Addendum for the Outlaws Update

In April 2022 Hello Games Released the Outlaws Patch. The following notes are relevant to the fifth edition and earlier

Starships

Ships now boast three types of inventory, with the same types and features as Exosuits. General slots can hold cargo and technology, while the other two types are limited the the type denoted by their name. Cargo slots can hold   stacks of twice the size of General. You will find the maximum number of cargo slots is much higher with Haulers.The latest type of spaceship added to No Man's Sky are those of the the **Solar** class. These are are also visually very different, and transform themselves by unfurling in space to sport solar sails that give extra benefits. They come with a Vesper Sail upgrade that makes them fast and fuel efficient, and make a good starting point for building a Ship that can defeat or run away from Sentinel ships.

Squadrons

You can recruit up to four pilots and their ships to help you in any fight. There is no cash cost. You need to spend a lot of Nanites to unlock the four slots that are available. The Squadron is managed from the Freighter using the same panel as the Frigates.

You will never see them in the Freighter - they turn up when you are in a spaceship fight and help you out. You can dismiss or summon them from the Quick Menu, and they show up as a green marker on the ship 3D radar.

Outlaws

These aren't a race, but they subscribe to the Voice of Freedom, a philosophy that doesn't respect the rule of the Crimson Eye. As Pirates, they prowl law abiding systems and will attack you and buildings on the planet surface. The higher the conflict level of a system the more likely they are to appear.

Pirates inhabit a small proportion of systems where they have taken over the Space Station. This allows you access to an entirely separate economy, the Black Market. You will be introduced to them when you undertake the Under a Rebel Star mission, although you will probably meet them in passing before that.

Space Battles

Space combat has been updated and rebalanced, so the the entire Space Battles sections to the end of the Friends and Enemies chapter should be replaced with the following:

A simple encounter with a space pirate, and even the Freighter battle, can be won with the starter ship, its basic weaponry and shields. The Photon Canon packs a reasonable punch but will overheat fairly quickly. Rockets can lock on to a target, so are good for damaging fast moving or distant targets.

Overheating

All the weapons will cease to function if you let them overheat and take a while to repair themselves. You will get more use out of any weapon if you don't fire continuously. Watch the Thermal Load meter top right of the screen and cease firing before the load reaches maximum and it will cool down far more quickly. If you do overdo it, cycle to another weapon while the first one recovers.

Learn the best timings for each weapon (and its upgrades) by practising – you can even use asteroid to experiment on.

Spaceship Shields and Damage

Top left of the screen during a battle (or if you switch on the HUD – H/Left D-pad) is a white bar which shows the level of your shields and 7 ship icons below, which indicates the strength of your ship's hull. When all these icons are dimmed, your ship will be destroyed. If you let the Shield level drop to near zero, you will start to take real hull damage which takes far longer to repair.

Shields can start to recharge automatically if you aren't receiving hits, but be sure to have the resources to recharge them (Sodium, Sodium Nitrate or Starshield Batteries) before you start picking fights with the big boys. You can do that swiftly during battles using the Quick Menu, and it's even quicker when you use key binding on the PC.

As you start to fight more powerful enemies, they can deal more damage. Consider fitting upgrades to your Shields.

Weapon Choices

Better enemies also take more firepower to destroy, so you should fit upgrades but also consider expanding your choice of weapons as they have different qualities.

It's better to concentrate on adding just one or two additional weapons, so that you can cycle through them quickly and choose the best weapon at any given time. Once you have a choice of ships, experiment by fitting different additional weapons to them.

Photon Cannon

Every ship has one of these as standard, and you can't remove it, You should therefore upgrade this as a matter of course before adding anything else. It deals damage equally to shielding and the health of your enemies.

Rockets

You get these with your starter ship, and you have the blueprint to fit them from the beginning of a game, so you can add them to any other ships you own. They destroy enemy shields less quickly (the yellow bar) than they cause damage (the white bar). Despite that, I still like to use them at the start of a battle as they appear to be effective at a longer range than the Photon Cannon.

Watch the firing cross hairs for the graphic that shows they have locked on to a target before you fire. It then takes 5 seconds for the next rocket to become available. There is only one upgrade possible, which reduces the reload time by 20%.

Phase Beam

This weapon puts out a beam rather than individual shells. It is equally effective on shields and hulls and has a really useful feature. While hitting a target, the energy released is used to recharge your own shields. I would recommend this as the first weapon to add to a ship, even if it means removing the Rocket Launcher.

Cyclotron Ballista

Unlike the Photon Cannon and Phase Beam, firing this weapon only produces a single shot for each press of the fire control, but you can fire many shots before it overheats. In some ways that makes it easier for you not to overheat it. The weapon knocks out shields quickly, but isn't so effective on hulls. It also damages the target ships engines, so the target will slow right down for a period of time, giving you a chance to hit it more easily – and time to switch to a different weapon that will quickly destroy the hull.

Infra-Knife Accelerator

This is a weapon that is good at damaging hulls, and you can hold down the fire button for automatic firing.

Positron Ejector

This powerful weapon has quite a short range but a wide angle of attack and isn't very good at removing shields. Good for close range work.

Aiming Weapons

Point your ship at the target so that your enemy is in the cross hairs. The faster you are travelling, the harder it is to do that, so when you are getting close, brake. I find it's easier to let the enemy attack you, particularly if there aren't too many of them. If you use this technique, you will suffer more damage, so have more materials to repair the shields with.

How do I know where the Enemy is?

Your ship's display has a remarkable ability. It marks the trails of pirate vessels in red, so you know instantly who's side any starship is. If the trail is blue, the ship is friendly. That includes your own trail unless you have fitted a custom one. If the trail is yellow, then the ship is on your side. If the trail is red, the ship is attacking you.

This information is vital during multi-ship battles because you generally don't want to be fighting both the pirates and the Sentinels. If a Sentinel ship is in range, the arrowhead indicating it's direction, normally red for a pirate, will be blue. Accidentally shoot it down, and the Sentinels will start attacking you as well.

Also, an arrow-head points towards the currently detected target. If it's red, it's a ship you are in combat with. If it's blue, then isn't and you should switch to another target.

Being a Pirate

If you have decided that you are going to behave like a pirate yourself, then shooting down ships with blue trails is a way of reaping rewards. As mentioned earlier, attacking Freighters is a good way to collect Salvaged Freighter Modules and other loot, so at some point in the game you will probably want to do this.

The downside in law abiding systems is that you will draw in Sentinel Spaceships, starting what can become the biggest battle of the game.

These attacks also lower your status with the race of the system you are in. Try to choose one race as your enemy, so that you don't lower your standing with everyone in the galaxy.

Incidentally, Sentinels aren't triggered when you are in in Outlaw system, so the Freighters there are easy pickings.

Combat Auto-Pilot, what's that?

It's the answer to a less skillful player's dreams. In the Options/Control Panel screen is a drop down to choose what type of assistance you need. **Disable** it if you like to work hard for your victories. There are two other settings. **Enable (Toggle)** locks your ship to point in the currently selected target's direction. You can switch the locking on and off with the E key/X Button/□ Button. When you shoot down a ship, the auto-pilot turns off and you have re-enable it to chase down your next victim. **Enable (hold)** gives you a bit more control. When you use the Brake control, the auto-pilot tracks your target. Release the braking and you can head in the direction of your choice. This allows you to exercise some skill, and makes it easier to flee.

Running Away

I've said elsewhere that in Now Man's Sky running away can be a plan, and the same is true when you are in space and being chased by someone who hasn't got your best interests at heart.

In the early stages of the game you can avoid some trouble by not firing at anything in space other than asteroids, and avoiding systems with a conflict level higher than 1. There is a tool that you can fit to your Starship which will tell you the conflict level of a system before you warp to it, but in order to build a Conflict Scanner, you need a Walker Brain, which you can normally only get by killing a Sentinel Walker, and that requires a high level of combat skills!

Even if you are in a trouble-free system eventually a low-level pirate may scan your craft and find something worth stealing. There is no point in stripping out your inventory to save yourself from interference – I've seen something as worthless as Rusted Metal defined as valuable cargo.

If you can duck into a Space Station, Space Anomaly or your Freighter, you will shake off the pirate. Warping can also be an option, but this may disrupt your current activity. Using a Pulse Drive at this stage won't shake the Pirate off in the long term.

Once the scan has locked on, you won't be able to use your Pulse Drive or Warp (unless you have the Emergency Warp unit fitted), and your maximum speed will be cut to around half. If you really do just want to run away – perhaps you have more pressing matters to attend to – then two escape routes are open to you. You can't summon your Freighter but you can summon the Space Anomaly and fly into it, but you may find the threat waiting for you when you emerge. If you use the Teleport you can definitely shake them off.

The alternative is to fly as fast as you can in the direction you were heading. You will see a small red arrowhead appear on your HUD, indicating the position of your attacker. Instead of turning towards or away, just keep flying, and the attacker should begin to fall behind you. Eventually your normal speed will be restored, and you may get a message that your Pulse Drive is back on line and you can fly out of

trouble. If you don't, try opening up the Galaxy Map, because it will them be possible to warp out of trouble.

So, that's running away. When you get to higher threat levels you might find it harder to shake off your attackers, and at the very high levels – particularly when fighting Sentinels – you might only get a window of a few seconds to enter the Anomaly or use your Galaxy Map.

Turn and Fight

Let's run through a simple battle using the Toggle Combat Auto-pilot setting. You are warned of a attack by two enemies, and a single red arrow appears. Swing your craft in the direction of the arrow and you should spot one of the craft. You may see a message saying "Out of Range", and if you do, hold your fire. Cycle through to your Rocket weapon and switch the Combat auto-pilot on. Your enemy has a double purpose indicator above it, the upper yellow bar showing the shield strength, the lower white bar the health. Once your target is in range, fire a rocket, switch immediately to the Photon Cannon and start firing. Their shield will start to break down first. Once it is destroyed, you can cause permanent damage, but if you fail to hit the ship for more than a few seconds, it will take the chance to recharge its shields.

With the auto-pilot keeping your heading on course, you can concentrate on firing and cycling. If your current target seems to start running, switch to the next ship rather than chasing it – it will come back.

Destroying one ship switches off the auto-pilot. Check the state of your ship before switching it back on. If you hear a message about shields being depleted, try to recharge them before you start taking hull damage. If you run out of resources, you should consider aborting the battle.

Flying fast isn't the key to fighting even if you decide not to use the Combat Auto-pilot. You might need to fly quickly if the target is out of range, but once engaged in battle, the other ships won't try to escape you. The game itself recommends you slow right down and face your oncoming enemy, and assuming your shields are full charged, you should be able to take out one ship without suffering significant damage.

If you do get a bit disoriented and aren't sure where the other ships have got to, fly at full speed in a straight line for 10 seconds or so, brake, turn, wait and, when your attacker is in range, fire.

Obstacles

One issue that may make fighting space battles with pirates difficult is the presence of Freighters, particularly the large ones. The pirates may be (accidentally) hiding behind them, or if they are attacking them, stuck in a loop flying around them. If you hit a Freighter instead of a Pirate, the Sentinels won't like it (unless you are in an Outlaw system) – they don't seem to understand the concept of Friendly Fire as an excuse. If you don't want things to get messy, fly way from the Freighters, and then try attacking from another angle.

Repairing your ship

During a multi-ship battle, you will probably have used resources to repair your shields. They will also automatically recharge if you avoid being hit for 60 seconds or so. The hull status of your ship will be repaired very slowly, so it's a good idea to avoid further combat for a while, dock the ship or land.

Death in Space

If you do have a bit of an issue and end up dying in space, unless you are playing in Permadeath mode you will be returned to your last save position, but with an empty Starship inventory. Your grave will be in space, where you met your end, and all you need to do to retrieve your goods is to fly through it. Hopefully it won't be too far away.

Combat Frigates

If you own a Freighter and it has an accompanying Combat Frigate, it may come to your assistance when you are attacked if the Freighter is in the same system. It won't win the battle for you, but it may take out some of your opponents. Try not to shoot it down!

Your Squadron

Once you have a Freighter and a large amount of Nanites, you can begin to recruit other ships to come to your aid during battles, or even just to fly in formation with you. Apart from unlocking the slots, there isn't any other cost. You recruit pilots that you encounter in Space Stations and Trading outposts, picking them for their talent. To manage your squadron, use the same terminal as you use to manage frigates. You can also upgrade your squadron ships.

The amount of help you get from the squadron isn't perhaps as much as you could expect. They will damage enemies, but not so significantly that you can leave them to their own devices and still win a battle, but they do help. You can summon or dismiss then from the Quick Menu, but they will automatically turn up if trouble is brewing.

Fighting Sentinel Starships

A minor misdemeanour will cause Sentinel Starships to come after you - initially at level 1. Shooting down their ships awards you with a variety of items, including Glass Shards which can be transformed into upgrade modules and then sold for Nanites.

If you decide to provoke a battle deliberately and there isn't anything else around to shoot, fire at the entrance to the Space Station – this brings them out, and they are cross and already set to level 4.

Whatever level they start at, once they start to fight you, they won't give up – just like the Sentinels on the ground. Each time you defeat an attack wave, they send reinforcements, giving you a short window in which to escape. The red dots top right of the screen show the level of attack. The higher the level, the less time you get to escape before the next wave arrives. Escaping them isn't possible by diving into your Freighter or a Space Station. If you land they will still attack you on the ground. However, the Space Anomaly gives you sanctuary if you can summon it

Welcome to the Mothership...

The final stage of suppression - Level 5 - brings in a Freighter sized Sentinel ship – but it's not a Freighter, it's a cross between an Aircraft Carrier and Battleship – sometimes called the Mothership. This level seems to test the fighting skills of the very best players. The Battleship can be damaged; there is an array of gun turrets down each side to destroy and they are susceptible to rockets. However, the Mothership keeps spawning new Starships.

As I write this I've been trying to destroy the Mothership all morning. I can take out the turrets, but can't find any soft point that would finish it off and return you to level 1. Returning to your own Freighter resets your shields, but when you go outside, it's still waiting. The received wisdom is that you can't destroy a mothership, and I have to agree. So eventually, you will need to run away, and at level 5 that normally means using your Warp Drive or boarding the Anomaly.

The inability to destroy a freighter is backed up by one of the Pirate missions, where you have to destroy a freighter. Once you have stripped it of all it's cargo and defence turrets, it just sits there, glowing red but not exploding. What's more, the mission dialogue indicates you can return to the Bounty Master as the mission is complete.

The following sections contain new information relevant to the patch

Derelict and Outlaw Space Stations

While on the subject of Spaces Stations, some will appear damaged. Before the Outlaws update, these were simply marked as abandoned, and the interiors were interesting but deserted. Now some of them seem to have been turned into Outlaw Stations, although Abandoned stations you have already visited won't be transformed. Whether or not you can still stumble across new abandoned stations I'm not so sure. I will discuss Outlaw stations when we look at the Rebel Star mission.

The Black Market

The introduction of Outlaw Stations means that you can buy Counterfeit Goods or Suspicious Items for cash. You can also acquire them by taking part in missions offered by the Bounty Masters that inhabit the stations. These items offer some opportunities to make money or acquire Nanites.

Trading Contraband

Hello Games made a feature of the profit margins for selling Black Market goods to regular Planetary Systems when they released the Outlaws update. There are risks in carrying around illegal items, as it opens you up to Sentinel Ships attacks, but this danger isn't huge if you are able to travel quickly or willing to fight back. You can't teleport directly from Outlaw Stations to law-abiding ones, but an easy work round is to travel to one of your own bases fitted with a teleport, where you can then sell the goods, or travel to any system where you have visited a Space Station, including Outlaw systems . You can also build a base in an Outlaw system, add a teleport and terminal there, and gain access to the Outlaw Market.

When the first version of Outlaws came out it appeared you could make around 150% on black market goods, and large quantities were available, but there was a bug in the system, and you made no significant profit on the sales.

The 3.87 patch fixed that, but I'm not quite sure it's right yet. When you look at the price you can sell illegal goods for when using a law-abiding terminal, it shows a value that is much higher than the Outlaw price, but the percentage gain or loss displayed is calculated relative to other normal systems. If you have made a note of the price you paid, you can see you are making the sort of margins described in the patch notes. Hopefully this will be made clearer in the future.

The other thing that the patch changed was a reduction of the quantities available for sale at Outlaw stations. I've yet to come across a Contraband Agent who has more that single figures of any item for sale, even at the first visit. The levels of stock grow back over time once you have bought out the current stock, but no faster than

Commodities do. So Black Market trading has high margins, but in comparison to trading between rich complementary economies, you can't make a lot of cash. This may be re-balanced in the future, but as it is, trading with Outlaws is fun, but you won't get very rich.

Suspicious Packets

These items have been around for some time as bounty for shooting down pirates or completing missions. When you open them in your inventory, you can find some very valuable stuff. Now you can buy them from the Contraband Agent. The cost isn't too high, and the rewards can be worthwhile.

You have a choice of three types of packets. **Goods** cost about 50,000 units and normally yield items of similar or lower value – you will rarely make a profit. However, some of the items are Commodities that will sell at a greater price if you visit the correct economy, and the packets can also yield rare items that are difficult or impossible to buy. I've been awarded Quad Servos, Walker Brains and Hadal Cores.

Technology packets are more expensive – about 75,000 units. The most common contents by far are Suspicious Upgrade modules for defence and mobility. These are somewhat potluck when you install them – often giving a disappointing upgrade to the technology that you apply them to. If you do install them, you are then stuck with dismantling them, and although the materials recovered can have some value, it rarely matches the price you paid for the packet.

The best thing to do with Suspicious Upgrades is sell them to Technology Merchants or Salvage Dealers. Each module will give you a minimum of about 60 Nanites, which isn't much, but if you have a surplus of cash, it's a good way of converting it so you can buy real S class upgrades, taking the uncertainty out of your upgrades. You also need large qualities of Nanites to own pets and squadrons and upgrade the Class of your Spaceships.

Sometime Technology packets contain items of greater cash value than the buying price.

The final type is Weaponry, with a price of about 130,000 units. The Suspicions Upgrades are for weapons installed in Multi-tools and Spaceships. Again, they sometimes yield valuable items, and in this case some of them very valuable.

Cloaks

If you are wondering how to add a Cloak to your appearance, you need to use the Appearance modifier and set your Backpack to the custom type 19, which was unlocked in the Outlaws patch.

Under a Rebel Star

This is a new storyline which qualifies as one of the Major Missions.

From the moment you finish the Awakenings mission, you become eligible to become a Pirate. If you were already part way into a game when the Outlaws update came out, it's not too late either.

If you have an Economy Scanner fitted to your craft, you can locate Rebel systems in the Galaxy map. They are marked with Skulls, and you can travel to Outlaw Stations and take part in illegal activities. Once you want to return to a "normal" life, you can use a fake passport to cancel out your negative reputation.

However, the best way to begin exploring the Outlaw worlds is by completing a mission which is an introduction to the world of the Pirate and also gives you a couple of rewards – a badge and a hood. You can complete it with just a starter ship and basic equipment. You don't need a freighter, a solar ship or anything else extra, and the chance to take part will occur shortly after you complete Awakenings.

While in Pulse drive in any normal solar system, you will occasionally be interrupted by "objects of interest". Sometime these are just traders, but they can be more interesting, and that's how *Under a Rebel Star* begins. You pick up a distress signal that points you to a Crashed Ship in your current solar system. When you locate the ship, downloading the logs reveals messages for you to "resist the red". Taking a Rendezvous Beacon triggers a Tamper Alert, which means you are attacked by Sentinels, but if you flee, these ones don't follow you.

You don't have to active the beacon straight away. I suggest you make sure you have a few warp cells on board when you do. The beacon will point to a Wrecked Freighter in space, but that's basically a trap where you are attacked by Pirates. How you handle the combat is a test of your skills. Even with a basic ship, it's possible to win. However, I suggest you make a manual save before activating the beacon, just in case you fail, and if you aren't very experienced in space combat, check out the tips in the Space Battles section of the book.

With the three pirate ships successfully defeated, you acquire some suspicious goods. Nothing then happens unless you use your Starship Scanner, when an invitation to travel to meet the rebels comes over the radio. I've always found this in the same solar system, but I've read of people that need to warp to a new system, so if you can find the location, try the Galaxy Map. You arrive at an Abandoned Building, where a terminal awaits to award you a Ticket to Freedom – which, when activated, gives you the co-ordinates to warp to a new Galaxy under rebel control, and dock with a rebel-controlled Space Station.

The Shroud of Freedom

To progress the Rebel Star mission, you will need to talk to 4 NPCs that are on the station. This unlocks an option in the Appearance Modifier. If you are using the appearance of an Anomaly, a new helmet type is available to you – the Shroud. The next step is to investigate the Station. You will need to converse with most of the NPC running the facilities before you can complete the Mission

Outlaw Stations

If you haven't visited one of these already, they look visually very different from normal stations but have Pirate versions of all the usual facilities.

Facing away from the entrance, the first active item on the left is a Teleport. However, there are restrictions – regular Space Stations can't be warped to. The reverse applies as well - you can't warp from law abiding stations to Outlaw ones either. However, this isn't much more than an inconvenience, as you can travel to and from either type of system from your bases, your Freighter or the Space Anomaly via Teleport.

Next comes a simple Weapons terminal, offering only purchase – you cannot upgrade them or buy regular upgrades. A Scrap Dealer has set out his stall to the right, offering the same stuff as those on normal stations. The Appearance Modifier is next, where you can fit your new Shroud or add a cloth cape (new in Outlaws) under the Backpack tab. This is possible at any Modifier – you don't need to be on an Outlaw Station.

The Station Core is on the back wall, and you use this to talk to the Voice of Freedom, but not just yet. Next on the right is an Exosuit upgrade point, and then a Contraband Agent, selling Illegal or rare goods. Check out the Black Market section of the Making Money chapter to see how to profit from contraband.

Suspicious Packets can be bought here, and when opened may contain valuable items related to the type of packet - Goods. Weapons or Technology. This can be a good way of converting cash into Nanites, as the Suspicious upgrade modules can be sold at any upgrade dealer for Nanites

You can also sell any goods you are carrying the the Contraband Agent, despite his name. Outlaw systems still have an underlying economy, so will obey the rules for Commodity pricing.

The Bounty Master isn't easy to see – you have to climb a set of steps to reach him. This is where you can take on piratical missions for great rewards that will risk your standing, but one of the rewards can be a Forged Passport. The Salvage dealer to the right sells suspicious upgrades for Nanites, and the final facility is a Starship Outfitter, to upgrade your ship or sell it for scrap.

You might want to check out the section about Black Market trading in the Making Money chapter, as it deals with making a profit flying from an Outlaw station.

Leaving the Outlaw Station

Once you have visited all the places market with a skull, you are free to leave. I suggest you buy some contraband before you do, as you can make around 150% profit when you get to the legitimate world. Climbing aboard your ship, you will not be allowed to leave until you are told to cover your tracks and use a Forged Passport at a regular station. You get one for free in the mission. Leave the station, open the Galaxy Map and warp to the marked station.

You don't want to hang about, as you are now a marked Pirate. Enter the station, sell any contraband and then present your Forged Passport to the Station Core. The mission is over, and you get a badge and the experience of pirating!