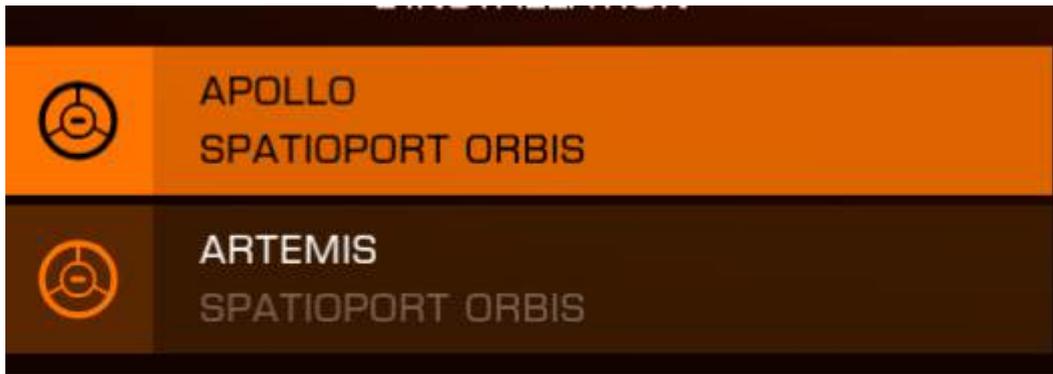
Recommended Usage

Station Type	Best Usage	Security	Trade Capacity	Military Defense	Cost & Maintenance
Ocellus Starport	Colonization, exploration	 High	 Medium	 Medium	 Low maintenance

-  Ideal for newly colonized systems, acting as a central hub for explorers and science missions.
 -  Well suited to intermediate zones, where a standard Coriolis would be too vulnerable but an Orbis too excessive.
 -  Can be used to secure areas from limited incursions, though its protection doesn't rival military stations.
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Conclusion: Why Choose an Ocellus?

- Exploring an unknown region? → Ocellus is a solid choice to sustain a base far from core systems.
- Want an autonomous station with good passive protection? → Its external hull offers better shielding than a basic Coriolis.
- In an unstable but not war-torn system? → Ocellus provides a good compromise between protection and development.



Orbis Starports in Elite Dangerous

Orbis stations are the largest and most impressive of the standard starports. They stand out with their elegant design, composed of a central core and rotating outer rings that generate artificial gravity for their inhabitants. These stations are often found in prosperous systems, serving as economic hubs and gathering points for travelers and traders.

There are several variants of Orbis stations, including the **Apollo** and **Artemis** types, which we'll detail below.

Main Characteristics of Orbis

- Iconic and imposing design with rotating rings.
 - High trade capacity → Contains numerous facilities for commerce and research.
 - High comfort level → The rings allow residents to live in conditions similar to a planetary environment.
 - Good protection, though less militarized than a quadruple-frame Coriolis.
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1 Orbis Starport – Apollo

Characteristics:

- One of the most advanced and sophisticated Orbis station models.
- Focused on commerce and innovation, with large areas dedicated to industry and enterprise.
- Features high-tech infrastructure, including laboratories and medical centers.
- High security → Well-defended against attacks.

Advantages:

- ✓ Exceptional trade capacity → Ideal for large-scale goods exchange.
- ✓ Perfect for research and innovation → Often used for scientific experiments and terraforming projects.

- ✓ High population → Can host a large number of inhabitants and workers.
- ✓ Advanced security → Protection against pirate raids and minor Thargoid incursions.

✗ Drawbacks:

- ✗ Very expensive to build and maintain → Requires constant supply of resources and energy.
- ✗ Targeted by hostile factions → Its wealth and economic power make it a target for political enemies.
- ✗ Massive size → May be hard to approach for inexperienced pilots.

🎯 Recommended Usage:

- 🌍 Rich core systems with flourishing economies.
- 🏢 Major trade hubs, where billions of credits are exchanged daily.
- 🧑‍🔬 Advanced research stations, playing a key role in exploration and colonization of new worlds.

2 Orbis Starport – Artemis

🕒 Characteristics:

- Variant focused more on exploration and logistics.
- Designed to support human expansion missions into uncharted regions of the galaxy.
- More autonomous infrastructure, allowing it to operate independently for long periods.
- Less developed defenses than the Apollo, as these stations are often located far from war zones.

☑ Advantages:

- ✓ High autonomy → Can operate without constant resupply.
- ✓ Excellent for explorers → Often used as forward outposts in distant systems.
- ✓ Suitable for colonization missions → Well-designed for long-term operations.
- ✓ Less attractive to pirates → Typically contains fewer riches and commercial targets.

✗ Drawbacks:

- ✗ Weaker defenses → Vulnerable if located in a dangerous system.
- ✗ Less commerce-focused → Smaller market capacity than Apollo.
- ✗ Rarer in-game → Often found on the fringes of civilized space.

🎯 Recommended Usage:

- 🚀 Outposts for explorers, serving as relays to the unknown.
- 🏠 Bases for remote colonies in sparsely populated systems.
- 🧑‍🔬 Logistics stations used for research and space resource management.

Orbis Starport Comparison

Station Type	Best Usage	Security	Trade Capacity	Scientific Capacity	Autonomy
Apollo	Commerce / Research	● High	● High	● High	● Medium
Artemis	Exploration / Colonization	● Medium	● Medium	● High	● High

Conclusion: Which Orbis to Choose?

- Want a powerful, well-protected economic station? → **Apollo** is the ideal choice.
- Need a station that can function far from civilization? → **Artemis** is better suited.
- Looking to ensure the safety and prosperity of a core system? → **Apollo** stands out as the top option.
- Seeking a hub for explorers venturing into new worlds? → **Artemis** offers more autonomy and flexibility.

-  **Apollo** = A high-value station, ideal for trade and advanced research.
-  **Artemis** = A self-sufficient station, perfect for exploration and colonization.



Trade Outposts in Elite Dangerous

Trade Outposts are small space stations focused on **commerce and logistics**. Unlike the larger Coriolis, Ocellus, or Orbis starports, these installations are far more modest and offer fewer services. They are often found in **remote systems or those with lower economic significance**, serving as supply and exchange points for **traders and miners**.

Characteristics of Trade Outposts

- 1 **Small size** → Limited storage and infrastructure capacity.
 - 2 **Low population** → Usually home to a small number of trade-focused workers.
 - 3 **Dynamic pricing** → Strongly influenced by supply and demand.
 - 4 **Low security** → Few or no military defenses compared to major stations.
 - 5 **Strategic location** → Often near mining zones, asteroid belts, and secondary systems.
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1 Trade Outpost – Plutus: The Merchant’s Hub

 **Main role:** Exchange market for mining and industrial resources.

◆ **Construction and Design:**

- Simple and functional design, usually a floating platform.
- Specialized markets for selling minerals, metals, and consumer goods.
- Sometimes has only one or a few docking pads for ships.

◆ **Advantages:**

- ✓ Ideal for miners and haulers → Mineral-type commodities are highly sought after.
- ✓ Low taxes → Minimal landing and transaction fees compared to major stations.
- ✓ Fast access → No lengthy landing procedures like on Orbis or Coriolis.
- ✓ Strategically placed near mining zones → Very convenient for asteroid exploitation.

◆ **Drawbacks:**

- ✗ Limited capacity → Few slots available for large-scale trading.
- ✗ Low security → Little to no defense in case of attack.
- ✗ Few available services → No advanced repairs, storage, or equipment upgrades.

◆ **Examples of Plutus Trade Outposts:**

- **Juno Holdings (Eranin)** → Market specialized in agricultural product exchange.
- **Atlas Trade Hub (LHS 3447)** → Trade hub for rare metals.
- **Gold Rush Depot (Zeta Trianguli Australis)** → Main sale point for precious metals extracted from asteroids.

 **Outpost Overview**

Station Type	Best Usage	Security	Trade Capacity	Available Services	Location
Plutus	Local commerce	● Low	● Medium	● Very limited	● Mining zones

 **To remember:**

- Are you a miner or independent trader? → **Plutus** is perfect for quick sales with minimal tax.
- Looking for a more stable and protected market? → A **Coriolis or Orbis** starport is a better choice.
- Interested in speculative trading? → A **central trade hub** is more suited than a small outpost.

 **Conclusion: Why Use a Plutus Trade Outpost?**

- Want to sell raw materials quickly without heavy taxes? → Plutus is perfect for fast trading.
- Working in mining? → Trade outposts are your best allies for efficient ore resale.
- In a remote system with no major station? → A trade outpost is often the only viable option.
- Looking for an alternative to crowded mega-stations? → Plutus allows you to do business without delays or congestion.



VULCAN
AVANT-POSTE INDUSTRIEL

VULCAN
AVANT-POSTE INDUSTRIEL

Industrial Outposts in Elite Dangerous

Industrial Outposts, like **Vulcan**, are space stations specialized in the **production, processing, and distribution** of industrial resources. Unlike large starports, these facilities are smaller, but they play a crucial role in the galactic economy by serving as **manufacturing and supply hubs**.



Characteristics of Industrial Outposts

- 1 **Industry-focused** → Production and processing of metals, alloys, fuels, and equipment.
 - 2 **Specialized trade capacity** → Primarily buys and sells raw resources and industrial components.
 - 3 **Few additional services** → Typically no tourist, military, or scientific facilities.
 - 4 **Compact infrastructure** → Usually a small outpost with only a few landing pads.
 - 5 **Located near production areas** → Often found near asteroid belts, industrial moons, or mineral-rich systems.
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1 Industrial Outpost – Vulcan: The Industry Giant



Main Role: Production and distribution of industrial and mining resources.

◆ Construction and Design:

- Compact and functional structure, optimized for handling and storage.
- Equipped with manufacturing lines and workshops for raw material processing.
- Limited space for general trade but excels in industrial material exchange.

◆ Advantages:

- ✓ Ideal for transporters and miners → High demand for minerals and metals.
- ✓ Competitive prices → Industrial materials are often cheaper here than elsewhere.
- ✓ Low taxes → Lower costs than larger starports like Coriolis or Orbis.
- ✓ Fast access → No long waits, landing is quicker than at large stations.

◆ Drawbacks:

- ✗ Limited services → No weapons, advanced repairs, or specialized equipment.
- ✗ Low defense → Vulnerable to pirate attacks and raids.
- ✗ Low storage capacity → Not built for large-scale commerce.
- ✗ Less profitable for other types of trade → Not ideal for luxury goods or high-tech.

◆ **Examples of Industrial Outposts – Vulcan:**

- **Titan Works (LHS 3447)** → Main heavy metals production center.
- **Drake Processing Plant (LP 98-132)** → Refinery specialized in rare alloy extraction and transformation.
- **Black Forge (Eranin)** → Advanced industrial facility and logistics hub for the Federation.

 **Outpost Overview**

Station Type	Best Usage	Security	Trade Capacity	Available Services	Location
Vulcan	Industry and extraction	● Low	● Medium	● Very limited	● Mining systems

💡 **To remember:**

- Are you an independent miner seeking a niche market? → **Vulcan** is ideal.
- Want to buy in bulk or sell high? → An industrial **Coriolis starport** is more effective.
- Are you part of a faction aiming to optimize production? → A **mega mining station** is a better choice.

 **Conclusion: Why Choose a Vulcan Industrial Outpost?**

- Are you hauling industrial materials? → Vulcan offers fast and efficient transactions.
- Are you a miner wanting to sell without heavy taxes? → Industrial outposts provide fair pricing.
- Looking for a specialized station to buy materials in bulk? → Vulcan is designed for that.
- In a mining system with no major starport? → It's often the only viable option in such areas.



DYSNOMIA
AVANT-POSTE DE PIRATES

DYSNOMIA
AVANT-POSTE DE PIRATES

Pirate Outposts in Elite Dangerous

Pirate Outposts, such as **Dysnomia**, are **illegal stations controlled by criminal factions**. Unlike standard commercial stations, these outposts are often hidden or located in **low-security systems**. They play a crucial role in **black market trade, smuggling, and piracy**, serving as a safe haven for outlaws and mercenaries.

Characteristics of Pirate Outposts

- 1 **No legal authority** → These stations lie outside the territory of major powers (Federation, Empire, Alliance).
 - 2 **Presence of a black market** → Ideal place to sell illegal goods without the risk of being scanned by security forces.
 - 3 **No official security** → No patrols or law enforcement, but heavily guarded by local pirate ships.
 - 4 **Basic infrastructure** → Limited services, often only a market and basic repairs.
 - 5 **High risk area** → Criminal players and NPCs are highly active here, making it a dangerous place to visit.
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Pirate Outpost – Dysnomia: The Outlaw Fortress

 **Main Role:** Refuge for pirates, illegal trade, and base for criminal operations.

◆ **Construction and Design:**

- Modest design → Generally a minimalist station, often poorly maintained.
- Hidden or in hostile territory → Located in asteroid belts or on the edge of civilized space.
- Heavily defended → While lacking official forces, pirate factions protect their bases fiercely.

◆ **Advantages:**

- ✓ Accessible black market → No scan risk from law enforcement, perfect for smuggling.
- ✓ Attractive prices on illegal goods → Trade in drugs, weapons, and stolen rare items.
- ✓ Low taxes and minimal bureaucracy → Fast and direct transactions.
- ✓ Ideal for criminal players and mercenaries → A good hideout after raids or illegal activities.

◆ **Drawbacks:**

- ✗ Dangerous location → Constant risk of attacks from other pirates and mercs.
- ✗ No official protection → If attacked, no help will come.

- ✗ Few services → Limited repairs and refueling, no upgrades or outfitting.
- ✗ Hard to access for legal players → Pilots allied with the Federation or Empire may be targeted on sight.

◆ **Examples of Pirate Outposts – Dysnomia:**

- **Black Scythe Hideout (Pegasi Sector)** → Pirate haven of the Kumo Crew faction.
- **Crimson Veil (LHS 1575)** → Pirate base specialized in drug trafficking.
- **Morgue’s Refuge (HIP 74245)** → Notorious for trafficking stolen artifacts and illegal tech.

Comparison with Other Illegal Outposts

Station Type	Best Usage	Security	Black Market	Available Services	Location
Dysnomia	Smuggling and Piracy	● Low	● Available	● Very limited	● Outlaw zones

💡 **To remember:**

- Are you a smuggler looking for a reliable black market? → **Dysnomia** is ideal.
- Want illegal trade with more options and protection? → A **blockaded Coriolis** might be a better choice.
- Looking for a mobile pirate base? → **Pirate megaships** offer a more flexible option.

Conclusion: Why Visit a Pirate Outpost like Dysnomia?

- Want to sell illegal goods without scan risk? → **Dysnomia** is the perfect place.
- Are you a mercenary seeking illicit missions? → Pirate stations often offer lucrative contracts.
- Looking for a safe haven after an attack or criminal mission? → No judgment here... unless it's from other pirates.
- Want to buy rare and forbidden items? → Pirate stations specialize in contraband and black market deals.



VESTA
AVANT-POSTE CIVIL

VESTA
AVANT-POSTE CIVIL



Civilian Outposts in Elite Dangerous

Civilian Outposts, such as **Vesta**, are **non-militarized stations** that mainly serve as **residential and community centers** in space. Unlike large starports, these installations are modest in size but play a crucial role for local populations, providing **housing, basic services, and access to civilian trade**.

They are often found in **peaceful systems**, where they act as **relays for settlers, travelers, and space workers**.



Characteristics of Civilian Outposts

- 1 Strong ties to the local population → Serve as homes and transit points for settlers and citizens.
- 2 Modest but stable trade → No mass exports, but a functioning local market.
- 3 Intermediate security → Less defended than military starports, but rarely targeted.
- 4 Accessible basic services → Often includes a market, medical services, and an administrative hub.
- 5 Compact infrastructure → Fewer landing pads and storage space than a Coriolis station.



1 Civilian Outpost – Vesta: A Station for the People



Main Role: Housing, local logistics, and support for travelers.

◆ Construction and Design:

- Simple but functional layout, with a structure designed to maximize livable space.
- Presence of a local market, allowing settlers and traders to exchange basic goods.
- Often located in peripheral or expanding systems.

◆ Advantages:

- ✓ Peaceful and low-risk location → Little criminal activity, often well-regulated by local administration.
- ✓ Presence of useful services → Medical care, marketplace, housing for travelers.
- ✓ Ideal for supply carriers → Constant need for food, consumer goods, and basic supplies.
- ✓ Good starting point for settlers → Frequently used to develop new colonies.

◆ Drawbacks:

- ✗ Limited trade capacity → Not suitable for large-scale commercial activity.
- ✗ Weak military infrastructure → Few or no defenses in case of attack.

- ✗ Few options for combat-oriented players → No armory, few offensive missions.
- ✗ Fewer economic opportunities → Compared to industrial stations, the economy is more limited.

◆ **Examples of Civilian Outposts – Vesta:**

- **Horizon Reach (Lave)** → Civil outpost known for supporting independent settlers.
- **Aurora Habitat (Alioth)** → Peaceful base serving as both housing and trading relay.
- **New Dawn (Sirius)** → Newly established outpost to support human expansion in the region.

Comparison with Other Outpost Types

Station Type	Best Usage	Security	Commerce	Available Services	Location
Vesta	Housing & local logistics	● Medium	● Moderate	● Essential services	● Peaceful systems

💡 **To remember:**

- Looking for a quiet place to deliver civilian goods? → **Vesta** is a great choice.
- Want a more active trade center? → A **Coriolis starport** is more suitable.
- Seeking an outpost focused on industrial production? → An **industrial outpost** is more appropriate.

Conclusion: Why Choose a Civilian Outpost like Vesta?

- Want a safe and peaceful place for local trade? → **Vesta** is ideal.
- Transporting civilian or medical supplies? → These stations are always in need of resupply.
- Want to avoid dangerous or criminal areas? → **Vesta** offers a secure environment for peaceful pilots.
- Looking for a hub for transport missions or colonial development? → Civilian outposts are perfect for that.



Scientific Outposts in Elite Dangerous

Scientific Outposts, such as **Prometheus**, are stations specialized in **research, exploration, and spatial data analysis**. Unlike major commercial or military starports, these outposts are designed to support **scientists, explorers, and research missions**. They play a key role in discovering **new life forms**, studying **galactic anomalies**, and analyzing **extraterrestrial artifacts**.

Characteristics of Scientific Outposts

- 1 Dedicated to research and exploration** → Analyze exoplanets, cosmic phenomena, and alien artifacts.
 - 2 Advanced scientific equipment** → Equipped with laboratories and specialized data servers.
 - 3 Located on the fringes of civilized space or in zones of interest** → Often near Guardian or Thargoid sites, or stellar anomalies.
 - 4 Low military and commercial activity** → Little to no traditional trade, but high demand for data and rare materials.
 - 5 Restricted access for certain pilots** → Some outposts are affiliated with scientific or secretive factions.
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1 Scientific Outpost – Prometheus: A Space Research Center

 **Main Role:** Collection of space data, xenobiology, and analysis of advanced technologies.

◆ **Construction and Design:**

- Modular design, often featuring large solar panels and communication antennas.
- Includes a data center where explorers can sell their discoveries.
- Little to no commercial areas, as these stations are purely research-oriented.

◆ **Advantages:**

- ✓ Key location for explorers → High payouts for cartographic and exobiological data.
- ✓ Access to unique scientific missions → Contracts related to space phenomena and alien artifacts.
- ✓ Moderate security → Usually found in stable regions, far from wars and major conflict zones.
- ✓ Development of new technologies → Sometimes linked to advanced or secretive research projects.

◆ **Drawbacks:**

- ✗ Minimal standard trade → Not suitable for selling ore, industrial goods, or weapons.
- ✗ Limited services → Basic repairs only, no black market, limited outfitting options.
- ✗ Poor defense in case of attack → Lacks direct military support, vulnerable to pirate or hostile faction attacks.
- ✗ Often hard to reach → Located far from trade routes, requiring long travel times.

◆ **Examples of Scientific Outposts – Prometheus:**

- **Da Vinci Research Facility (Epsilon Eridani)** → Specializes in the study of black holes and gravitational anomalies.
- **Newton Outpost (Sirius Sector)** → Research lab in partnership with major high-tech megacorporations.
- **Hawking's Horizon (Formidine Rift)** → Secret base tied to deep-space exploration of the galaxy's unknown regions.



Comparison with Other Scientific Infrastructures

Station Type	Best Usage	Security	Trade	Available Services	Location
Prometheus	Research & exploration	● Medium	● Low	● Specialized	● Isolated zones

💡 **To remember:**

- Are you an explorer looking to sell discoveries? → **Prometheus** is perfect for exploration data.
- Want a scientific hub with more options and safety? → A **scientific Coriolis** station is preferable.
- Looking for cutting-edge or secret research? → **Mega research stations** are the ultimate choice.

📌 **Conclusion: Why Visit a Scientific Outpost like Prometheus?**

- Want to sell exploration or exobiology data at a good price? → These stations offer excellent rates.
- Interested in science missions tied to cosmic phenomena? → **Prometheus** provides unique contracts.
- Working on Thargoid or Guardian research? → These outposts are often near ancient ruins.
- Want to avoid pirates and conflict zones? → Scientific outposts are rarely targeted for military action.



NEMESIS
AVANT-POSTE MILITAIRE

NEMESIS
AVANT-POSTE MILITAIRE

Military Outposts in Elite Dangerous

Military Outposts, such as **Nemesis**, are **strategic installations** designed for **defense, surveillance, and force projection** in space. These bases serve to **house military forces, store combat equipment,** and **secure sensitive areas**.

They are often located in **war zones**, near the **borders of disputed territories**, or close to **key strategic points**. These outposts play a crucial role in interstellar conflicts, serving as forward bases for military factions and **resupply points for combat pilots**.



Characteristics of Military Outposts

- 1 Strong military presence** → Guarded by armed patrols, defense turrets, and sometimes capital ships.
 - 2 Reserved for strategic operations** → Few civilian services, but extensive access to combat gear and military modules.
 - 3 Strategic positioning** → Often located near contested systems or critical hyperspace routes.
 - 4 Restricted access** → Some outposts are locked and only accessible to pilots with sufficient military reputation.
 - 5 War mission opportunities** → Grants access to mercenary, interception, and defense contracts.
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1 Military Outpost – Nemesis: The War Operations Base

 **Main Role:** Forward base for military operations, territorial defense, and war logistics.

◆ **Construction and Design:**

- Reinforced structure, often with energy shielding and defense batteries.
- Includes a military command center coordinating local space battles.
- Limited landing platforms, prioritized for military and allied ships.

◆ **Advantages:**

- ✓ Secure base → Advanced defenses against pirate and enemy attacks.
- ✓ Sale and repair of military equipment → Access to high-end weapons and combat modules.
- ✓ Access to military missions → Bounty hunting, patrols, assaults on enemy factions.
- ✓ Support for warships → Refueling, rearming, and repair after battles.

◆ **Drawbacks:**

- ✗ Restricted access → Cannot enter without good military reputation with the controlling faction.
- ✗ Minimal general commerce → Not suited for civilian traders or explorers.
- ✗ High-risk area → Usually located deep in war zones with frequent skirmishes.
- ✗ Heavy regulations → Illegal weapons and smuggling are strictly prohibited, risking immediate retaliation.

◆ **Examples of Military Outposts – Nemesis:**

- **Fort Vanguard (Sirius Sector)** → Key base for defense against Thargoid incursions.
- **Wolf's Bastion (Luyten's Star)** → Forward base in the contested zone between the Empire and the Federation.
- **Iron Shield Command (Alioth)** → Alliance military base, coordinating strategic operations.



Comparison with Other Military Installations

Station Type	Best Usage	Security	Commerce	Available Missions	Location
Nemesis	War and defense	● High	● Low	● Military missions	● Contested zones

💡 **To remember:**

- Want to specialize in space combat and military missions? → **Nemesis** is an excellent starting point.
- Need a more advanced base with additional resources? → A **military Coriolis starport** is more suitable.
- Looking for a mobile and dynamic war base? → **War megaships** offer more tactical flexibility.

📌 **Conclusion: Why Visit a Military Outpost like Nemesis?**

- Looking for combat or mercenary missions? → This is where war contracts are offered.
- Need to gear up for space battles? → These bases provide advanced weapons and military supplies.
- Want to take part in territorial defense or a military campaign? → These outposts are the command centers of space conflict.
- Looking for safety from pirates? → No one attacks a military outpost without facing the consequences.

	HERMES INSTALLATION SATELLITE
	ANGELIA INSTALLATION SATELLITE
	EIRENE INSTALLATION SATELLITE

Satellite Installations in Elite Dangerous

Satellite installations, such as **Hermes**, **Angelia**, and **Eirene**, are small orbital structures that fulfill **specific functions depending on their location and role**. Unlike outposts and starports, these stations do **not offer landing pads** and are mainly used for **surveillance, research, or communication relays**.

They can be found **orbiting planets, in asteroid belts, or in deep space**, and are often affiliated with **specific factions**.

Characteristics of Satellite Installations

- 1 **Small size, no hangars** → No landing available, but they can be scanned and interacted with.
- 2 **Specialized function** → May serve as scientific stations, communication centers, or military surveillance outposts.
- 3 **Strategic location** → Positioned near planets, moons, asteroid fields, or hyperspace jump points.
- 4 **Limited interaction access** → No market, but may hold information, encrypted messages, or hackable data.
- 5 **Possible defense presence** → Some installations are protected by turrets or patrolling ships.

1 Satellite Installation – Eirene: An Orbital Surveillance Center

 **Main Role:** Space surveillance and transmission of sensitive data.

◆ **Construction and Design:**

- Small orbital station equipped with various sensors and communication antennas.

- May store military, scientific, or corporate data.
 - Can be affiliated with major factions (Federation, Empire, Alliance) or private corporations.
- ◆ **Advantages:**
 - ✓ Can reveal secret data → Some installations contain hackable files.
 - ✓ Used for espionage and infiltration missions → Certain factions require interactions with these sites.
 - ✓ Easily accessible → No landing procedure, simply approach with your ship.
 - ✓ Less defended than military bases → Though some still have security patrols.
 - ◆ **Drawbacks:**
 - ✗ No docking → No trade, repairs, or refueling.
 - ✗ May be protected by hostile forces → Unauthorized access can trigger defense systems.
 - ✗ Locked data → Some require a data scanner or advanced hacking tools.
 - ✗ Low interest for peaceful players → More useful for explorers, hackers, or mercenaries.
 - ◆ **Examples of Satellite Installations – Eirene:**
 - **Hermes Relay (Sol)** → Major communication relay for the Federation.
 - **Angelia Research Node (Col 285 Sector)** → Scientific analysis center for gravitational anomalies.
 - **Black Box Station (Pegasi Sector)** → Secret installation linked to pirate factions.

Comparison of Satellite Installations: Hermes, Angelia, Eirene

Installation	Best Usage	Security	Possible Interactions	Trade	Location
Hermes	Communication and data relay	● High	● Passive scanning, listening	● None	● Strategic orbit
Angelia	Scientific station & research	● Medium	● Data analysis, science missions	● None	● Remote zones
Eirene	Military surveillance	● Medium	● Data scan, hacking	● None	● Near strategic targets

Detailed Analysis of Differences

1 Hermes – Communication Relay

- Mainly used for transmitting official and strategic messages.
- Highly secured with advanced encryption systems.
- May be tied to major factions and contain diplomatic information.

2 Angelia – Scientific Station

- Analyzes stellar phenomena, medical research, or gravitational anomalies.
- May contain exploration missions and accessible scientific logs.
- Less secure than Hermes but often protected by a neutral or scientific faction.

3 Eirene – Military Surveillance Station

- Used to spy on strategic targets or monitor sensitive sectors.
- May store encrypted military data, sometimes accessible via a data scanner.
- Often patrolled by security vessels and becomes hostile if hacking is attempted.

Conclusion: Which Installation Should You Explore?

- Want to intercept transmissions and monitor communications? → **Hermes** is the ideal target.
- Looking for scientific data or research missions? → **Angelia** provides stellar and xenobiology information.
- After military files and hacking opportunities? → **Eirene** is the perfect station for spies and mercenaries.

	PISTIS INSTALLATION DE COMMUNICATIONS
	SOTER INSTALLATION DE COMMUNICATIONS
	ALETHEIA INSTALLATION DE COMMUNICATIONS

Communication Installations in Elite Dangerous

Communication installations, such as **Pistis**, **Soter**, and **Aletheia**, play a critical role in the **interstellar transmission network**. They ensure connectivity between **space stations**, **government systems**, and **military fleets**, allowing for **real-time data exchange across long distances**.

These stations may be **neutral**, affiliated with **major factions** (Federation, Empire, Alliance), or owned by **private corporations**.

Comparison of Communication Installations: Pistis, Soter, Aletheia

Installation	Best Usage	Security	Possible Interactions	Trade	Location
Pistis	Secured transmission for governments	 High	 Surveillance, restricted access	 None	 Strategic systems
Soter	Standard interstellar relay	 Medium	 Message transmission, passive scan	 None	 Hyperspace routes
Aletheia	Public data exchange and archives	 Low	 Accessible messages, archives	 None	 Civilian systems

Detailed Analysis of Differences

1 Pistis – Secure Government Communications

- Manages encrypted transmissions between major factions and military agencies.
- Highly secure, often protected by patrol ships.
- May store sensitive military files and become targets for espionage.

Examples:

- **Athena Command Relay (Sol)** → Federation relay handling military command transmissions.
 - **Imperial Sigil Node (Achenar)** → Empire comms server, restricted to high-ranking officials.
 - **The Watchtower (Alioth)** → Alliance monitoring station overseeing foreign activity.
-

2 **Soter – Interstellar Relay Node**

- Handles standard message transmission between stations and fleets.
- Intermediate security, low strategic value for hostile factions.
- Can be used for surveillance missions or retrieving transmissions.

Examples:

- **Lambda Relay (LHS 3447)** → Central comms point for Federation frontier systems.
 - **Deep Space Nexus (Colonia)** → Communication server linking the human bubble to Colonia.
 - **Nomad Beacon (Pleiades Sector)** → Hyperspace relay used for coordinating expeditions in the Pleiades.
-

3 **Aletheia – Archives and Data Repositories**

- Stores public messages, historical logs, and event recordings.
- Lightly protected, since it rarely holds sensitive strategic data.
- Open access for all pilots, often found near cultural hubs and civilian stations.

Examples:

- **GalNet Echo (Sol)** → Main archive of humanity's major events.
 - **Legacy Data Center (Lave)** → Galactic library with rare historical documents.
 - **Remembrance Tower (Alioth)** → Digital memorial honoring past battles and Alliance heroes.
-

Conclusion: Which Communication Installation Should You Visit?

- Want to intercept government or military transmissions? → **Pistis** is the ideal target.
- Need a standard relay for communication missions? → **Soter** is an accessible option.
- Looking to retrieve historical logs or galactic recordings? → **Aletheia** offers archives and public data.



Agricultural Installations in Elite Dangerous

Agricultural installations, such as **Demeter**, are **space-based or planetary stations** dedicated to the **production and distribution of food supplies**. They play a key role in **supplying starports, colonies, and space fleets**, ensuring a steady flow of food and biological resources.

These installations are often located **near fertile planets or stations with high demand for agricultural goods**.

Characteristics of Agricultural Installations: Demeter

Installation	Best Usage	Security	Commerce	Special Products	Location
Demeter	Food production and distribution	 Medium	 Active	 Biological goods, foodstuffs, bio-polymers	 Fertile zones and colonies

Detailed Analysis of Agricultural Installations

Demeter – Agricultural Production Center

- Produces food supplies, genetically modified crops, and bio-materials.
- May be affiliated with a major faction or run by an independent corporation.
- Some advanced facilities develop **synthetic foods** or **hydroponic crops** adapted for space environments.

Advantages:

- ✓ **High production capacity** → Able to supply multiple systems efficiently.
- ✓ **Low prices for agricultural goods** → Excellent for trading food-related commodities.
- ✓ **Low crime rate** → Safer than industrial or military zones.
- ✓ **Accessible to independent pilots** → No restricted access, unlike military or scientific bases.

◆ Drawbacks:

- ✗ **Limited strategic value** → Not significant in major space conflicts.
 - ✗ **Moderate security** → Vulnerable to looting or pirate attacks.
 - ✗ **Few advanced technologies available** → No weapons, few specialized services.
 - ✗ **Dependent on local resources and weather** → Poor harvests can affect prices and supply.
-

◆ Examples of Agricultural Installations – Demeter:

- **Eden Prime (Sol)** → Orbital farm supplying Earth with rare biological produce.
 - **Green Haven (Alioth)** → Hydroponic facility specializing in low-gravity resilient crops.
 - **Harvest One (LHS 3447)** → Agricultural farm ensuring food distribution for local stations.
-

Conclusion: Why Visit an Agricultural Installation Like Demeter?

- Looking to **buy or sell food supplies in bulk**? → These installations are major economic hubs for agriculture.
- Seeking a **peaceful and low-risk environment**? → Agricultural installations are rarely targeted in conflicts.
- Want to **deliver resources to support a colony**? → They always need fertilizers and agri-tech supplies.
- Trading with **urban or industrial systems dependent on food imports**? → These locations often show high demand for agricultural goods.



Pirate Installations in Elite Dangerous

Pirate installations, such as **Apate** and **Laverna**, are **clandestine bases** used by criminal groups and outlaw factions. Unlike official stations, these facilities are **unregulated**, often serve as **black markets**, and provide **refuge for smugglers, mercenaries, and criminals**.

These installations are typically found in **remote zones**, **asteroid belts**, or **systems outside major faction control**.

Comparison of Pirate Installations: Apate & Laverna

Installation	Best Usage	Security	Commerce	Illegal Activities	Location
Apate	Pirate operations hub	 High	 Black Market	 Smuggling, criminal missions	 Dangerous zones
Laverna	Smuggler and mercenary hideout	 Medium	 Black Market	 Stolen goods resale	 Isolated systems

Detailed Analysis of Pirate Installations

Apate – Organized Pirate Stronghold

- Advanced base used by well-established pirate factions.
- Protected by anti-ship defenses and patrolled by criminal squadrons.
- Hosts a well-developed black market for **illegal weapons, drugs, and stolen goods**.
- Offers **criminal missions** such as convoy raids, smuggling runs, and assassinations.

◆ Advantages:

- ✓ **Highly active black market** → Trade in prohibited items.
- ✓ **Safe haven for criminals** → Shielded from law enforcement.
- ✓ **Lucrative illegal contracts** → Mercenary and pirate missions available.
- ✓ **Access to illegal ship upgrades** → Modified modules can sometimes be found here.

◆ **Drawbacks:**

- ✗ Extremely dangerous for legal pilots → No protection from any authority.
- ✗ High risk of ambushes and theft → Many hostile players gather here.
- ✗ Restricted access for non-pirate pilots → Hostile to enemy-aligned visitors.
- ✗ **No standard services** → No legal repairs or outfitting.

📍 **Examples of Pirate Installations – Apate:**

- **Black Skull Outpost (Pegasi Sector)** → Headquarters of the Kumo Crew cartel.
 - **Blood Fang Depot (HIP 74245)** → Secret base for mercenary recruitment.
 - **Rogue’s Haven (Col 285 Sector)** → Hideout for unaffiliated pirates seeking refuge.
-

📍🧠 **Laverna – Smuggler's Refuge**

- More discreet base, primarily used for reselling stolen goods.
- Moderate security, often protected by local criminal factions.
- Less strategic importance but ideal for players needing a **quiet fence** for illicit cargo.
- Fewer defenses than Apate, but also less patrolled—**easier to reach**.

◆ **Advantages:**

- ✓ **Perfect for smugglers** → Sell illegal goods without risk of scan.
- ✓ **Less exposed to conflict** → Temporary safe house for low-profile criminals.
- ✓ **Rare ships and tech may be found** → Black market modules and contraband tech.
- ✓ **More accessible to independents** → No need for direct faction affiliation.

◆ **Drawbacks:**

- ✗ **Low protection** if attacked → Vulnerable to anti-crime raids.
- ✗ **Limited services** → No full repair or outfitting.
- ✗ **Lower black market value** → Less competitive than major crime hubs.
- ✗ **Risk of scams** → Dishonest NPCs and players may try to deceive visitors.

📍 **Examples of Pirate Installations – Laverna:**

- **Smuggler’s Rest (LTT 5455)** → Smuggling base focused on weapons and drug exchange.
 - **Shady Hollow (Eranin)** → Storage point for illegal cargo in transit.
 - **Ghost Market (LP 98-132)** → Black market trading stolen goods and salvaged tech.
-

📌 **Conclusion: Which Installation Should You Visit Based on Your Role?**

- Want access to a **fully active black market with illegal weapons and modules**? → **Apate** is your destination.
- Need to **quietly offload stolen goods**? → **Laverna** is ideal for discreet transactions.

- Looking for **illegal and high-paying missions**? → **Apate** offers contracts for mercenaries and pirates.
- Need to **evade authorities after a raid or hit**? → Both locations provide a **temporary safe haven**.



Industrial Installations in Elite Dangerous

Industrial installations, such as **Euthenia** and **Phorcys**, are stations specialized in the **extraction, refining, and transformation of resources**. They play a vital role in the **galactic economy**, ensuring the supply of raw materials and manufactured components used in **space construction and advanced technologies**.

These installations are typically found **near asteroid belts, mining stations**, and in **resource-rich systems**.

Comparison of Industrial Installations: Euthenia & Phorcys

Installation	Best Usage	Security	Commerce	Specialized Products	Location
Euthenia	Advanced industrial transformation	● High	● Active	⚙️ Alloys, rare metals, industrial materials	● Industrial zones
Phorcys	Raw resource exploitation and storage	● Medium	● Moderate	⚒️ Ores, raw elements, base metals	● Mining systems

Detailed Analysis of Industrial Installations

1 Euthenia – Advanced Industrial Production Hub

- Specialized in processing and refining raw materials.
- Highly secure and well connected to trade routes for exporting finished products.
- Supplies alloys, electronic components, and advanced materials used in **shipbuilding** and high-tech industries.
- Often affiliated with a **megacorporation** or major **industrial faction**.

◆ Advantages:

- ✓ **Competitive prices** for refined materials → Ideal for traders and manufacturers.

- ✓ **Enhanced security** → Lower risk of pirate attacks.
- ✓ **Dynamic market** → High demand for components and resources.
- ✓ **Industrial missions available** → Resource deliveries, supply contracts.

◆ **Drawbacks:**

- ✗ **Less appealing for independent miners** → Doesn't always offer good prices for unprocessed ore.
- ✗ **Strict regulations** → No black market or illegal transactions.
- ✗ **Highly competitive** → Prices may fluctuate with market conditions.

📍 **Examples of Industrial Installations – Euthenia:**

- **Titan Forge (Sirius Sector)** → Alloy production center for the Federation.
 - **Metallum Foundry (Alioth)** → Specialized steel refinery for Alliance shipyards.
 - **Omicron Works (Eranin)** → Facility producing mechanical parts for starships.
-

2 ✂ **Phorcys – Raw Material Exploitation and Storage**

- Located in mining zones, primarily used for **storing and redistributing unprocessed ores and metals**.
- Lower security due to location in **remote or lightly defended systems**.
- Popular with **miners and resource transporters**, as it offers solid prices for raw goods.
- May be controlled by an **industrial faction** or private **mining company**.

◆ **Advantages:**

- ✓ **Ideal resale point for miners** → Direct ore and metal purchases.
- ✓ **Low transaction fees** → Fewer taxes than large starports.
- ✓ **Easy access and few restrictions** → Unlike major commercial hubs.
- ✓ **Consistent demand for raw materials** → Stable income for suppliers.

◆ **Drawbacks:**

- ✗ **Limited protection** → Often targeted by pirates.
- ✗ **No advanced production** → Only deals in raw goods, not refined products.
- ✗ **Reduced services** → No military outfitting or advanced trade options.
- ✗ **Market-sensitive** → Prices fluctuate depending on supply and demand.

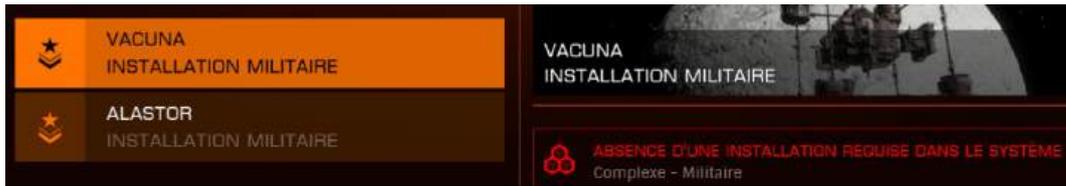
📍 **Examples of Industrial Installations – Phorcys:**

- **Iron Belt Depot (LHS 3447)** → Specializes in raw ore storage.
 - **Auric Exchange (Col 285 Sector)** → Trading hub for gold and precious metals.
 - **Deep Core Holdings (Pleiades Sector)** → Platform extracting resources from planetary rings.
-

Conclusion: Which Industrial Installation Suits Your Role?

- Want to buy or sell **refined and advanced materials**? → **Euthenia** is the best choice.
- Are you a miner looking to **sell raw resources directly**? → **Phorcys** is ideal for mining activities.
- Need industrial **transport or supply missions**? → **Euthenia** regularly offers delivery contracts.
- Looking to **invest in raw materials for later resale**? → **Phorcys** offers low prices for basic resources.

LEVEL 2



Tier 2 Military Installations in Elite Dangerous

Military installations such as **Vacuna** and **Alastor** are fortified structures designed for **defense, surveillance, and coordination of military operations**. Unlike standard military outposts, these bases are more advanced, heavily protected, and play a **strategic role in managing space conflicts**.

They may be under the control of the **Federation, Empire, Alliance, or independent factions**, and are often located near **contested systems, strategic hyperspace routes, or war zones**.

Comparison of Military Installations: Vacuna & Alastor

Installation	Best Usage	Security	Available Missions	Commerce	Location
Vacuna	Military command and surveillance center	● Very High	● Advanced military missions	● None	● Strategic systems
Alastor	War logistics and defense base	● High	● Defensive missions, resupply	● None	● Conflict zones

Detailed Analysis of Military Installations

1 **Vacuna – Command and Surveillance Center**

- Highly secure military installation used for **conflict management, surveillance, and fleet coordination**.
- Equipped with **long-range sensors, hyperspace relays, and automated defense turrets**.
- Can serve as a **command post for capital ships** on high alert.

◆ **Advantages:**

- ✓ **Ultra-secure base** → Very low risk of direct assault.
- ✓ Access to **advanced military missions** → Interceptions, strategic strikes, recon.

- ✓ Can house **combat fleets and warships**.
- ✓ **Key influence in interstellar wars** → Plays a role in determining system control.

- ◆ **Drawbacks:**

- ✗ **Restricted access** → Often requires authorization or military affiliation.
- ✗ **No commercial infrastructure** → No civilian trade or standard markets.
- ✗ **Heavily monitored** → Any unauthorized activity can trigger immediate retaliation.
- ✗ **Potential target** → Hostile factions may attempt sabotage or direct attacks.

- ◆ **Examples of Military Installations – Vacuna:**

- **Command Center Alpha (Sol)** → Federation’s central defense command.
 - **Imperial War Nexus (Achenar)** → Empire’s strategic military coordination base.
 - **Alliance Defense Grid (Alioth)** → Hub coordinating the defense of Alliance territories.
-

2 **Alastor – Defense and War Logistics Base**

- Focused on **territorial defense** and **logistical support** for troops.
- Can serve as an **advanced resupply point** for military and mercenary vessels.
- Often equipped with **anti-air defenses, shielded hangars, and turrets**.
- Located near **active war zones**, enabling **repair and rearming after combat**.

- ◆ **Advantages:**

- ✓ **Military resupply hub** → Ideal for combat missions and fleet operations.
- ✓ Offers **defensive missions** → Convoy protection, surveillance, quick-response actions.
- ✓ **Better fortified than regular outposts** → Can withstand larger assaults.
- ✓ Can serve as a **recruitment center** → Military contracts for active factions.

- ◆ **Drawbacks:**

- ✗ **Little to no civilian trade** → Only military goods and resupply services.
- ✗ Located in **dangerous areas** → High chance of attacks and conflicts.
- ✗ **Access depends on allegiance** → Enemy pilots may be fired upon immediately.
- ✗ **Resupply limited to active service members** → Not always accessible to neutral pilots.

- ◆ **Examples of Military Installations – Alastor:**

- **Battlefield Outpost (Luyten’s Star)** → Forward base providing reinforcements to war zones.
 - **Iron Bastion (Erarin)** → Orbital defense fortress over a contested planet.
 - **Warfare Hub (Col 285 Sector)** → Military refueling and support for mercs and special forces.
-

 **Conclusion: Which Military Installation Should You Choose?**

- Looking for a **strategic command center and advanced military missions**? → **Vacuna** is the optimal choice.
- Want to **resupply and recover after combat** in war zones? → **Alastor** provides essential support.
- Affiliated with a **military faction** and ready to join the war effort? → Both bases offer unique opportunities.
- Seeking **combat and interception missions** against enemy factions? → **Vacuna** and **Alastor** have you covered.



Security Installations in Elite Dangerous

Security installations such as **Dicaeosyne**, **Poena**, **Eunomia**, and **Nomos** are strategic bases dedicated to **surveillance, law enforcement, and infrastructure protection**. Controlled by major factions (Federation, Empire, Alliance) or private corporations, these facilities help prevent crime, monitor trade routes, and coordinate defense operations.

They are usually located in **heavily populated systems**, on **major trade routes**, or in **high-risk zones** requiring a strong military presence.

Comparison of Security Installations: Dicaeosyne, Poena, Eunomia & Nomos

Installation	Best Usage	Security	Available Missions	Commerce	Location
Dicaeosyne	Security command and law enforcement center	● Very High	● Protection, patrols	● None	● Strategic systems
Poena	Prison and detention center	● Medium	● Prisoner transport, bounty missions	● None	● High-crime zones
Eunomia	Trade route surveillance	● Medium	● Cargo scans, smuggler hunting	● None	● Commercial corridors
Nomos	Anti-crime & cybersecurity operations	● Medium	● Infiltration, data theft, espionage missions	● None	● Monitored systems

Detailed Analysis of Security Installations

1 Dicaeosyne – Security Forces Command Center

- Central hub for **space law enforcement and military police coordination**.
- Oversees patrols, system surveillance, and local law enforcement.
- Hosts databases of wanted criminals and illegal activity records.
- Highly secured with **armed patrols and advanced defense systems**.

Examples of Security Installations – Dicaeosyne

- **Galactic Law HQ (Sol)** → Federation's main security operations center.
 - **Imperial Enforcement Command (Achenar)** → Imperial law enforcement headquarters.
 - **Alliance Peacekeeper Base (Alioth)** → Coordinates interstellar police within the Alliance.
-

2 Poena – Prison and Detention Center

- Specialized facility for the **incarceration of interstellar criminals**.
- Holds political prisoners, war criminals, and high-profile fugitives.
- Used for **prisoner transport** or **intercepting fugitives** during escape.

Examples of Security Installations – Poena

- **Titan Penitentiary (Pegasi Sector)** → High-security prison for dangerous convicts.
 - **The Black Vault (HIP 74245)** → Detention center for political prisoners and rebels.
 - **Outer Rim Detention Complex (Colonia)** → Remote base for interstellar criminals.
-

3 Eunomia – Trade Route Surveillance

- Used to **monitor space traffic and inspect cargo shipments**.
- Base for **anti-smuggling missions and cargo interception**.

Examples of Security Installations – Eunomia

- **Trade Patrol Hub (Lave)** → Monitors trade and suspicious goods.
 - **Border Control Node (Col 285 Sector)** → Inspects interstellar transports.
 - **Highway Guardian (Alioth)** → Protects Alliance hyperspace routes.
-

4 Nomos – Illegal Activity Monitoring & Cybersecurity

- Center specialized in **cybercrime, hacking, and criminal networks**.
- Tracks **data pirates, underground communications, and illegal exchanges**.
- May store **encrypted databases** linked to criminal factions or covert groups.
- Often affiliated with **government intelligence** or **private cybersecurity agencies**.

◆ Advantages:

✓ **Infiltration and espionage missions** → Great for players focused on intelligence and hacking.

✓ **Access to strategic data** → May include sensitive intel on military or criminal

operations.

- ✓ **Base for anti-pirate network takedowns** → Hunt cybercriminals and sabotage.
- ✓ **Surveillance of clandestine communications** → May uncover conspiracies or illegal deals.

◆ **Drawbacks:**

- ✗ No interaction with regular trade → No economic activity.
- ✗ Heavily secured → Access may be restricted for unauthorized pilots.
- ✗ Targeted by pirates or mercenaries → May come under attack.
- ✗ Risky missions possible → Covert ops and secret assignments.

🔵 **Examples of Security Installations – Nomos**

- **Cyber Defense Hub (Sol)** → Federal base for galactic cybercrime monitoring.
- **Shadow Network (Pegasi Sector)** → Hidden center hunting pirate cartel activity.
- **AI Watchtower (Alioth)** → AI-assisted surveillance facility detecting threats in advance.

📌 **Conclusion: Which Security Installation Should You Choose?**

- Want a highly secured base with **law enforcement and military missions**? → **Dicaeosyne** is your best choice.
- Need to **capture or deliver wanted criminals**? → **Poena** is the go-to prison complex.
- Interested in **cargo scans and smuggler interception**? → **Eunomia** specializes in commercial route surveillance.
- Are you a hacker or spy looking for infiltration missions? → **Nomos** provides access to cybercrime and intelligence ops.



Government Installations in Elite Dangerous

Government installations, such as **Harmonia**, are administrative centers used by ruling factions, governments, and interstellar institutions. They are responsible for managing political affairs, administering space colonies, and coordinating the economic and military operations of a system.

These installations are typically located in the **capitals of major systems**, in **politically sensitive areas**, or near the **seats of power** of major factions like the **Federation**, **Empire**, or **Alliance**.

Key Features of Government Installations: Harmonia

Installation	Best Usage	Security	Possible Interactions	Commerce	Location
Harmonia	Government administration and control	● Very High	● Diplomatic missions, political relations	● None	● Central systems

Detailed Analysis of Government Installations

Harmonia – Political and Administrative Command Center

- Serves as the **headquarters** for local governments or major interstellar factions.
- Used for **legislation**, **trade regulation**, and oversight of both **civil and military infrastructure**.
- May house **government archives**, **intelligence centers**, and **diplomatic chambers**.
- Access is restricted to **government officers**, **diplomats**, and **special agents**.

◆ Advantages:

- ✓ **Extremely secure** → Protected by military forces and advanced defense systems.
- ✓ **Political nerve center** → Directly influences the control and development of a system.
- ✓ **Source of diplomatic and economic intelligence** → May unlock secret contracts or missions.
- ✓ **Government-related missions available** → Diplomacy, secure data transport, espionage.

◆ Drawbacks:

- ✗ **Restricted access for unauthorized pilots** → Often requires a special permit or

affiliation.

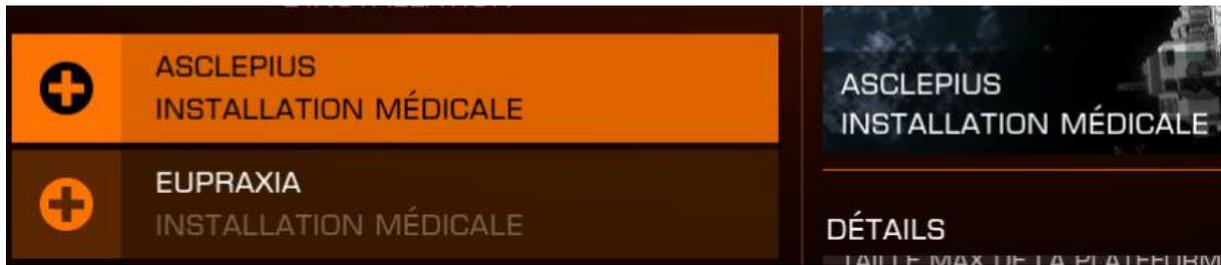
- ✗ **No commercial infrastructure** → Cannot buy or sell standard commodities.
- ✗ **May be under enemy surveillance** → Risk of espionage and political tension.
- ✗ **No services for transiting ships** → No repairs or resupply options available.

Examples of Government Installations – Harmonia

- **Galactic Senate Hall (Sol)** → Seat of the Federal Senate where major Federation decisions are made.
 - **Imperial Palace Outpost (Achenar)** → Imperial administration center overseeing legal and economic regulations.
 - **Alliance Council Nexus (Alioth)** → Coordinates the political and economic affairs of the Alliance.
-

Conclusion: Why Visit a Government Installation like Harmonia?

- Looking for **diplomatic or political missions**? → These installations are the heart of administrative power.
- Want to gather **intel about a faction or system**? → They contain strategic data repositories.
- Working for a major faction and aiming to **influence system politics**? → These centers are key to advancing a political agenda.
- Interested in **infiltrating a government or stealing classified documents**? → These are prime targets for espionage operations.



Medical Installations in Elite Dangerous

Medical installations, such as **Asclepius** and **Eupraxia**, are specialized centers focused on advanced medical care, biomedical research, and humanitarian aid. They play a critical role in treating the wounded, managing pandemics, and developing new medical technologies.

These installations are typically located in **densely populated systems**, near **war zones**, **space colonies**, or **regions affected by health crises**.

Comparison of Medical Installations: Asclepius & Eupraxia

Installation	Best Usage	Security	Commerce	Medical Services	Location
Asclepius	Advanced hospital & medical research	● High	● Purchase of meds and equipment	● Intensive care, disease treatment	● Core systems & crisis zones
Eupraxia	Humanitarian support & basic care	● Medium	● Distribution of medicine and supplies	● Basic treatment, emergency assistance	● Colonial & conflict areas

Detailed Analysis of Medical Installations

1 Asclepius – Advanced Hospital & Research Center

- A highly specialized medical center equipped with **research labs**, **intensive care units**, and **surgical facilities**.
- Treats **war casualties**, **rare diseases**, and **disaster victims**.
- Often affiliated with **biomedical institutes** conducting experimental treatments.
- Provides **advanced medical services**, including **cybernetic implants** and **anti-radiation therapy**.

◆ **Advantages:**

- ✓ **Central hub for advanced care** → Capable of handling the most critical cases.
- ✓ **Access to rare & high-tech medication** → Offers premium medical supplies.
- ✓ **Humanitarian and rescue missions available** → Transporting medicine, assisting wounded.
- ✓ **Biomedical research infrastructure** → Developing new therapies and implants.

◆ **Drawbacks:**

- ✗ **Only deals in medical goods** → No general trade.
- ✗ **Restricted access** → Some areas require clearance.
- ✗ **Potential target for bioterrorism** → Risk of sabotage or biohazard leaks.
- ✗ **Low interest for non-medical pilots** → No standard military or trade missions.

📍 **Examples of Medical Installations – Asclepius**

- **Galactic Health Hub (Sol)** → Federation's top hospital treating rare illnesses and critical injuries.
 - **Imperial BioTech Center (Achenar)** → Imperial research facility for genetic upgrades and implants.
 - **Alliance Medical Base (Alioth)** → Treats war victims and develops vaccines for the Alliance.
-

2 🇨🇪 **Eupraxia – Support Center & Humanitarian Aid**

- A more modest facility focusing on **basic care and humanitarian missions**.
- Located near **space colonies** or regions affected by **conflict or natural disasters**.
- Provides **essential medical services**, vaccinations, and wound care.
- Often affiliated with **space NGOs, relief groups, or neutral factions**.

◆ **Advantages:**

- ✓ **Open access** → No restrictions for pilots delivering or buying medical supplies.
- ✓ **Key supply hub for medical missions** → Central for emergency logistics.
- ✓ **Less secure than large hospitals** → Easier access for independent players.
- ✓ **Offers humanitarian contracts** → Rescue, relief deliveries, and first aid ops.

◆ **Drawbacks:**

- ✗ **Limited services vs. Asclepius** → No advanced research facilities.
- ✗ **Lower defense** → Vulnerable to raids or sabotage.
- ✗ **Only offers basic supplies** → No access to high-tech medical gear.
- ✗ **Low strategic value** → Not a high-priority target for major factions.

📍 **Examples of Medical Installations – Eupraxia**

- **Humanitarian Aid Station (Colonia)** → Assists isolated colonies with medical relief.
- **Warzone Relief Center (Pleiades Sector)** → Mobile unit aiding interstellar war victims.
- **Frontier Medical Outpost (LHS 3447)** → Provides care to outer-system populations.

Conclusion: Which Medical Installation Should You Choose?

- Looking for an **advanced hospital with specialized care** and rare meds? → **Asclepius** is your best option.
- Want to **help people in need and deliver medical supplies**? → **Eupraxia** is ideal for humanitarian missions.
- Seeking a **biotech research center for implants or disease research**? → **Asclepius** has the infrastructure.
- Interested in **rescue and emergency response missions**? → **Eupraxia** is a key starting point.



Scientific Installations in Elite Dangerous

Scientific installations such as **Astraeus**, **Coeus**, **Dodona**, and **Dione** are research and innovation hubs specialized in **exploration, space biology, advanced physics, and applied sciences**. They play a key role in developing new technologies, studying stellar phenomena, and advancing solutions for space exploration.

These installations are often located in **systems rich in cosmic anomalies**, near **scientific colonies**, or in orbit around **biologically interesting planets**.

Comparison of Scientific Installations: Astraeus, Coeus, Dodona & Dione

Installation	Best Usage	Security	Trade	Research Field	Location
Astraeus	Stellar phenomena & exoplanet research	● High	● None	 Astronomy, exploration	● Isolated systems
Coeus	New technology development	● Medium	● Applied research	 Engineering, high-tech	● Industrial systems
Dodona	Extraterrestrial life research	● Medium	● None	 Biology, xenobotany	● Exobiological zones
Dione	Biomedical & cybernetic research	● Medium	● Biotech, implants trade	 Medicine, bio-technology	● Medical centers

Detailed Analysis of Scientific Installations

Astraeus – Stellar Phenomena & Exoplanet Research

- Specializes in the analysis of **stars, black holes, exoplanets, and space anomalies**.
- May host **space observatories, gravitational sensors, and data collection stations**.

- Provides valuable information for explorers and helps in **mapping the galaxy**.
- Sometimes affiliated with **independent research bodies** or factions seeking to unlock cosmic secrets.

Examples of Astraeus Installations:

- **Galactic Observatory (Sol)** → Studies stars and black holes in the galaxy.
 - **Pioneer Research Lab (Colonia)** → Monitors spatial anomalies in the region.
 - **Exoplanet Discovery Outpost (Pleiades Sector)** → Detects new habitable planets.
-

2 Coeus – New Technology Development

- Focused on **advanced engineering, robotics, and futuristic technology**.
- Works on **cutting-edge materials, quantum processors, and military/civilian applications**.
- Often connected with **independent engineers** or **mega-corporations** testing new equipment.
- Offers **resource collection missions** and **tech research contracts**.

Examples of Coeus Installations:

- **Quantum Research Lab (Alioth)** → Develops quantum processors for hyperspace navigation.
 - **Nanotech Development Center (Eranin)** → Specializes in nanomaterials and advanced shielding.
 - **Cybernetic Innovation Hub (LHS 3447)** → Experiments on human-machine interfaces and AI.
-

3 Dodona – Extraterrestrial Life Research

- Focuses on the study of **organisms found on alien planets and in deep space**.
- Includes **xenobotany labs** and **facilities for analyzing alien species**.
- Often supports **scientific expeditions** and **independent explorers**.
- Located near **biosignature-rich planets** or **exobiological zones**.

Examples of Dodona Installations:

- **Exobiology Research Station (HIP 36601)** → Studies biological anomalies and space microbes.
 - **Thargoid Analysis Lab (Pleiades Sector)** → Research center for Thargoid biology.
 - **Alien Flora Observation Post (Colonia)** → Monitors unique exoplanet ecosystems.
-

4 Dione – Biomedical & Cybernetic Research

- Specializes in **medical advancements, genetic engineering, and applied cybernetics**.
- Works on **cybernetic implants, bionic limbs, and cutting-edge pharmaceuticals**.

- Supports missions involving **biomaterial transport** or **medical sample delivery**.
- Provides **specialized treatments** for radiation exposure and space-related injuries.

Examples of Dione Installations:

- **Cybernetic Medicine Lab (Sol)** → Researches bionic prosthetics and neural interfaces.
 - **Genetic Engineering Complex (Achenar)** → Imperial lab for human genetic enhancement.
 - **Advanced Prosthetics Facility (Alioth)** → Develops medical tech for space colonies.
-

Conclusion: Which Scientific Installation Should You Choose?

- Want to explore stars and cosmic phenomena? → **Astraeus** is the astronomy and exploration hub.
- Interested in creating or testing futuristic technologies? → **Coeus** is the top tech research center.
- Fascinated by alien biology and exobiology? → **Dodona** is focused on extraterrestrial life studies.
- Looking to advance biomedical and cybernetic applications? → **Dione** leads in biotech and implants.



Tourist Installations in Elite Dangerous

Tourist installations such as **Hedone**, **Opora**, and **Pasithea** are stations dedicated to **space tourism, leisure, and sightseeing** of the wonders of the universe. They attract **wealthy visitors, explorers seeking breathtaking views, and investors in the interstellar tourism industry**.

These stations are often located near **natural marvels** such as **nebulae, black holes, spectacular planetary rings, or uninhabited exoplanets**.

Comparison of Tourist Installations: Hedone, Opora & Pasithea

Installation	Best Usage	Security	Trade	Main Attractions	Location
Hedone	Luxury center & entertainment	 High	 Souvenirs and luxury goods	 Casinos, resorts, spas	 Wealthy and secure systems
Opora	Ecotourism and natural exploration	 Medium	 Guides and equipment	 Nature reserves, planetary parks	 Biodiverse systems
Pasithea	Scientific observation & astronomy	 Medium	 None	 Nebulae, exoplanets, spectacular rings	 Exploration zones

Detailed Analysis of Tourist Installations

Hedone – Luxury Center & Entertainment

- A high-end tourist station for wealthy interstellar travelers.
- Offers **casinos, 5-star hotels, fine dining, and wellness centers**.
- Often affiliated with **luxury-focused corporations**.
- Well-protected but may attract **smugglers or thieves** targeting wealthy guests.

- ◆ **Advantages:**

- ✓ High security → Low risk of attacks or unrest.
- ✓ Luxury goods trading → Ideal for traders of rare items.
- ✓ VIP missions available → Transport of wealthy passengers, escort of luxury convoys.
- ✓ Advanced infrastructure → A comfortable stop between expeditions.

- ◆ **Disadvantages:**

- ✗ Access may be restricted for low-reputation pilots.
- ✗ Not suited for military or scientific missions.
- ✗ Expensive services and repairs.
- ✗ Can attract **scammers or criminal activity** targeting tourists.

- ◆ **Examples of Hedone Installations:**

- **Sol Palace (Sol)** → Luxury station in Earth's orbit.
 - **Galactic Grand Resort (Achenar)** → Ultra-luxurious hotel with ring planet views.
 - **Celestial Paradise (Alioth)** → Resort offering exclusive space excursions.
-

2 🌿 **Opora – Ecotourism & Natural Discovery**

- A station dedicated to **ecosystem preservation and exploration**.
- Located near **rare biodiversity planets** or **exceptional natural features**.
- Offers **surface excursions, space hikes, and deep-diving on oceanic exoplanets**.
- Monitored by **independent or environmental factions**.

- ◆ **Advantages:**

- ✓ Open to all tourists and explorers.
- ✓ Missions available → Transport or escort of eco-tourists.
- ✓ Sells exploration gear → Bio-scanners, survival suits, SRVs.
- ✓ Contributes to alien ecosystem protection.

- ◆ **Disadvantages:**

- ✗ Few advanced services → No high-tech trading or weapons.
- ✗ Medium security → May attract alien animal poachers.
- ✗ Low profitability for merchants.
- ✗ Highly dependent on **local conditions** (e.g. weather, planetary events).

- ◆ **Examples of Opora Installations:**

- **Gaia Reserve (Pleiades Sector)** → Protected area with exotic alien flora.
 - **Blue Depths Observatory (Colonia)** → Oceanic exoplanet wildlife observation.
 - **Emerald Canopy (HIP 36601)** → Biodome protecting tropical exo-biomes.
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3 🏠 **Pasithea – Scientific Observation & Tourism**

- Focused on the **study and observation of cosmic phenomena**.
- Located near **nebulae, black holes, star clusters, or strange geological planets**.
- May be affiliated with **space universities, science groups, or galactic museums**.
- Attracts **astronomers, explorers, and cosmic enthusiasts**.

◆ **Advantages:**

- ✓ Open access for scientists and explorers.
- ✓ Observation/exploration missions → Scan & map contracts.
- ✓ Provides cosmic travel insights → Rare sightseeing data.
- ✓ Map data submission available → Good pay for exploration uploads.

◆ **Disadvantages:**

- ✗ No classic commerce → No goods market.
- ✗ Medium security → Vulnerable to anti-science extremists.
- ✗ No military or advanced services → Only scientific equipment available.
- ✗ Limited resources → Often remote from major trade routes.

📍 **Examples of Pasithea Installations:**

- *Event Horizon Observatory (Sagittarius A)** → Observation post near the galactic center.
- **Nebula Viewing Platform (Horsehead Nebula)** → Astronomy and tourism center.
- **Ringworld Research Lab (Saturn, Sol)** → Studies planetary rings and dynamics.

📌 **Conclusion: Which Tourist Installation Fits Your Journey?**

- ☑ Want a luxury entertainment center? → **Hedone** is your space tourism paradise.
- ☑ Prefer nature and alien biome exploration? → **Opora** is the place for eco-adventures.
- ☑ Interested in cosmic wonders and stellar observation? → **Pasithea** is the ideal astronomy hub.
- ☑ Looking to transport VIPs or scientists? → All of these stations offer **passenger tourism missions**.



Space Bars in Elite Dangerous

Space bars like **Dionysus** and **Bacchus** are social hubs for **relaxation, covert negotiations, and information exchange**. They are popular among **independent pilots, traders, smugglers, mercenaries, and spies** seeking discreet missions or influential contacts.

These bars can be found in **major stations**, aboard **megaships**, or in **remote outposts** far from governmental control.

Comparison of Space Bars: Dionysus and Bacchus

Bar	Best Usage	Security	Trade	Client Type	Location
Dionysus	High-end bar for VIP pilots	● High	● Exotic drinks & rare items	 Diplomats, elite pilots, mercenaries	● Central luxury stations
Bacchus	Clandestine bar & smuggler hideout	● Medium	● Black market, secret deals	 Smugglers, mercenaries, spies	● Remote, lawless stations

Detailed Analysis of Space Bars

Dionysus – High-End VIP Pilot Bar

- Found in prestigious stations, often tied to major factions and corporations.
- Offers **exotic beverages, rare spirits, and exclusive social events**.
- Visited by **faction officials, wealthy traders, and elite pilots**.
- Great for **legal contracts, diplomatic encounters, and information exchange**.

◆ Advantages:

- ✓ Secure and prestigious → Low risk of conflict or law enforcement action.
- ✓ Access to exclusive contracts → VIP transport, diplomatic courier missions.
- ✓ Strategic encounters → Meet influential faction members.
- ✓ Rare alcohols and collectibles for trade → High profit potential for niche traders.

◆ **Disadvantages:**

- ✗ High prices → Reserved for pilots with solid reputations.
- ✗ No black market access → Fully legal environment.
- ✗ Strict visitor oversight → Little room for criminal activity.
- ✗ Difficult to find illegal missions here → Focused on diplomacy and elite networking.

📍 **Examples of Dionysus Bars:**

- **Imperial Lounge (Achenar)** → Private club for Imperial aristocracy.
 - **Galactic Bar (Sol)** → Elite gathering place for Federation pilots and diplomats.
 - **Orion Club (Alioth)** → Exclusive bar for influential commanders and investors.
-

2 📍 **Bacchus – Clandestine Bar & Smuggler Hideout**

- Located in **remote outposts, independent stations, and lawless sectors.**
- Serves **local brews**, often of questionable quality, and provides access to the **black market.**
- Frequented by **smugglers, bounty hunters, mercenaries, and wanted criminals.**
- Great for **illegal missions, contraband deals, and off-the-record negotiations.**

◆ **Advantages:**

- ✓ Access to rare intel & contacts → Ideal for players seeking covert work.
- ✓ Black market available → Buy/sell prohibited goods.
- ✓ Covert contracts → Smuggling, assassination, fugitive transport.
- ✓ No official oversight → Total freedom for underworld activity.

◆ **Disadvantages:**

- ✗ Limited security → Risk of fights, ambushes, or betrayals.
- ✗ Unreliable goods/services → Scams or fake missions possible.
- ✗ Negative reputation with official factions → Might hurt your standing.
- ✗ Targeted by undercover agents → Occasional raids or sting operations.

📍 **Examples of Bacchus Bars:**

- **Dead Man's Rest (Pegasi Sector)** → Pirate and criminal gathering spot.
 - **The Smuggler's Haven (HIP 74245)** → Smuggler meeting point for shady contracts.
 - **Blood Moon Cantina (Lave)** → Mercenary recruitment and black ops coordination.
-

📌 **Conclusion: Which Space Bar Suits Your Playstyle?**

- Want a prestigious place to meet VIPs and get elite missions? → **Dionysus** is your ideal destination.
- Want black market access and shady deals? → **Bacchus** is the clandestine hotspot you need.
- Trading in rare or exotic alcohol? → **Dionysus** deals in luxury, while **Bacchus** handles

forbidden goods.

Seeking secretive contracts or covert missions? → **Bacchus** is full of opportunities for mercenaries and spies.

Elite Dangerous Space Station Comparison Chart

Station Type	Example(s)	Primary Function	Security	Commerce	Interactions	Position
Coriolis Starport	No Armature, Dual, Quad	Versatile port, trade hub	Medium	Active	Various missions	Major systems
Ocellus Starport	Ocellus	Commerce & habitation	High	Active	Transport missions	Populated systems
Orbis Starport	Apollo, Artemis	Industrial/economic center	High	Active	Engineering, commerce	Wealthy systems
Commercial Outpost	Plutus	Goods & exchange	Medium	High	Cargo transport	Trade hubs
Industrial Outpost	Vulcan	Resource production	Medium	Raw materials	Extraction/trade	Mining systems
Pirate Outpost	Dysnomia	Black market & criminal refuge	Low	Contraband	Illegal missions	Lawless zones
Civil Outpost	Vesta	Habitation & colonization	Medium	Moderate	Civil missions	Inhabited areas
Scientific Outpost	Prometheus	Research & exploration	High	None	Science missions	Remote zones
Military Outpost	Nemesis	Defense & strategic ops	Very High	None	Military missions	Military zones
Satellite Installation	Hermes, Angelia, Eirene	Surveillance & transmission	Medium	None	Scanning, hacking	Planetary orbit

Station Type	Example(s)	Primary Function	Security	Commerce	Interactions	Position
Comm Relay	Pistis, Soter, Aletheia	Hyperspace comms & espionage	● Medium	● None	● Hacking, data theft	● Trade routes
Agricultural Facility	Demeter	Food production & biotech	● High	● Bio products	● Agricultural missions	● Colonies
Pirate Installation	Apate, Laverna	Criminal base & black market	● Low	● Black market	● Smuggling missions	● Lawless zones
Industrial Facility	Euthenia, Phorcys	Mining, refining, manufacturing	● Medium	● Metals, minerals	● Resource trade	● Industrial systems
Relay Station	Enodia, Ichnaea	Surveillance & data traffic	● Medium	● None	● Espionage, data smuggling	● Strategic sectors
Military Installation	Vacuna, Alastor	Fortress & command post	● Very High	● None	● Military operations	● High-security systems
Security Installation	Dicaeosyne, Poena, Eunomia, Nomos	Law enforcement & patrol	● Very High	● None	● Bounty, police missions	● Regulated systems
Gov't Installation	Harmonia	Administration & diplomacy	● Very High	● None	● Diplomatic/political missions	● Capital systems
Medical Installation	Asclepius, Eupraxia	Healthcare & medical research	● Medium	● Medical supplies	● Humanitarian missions	● Populated zones
Scientific Installation	Astraeus, Coeus, Dodona, Dione	Research & scientific development	● Medium	● Tech trade	● Study missions	● Tech systems
Tourist Installation	Hedone, Opora, Pasithea	Tourism & recreation	● Medium	● Luxury goods	● Excursions, transport missions	● Scenic zones
Space Bar	Dionysus, Bacchus	Relaxation & covert deals	● Medium	● Exotic drinks	● Intelligence, shady missions	● Populated stations

Conclusion: Choosing the Right Station for Your Playstyle

- Looking for trade & economy missions? → Choose **Commercial**, **Industrial**, or **Agricultural** stations.
- Want to engage in defense & warfare? → Visit **Military** and **Security** installations.
- Are you an explorer or scientist? → **Scientific** and **Observation** stations are perfect.
- Prefer illegal activity and smuggling? → **Pirate Outposts** and **Clandestine Bars** are your best bet.
- Seeking tourism and leisure? → Visit **Tourist Installations** and **Space Bars**.