Elite Dangerous: Crime & Punishment Cheat Sheet

by chorda via cheatography.com/57372/cs/15175/

Crime & Punishment

Bounties and fines are applied to the ship you're in.

Fines never mature into bounties.

Bounties never become dormant.

Bounties never expire.

Fines can be paid off at security contacts

Bounties can be cleared by Interstellar Factors when your Notoriety is 0

Claimed bounties for the jurisdiction you died in must be paid when you re-spawn at detention centres.

These changes aim to simplify crimes. You will now have more control over your criminal status risk and reward. You can store a ship with bounties on (a hot ship), hiding your criminality, but at the cost of not using the ship. Bounties are now more significant as you must use Interstellar Factors to clear them, which can be expensive.

Thargoid Tissue Sampling

Enter instance, target thargoid when it approaches

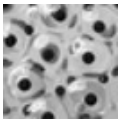
Fire limpet

When the Thargoid starts to scan boost past it to stop it; stay around 1km behind it

Activate Silent Running

Keep within limpet range – around 1-2 km away – until the limpet returns. Fire heatsinks as required.

Open cargo hatch on limpet's return



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