

# Addendum for Version 4.09 of the book and earlier

*These notes should be applied to any printing of the of the Guide to Companions and Later book and any printing earlier than 1\_09 of Version 4 and later.*

*Added to the Starship categories section of the Equipment chapter:*

The 4.2 update allowed you to acquire **Sentinel** ships. These are normally encountered when you have done something to annoy the Sentinels - run away into space from a ground attack, being caught in possession of illegal goods, or performed an act of piracy such as attacking a freighter or frigate. Owning one is worthwhile as they can be powerful, and have interesting flight characteristics such as being able to hover. They use special core technologies that take advantage of corrupted minerals for recharging, but can be fitted with standard weapon and upgrade modules

You don't need to complete a full scale mission to become the owner of a Sentinel ship. There are a number of ways of locating a crashed one to restore, the simplest, but probably not the easiest, being to defeat a Sentinel Mothership - see the Friends and Enemies chapter for details of how to proceed.

*Inserted into page 110*

## Corrupted Sentinels

You may have encountered Sentinels like these in previous builds, attacking settlements or protecting certain points of interest but as of the Interceptor patch they have taken over entire planets and now have some allies. You can tell if they are present by scanning the planet from space and then choose to avoid them or land to investigate. Their home planets are what used to be extreme worlds, but now they have unique looking minerals that yield special items, including Atlantideum, which is used to repair and restore some items. These worlds are also the location of Harmonic Camps, discussed in the Civilisation chapter

You will either find these worlds by accident, or when tracking down a crashed Sentinel interceptor in order to salvage it after a successful level 5 space encounter - see the section on winning the battle at the end of this chapter.

The types of corrupted Sentinels vary somewhat from the standard ones. There don't seem to be specific Repair Drones - any drone can repair any other. Nor have

I seen Control Drones. They do throw up shields, however. The first two waves consist of flying drones, after which a pretty tough Quadruped will join in. You will also find yourself being attached by Mini-Me versions of the Quadruped, which move quickly and come in groups.

Levels 4 and 5 consist of greater number of all three types. If you take care to collect the combat supply drops, you should be able to survive level 5, although destroying all the sentinels is quite a task. You are rewarded with the location of a salvageable Sentinel Interceptor if you do.

At least there aren't any Corrupted Walkers - or at least, not yet!

*I've polished up the Running Away and Turn and Fight sections of the Friends and Enemies chapter to take account of some changes to space combat:*

### Running Away

I've said elsewhere that in No 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 of valuables 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 before they get near you will evade a 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 you can fly into a Space Station if it is near enough or summon the Anomaly and enter that. It's not possible to enter your Freighter (although having it nearby will mean you benefit from it firing at the Sentinels with its gun turrets).

The alternative is to fly as fast as you can in away from the threat. 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 then 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 activate the Pulse Drive 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, 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. You can only damage the health when the shield is depleted, and shields can recharge. Once your target is in range, launch 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 some time, 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 has got to, switch off the autopilot, fly at full speed in a straight line for 10 seconds or so, brake, turn, wait and, when your attacker is in range, fire.

Once you have the resources to add a Phase Beam weapon to your ship, you should use that to break down the enemies' shields as it will be more effective and also recharge your own shields. Once the yellow bar has gone, use your Rockets and Photon Cannon

*Replace the last paragraph of the Friends and Enemies chapter with the following:*

### Welcome to the Mothership...

The final stage of suppression - Level 5 - also brings in a Sentinel Dreadnought. It looks like a Freighter but it's a Battleship – also called the Mothership. This level tests the fighting skills of the best players. In the past it was unwinnable and difficult to escape from

Before the Interceptor update you could not destroy the Mothership. Even with all it's gun turrets removed it would sit there and when you shot down all the interceptors it would spawn another wave.

The inability to completely destroy a Freighter is evidenced by a Pirate mission, where you have to destroy one. 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.

However, the 4.2 upgrade changed that - it's now possible to completely destroy the Sentinel Dreadnought When you start to attack it a damage bar appears and reports of the hull integrity flash up in the messages bottom right. It's a tricky job, particularly if you haven't got a well equipped ship of your own and the help of a good squadron.

During this battle its a good idea to repair any damage to shields and weapons inflicted on your own ship, to which end it is worth carrying some repair kits with you.

There are an array of gun turrets down each side of the Dreadnought which you should destroy first as they can deal out a lot of damage to your own ship. These are susceptible to rockets. Next you need to balance taking out the other interceptors while staying in sight of the main target - I've sometimes lost sight of it and not been able to find it again. If you destroy all the interceptors the Mothership may still spawn new a new wave, although I've not seen that in the Interceptor upgrade yet, so leave one ship remaining and go after the Dreadnought.

If you have powerful enough shields and keep topping up your defences, taking a number of long sweeping strafing passes reduces the hull strength to zero, resulting in a massive explosion. The alert level is reset to zero and you are awarded a very special item.

### The Dreadnought AI Fragment

If you examine the fragment and use the Search Archive command, the location of a crashed Sentinel interceptor will be revealed. It's probably a short warp away, on a extreme planet of some sort and will yield valuable sentinel scrap items. It can also be repaired and added to your fleet. This is in effect a mini mission, where you will encounter Corrupted Sentinels.

To make the ship flyable you need to find some special items.

- 3 Radiant Shards
- 1 Inverted Mirror
- 1 Harmonic Brain

Fortunately, they are all present on the current planet, although some may take a bit of searching or fighting for. Refer back to the section of this chapter about Corrupted Sentinels for more information.

*To Add to the Civilisation Chapter after the Sentinel Pillars section:*

### Harmonic Camps

You will find these on planets with Corrupted Sentinels, either by accident or the aid of an Echo Locator dropped by a Sentinel. There is a puzzle to solve to open the Corrupted Multi-tool cabinet and claim a Corrupted multi-tool, although this will need repairing. A jetpack blueprint is another reward that is available. Fighting Corrupted Sentinels is quite a challenge, described in the Friends and Enemies chapter.