

# Addendum for the Endurance Update

*The following replaces the Freighters and Frigates sections of the Equipment chapter:*

## Freighters

When you begin a new game of NMS, you don't own a freighter, (otherwise known as a Capital Ship), but it's possible to obtain one very early on, almost as soon as you finish the *Awakenings* mission.

The Fortitude update changed the layout and visuals of freighters and added a number of new features. If you are playing a game that acquired a freighter before the update the interior will have changed, although most if not all it should be present in a modified form.

Freighters are too large to be able to land on planets or enter Space Stations, and you can't fly them within a solar system. Their only means of propulsion is a warp drive. You can summon them from the quick menu though, which means you are able to position them somewhere more convenient – hovering just above a base or alongside a space station, for example.

Owning a freighter means you can dock up to six of your own spaceships in the hanger deck, with room for visitors with whom you trade. You can recruit frigates to carry out missions or add NPC spaceships to your squadron to assist you in space battles. You will find NPC crew wandering around the ship, although in normal circumstances only the Captain and Navigator have a purpose.

All of the useful features of a planetary base can be built within the construction areas of freighters. These don't require power facilities as they run off the freighter's own supplies. Facilities can also be added that mean you don't have to leave the safety of the freighter to scan a system and extract certain materials.

Freighters now have all three types of inventory slots, and you can build storage rooms on board, so they give you extra capacity during the early parts of a game where lack of inventory space can be frustrating. So, all things considered, you should acquire a capital ship as soon as possible.

## Get your First One Free!

The **Space Battle** mission appears after a fixed number of warps from the start of a game. Some people report that it can trigger after 4 warps, some that you have to have been playing for 3 hours, but for me it has started immediately after the Milestone "Warped 5 times" on all the occasions I remember. I don't think the first

warp that is part of Awakenings is counted towards that total, which might explain the confusion.

When you win the first Space Battle you are offered the rescued freighter at no cost, so a common exploit is to keep reloading a game save until you discover a high-status freighter and then claim that. If you decide to use this trick, try to equip your Starship with an Economy Scanner from the Space Anomaly, and only choose rich systems as the destination of your sixth warp, as that is said to increase the chances of getting a good freighter. Having said that, it can take you hours of repetitive gameplay to get a large S-Class example, so you might just want to get on with the game and accept the first decent freighter you are offered – an A-Class with 20 slots would be a very good result. It's not a huge problem to start a game with a C-class, though.

## The Space Battle

Before the sixth warp, make sure your ship is well equipped with Sodium or Starshield batteries to help you survive a battle. If you decide to respond to the call to save the freighter, you will need to engage a number of pirates – see the notes about space combat but at this stage I suggest you use a Rocket Launcher for a quick resolution. Watch out for Sentinel Starships that might already be defending the freighter because if you hit one of those, they assume you are a pirate and will attack you, as if you didn't have enough on your plate.

Once the battle has been won, docking with the freighter is very similar to docking at a Space Station – approach the light beams and your ship will be locked into autopilot and land inside. You need to leave your ship and travel to the flight deck, where the Captain will reveal the full specification. Class ranges from C to S as usual, and there are General, Technology and Cargo slots to take into account.

Adding new slots to freighters is possible, but there isn't a way of upgrading the class. Later in the game, when you have plenty of cash, you will undoubtedly stumble across a better freighter, and you can also hunt them down using coordinates that have been shared by other players on one of the Internet sites that discuss the game.

This same scenario plays out every six warps from now on. If you are interested in upgrading your current freighter you can accept the mission, and even if you don't decide to acquire it (for an upgrade price) you will receive a reward for performing the rescue.

## Freighter Layout

When you arrive at a freighter by spaceship you will land in the hanger area, where you may encounter NPCs and spaceship traders.

There are three rows of three landing bays. The raised areas between the bays hold a set of steps at the front, which you can use to get a high-angle view of the hanger and also reach the **Flight Deck**. In the centre of each area there now is a short-range teleport that transports you more quickly to the Flight Deck, where you will find the Captain of the ship. Talk to him to negotiate your reward for saving him from the pirates.

The lower level of the flight deck holds a terminal with four stations. Nearest to the Captain is a panel that allows you to manage your fleet of frigates and your Squadron. Going round clockwise, there is access to a **Galaxy Map** from which you can warp to other systems. Your ability to do this depends on the status of the freighter's hyperdrive, not of your Starship. Next is the **Upgrade Panel** where a quick glance shows that you can improve the freighter's tech or unlock new Freighter building parts. For this you will need **Salvaged Frigate Modules**. To add storage you need **Bulkhead Modules** and to repaint your Freighter you will need lots Nanites to spare.

The final station is manned by the **Navigator**, who can chart missions for your frigates to embark on. To begin with you will only own one frigate.

You can't make structural alterations to the flight deck, stairways or hanger area. Climb the green lit stairs behind the upgrade panel and you reach the building area. Making changes here is possible using the Build menu where you will find some Freighter parts already unlocked, but before you start modifying the interior it's worth checking out what is provided on the current freighter. Each one has a procedurally generated interior layout, and it might consist of items for which you don't have a blueprint but may be worth preserving.

## Freighter upgrades

One of the first tech items you should obtain with Salvaged Frigate Modules is a **Matter Beam**. Once fitted, you will always have access to the contents of your freighter via the inventory management system and, if you summon it to the same solar system as you, any storage containers you have built aboard. The exception to that is if you are in a system where you have a base that also has storage containers.

The Hyperdrive is upgradable, but not using Starship blueprints – you have to use **Salvaged Frigate Modules** to buy the freighter specific blueprints. What's more, if you want to enable your freighter to warp to Red Systems you will need Cadmium to build the upgrade, so you either need to already have the ability to warp to Red Systems or to have received it via a frigate or some other mission. The same holds true for Green and Blue systems.

A fully upgraded freighter hyperdrive has a range of over 2000 LY. Until you have upgraded the freighter you cannot summon it to a system to which the freighter cannot warp.

The **Interstellar Scanner** is a very useful upgrade, as it serves the same functions as the spaceship economy and conflict scanners. In the case of the spaceship conflict scanner, you need to acquire a Walker Brain, which involves some pretty tricky combat. If you have an Interstellar Scanner fitted to your freighter and use its galaxy map for your warps, you can make better choices of destinations without having to earn a Walker Brain.

A new device available for the freighter is the **Singularity Engine**. This allows you to travel through Wormholes, resulting in travel similar to using Black Holes. You ask the Captain to operate it for you. At the time of writing the only way to gain the blueprint is to take part in the Fortitude Mission, but I suspect it will be available as a general mission reward or from the Upgrade Panel once that mission is over.

## Expanding the Construction Area

There are a number of building parts that don't contain any facilities but help you make the layout more logical and aesthetically pleasing.

**Corridors** connect to any adjacent rooms, so that they automatically form left and right turns, T-junctions and crossways. Glass corridors give you a view of space from inside the freighter. Windows can also be fitted, which can block doorways into other areas. If you want to create some exterior areas an **Airlock**, **Walkway** and **Viewing Platform** are available. This makes local spacewalks possible but take care not to fly too far from your freighter as you will suffer from cosmic ray damage. The views are spectacular, though!

You can't use corridors to form open areas, as you will end up with pillars in the way. To that end, there are three empty "Expansion" rooms on offer, themed as **Technical**, **Industrial** and **Biological**. They form open areas when placed adjacent Facility Rooms with a matching theme. You can also use these to place freestanding items such as Save Modules, or fill them with furniture, trophies or other decorations.

A **Ladder** module allows you to build upwards, forming further floors in the building area, and there are also interior and exterior stairways.

**Legacy Parts** - You will find some old-style rooms available in the freighter building menu of older game saves. These allow you to continue building freighters using the styles of room spaces that may already exist in the layout.

## Base Facility rooms

There are a number of freighter-specific rooms to carry out the same functions as on a base, but with a different appearance.

The **Teleport** lets you travel to any other known teleport location, and since the Fortitude update, you will find your freighter as a destination at other teleports, so two-way travel is possible.

You can build a **Galactic Trade Terminal** room which lets you buy and sell items within the current solar system without visiting its space station.

A **Refiner Room** contains a three input refiner in which you can produce valuable or rare items from common ingredients. Many of the recipes are listed in the Refining chapter.

All the **Specialist Terminals** are available. The Artemis Missions make use of these to award you blueprints that you would otherwise buy at the Space Anomaly. They can be hosted on board your freighter should you wish you make that your main base.

**Storage Rooms** look completely different to those you can build in a base, but behave identically. **Hydroponic Farming** is possible on board, with two types of **Cultivation Room**, one with two beds, the other with four. They don't need additional power, but if you build a very big farm on board, you might reach the limit of the Freighter's power supply. Also note that all the Biological rooms contain planters that can be farmed for carbon by operating the blue buttons in their vicinity.

The **Nutrition Room** provides cooking facilities, and you can also build an **Appearance Modifier** room.

## Freighter specific features

**Fleet Command** rooms are used to communicate with frigate missions and debrief them on their return. I'll talk more about frigates shortly.

A **Scanner Room** allows you to scan all the planets in the current solar system without flying to and landing on them individually. This can save a great deal of time when you are searching for specific planetary types and helps you earn Nanites when you upload the data.

A **Stellar Extractor Room** harvests various useful resources from the current solar system. The quality and type is dependent on your location, and you may collect Chromatic Metal or one of the three useful gases Nitrogen, Radon or Sulphurine. The extraction rate is pretty slow at 15 units an hour, but you can build a large number of the rooms if you have the space and materials.

## Upgrading your Freighter

The important new “currency” is now **Salvaged Frigate Modules**. There are four regular sources of these. The safest is as loot from any frigate missions that you send out, so I suggest you start doing that as soon as possible. The reward rate is low however, particularly if you don't have many frigates. If you are impatient to upgrade your freighter then you might want to use some of the following sources:

You can often find Salvaged Frigate Modules in the cargo pods of other freighter fleets. Get them in the sights of your starship to find out the contents. You will find that a small percentage contain these modules, and you can destroy the cargo pod with a single rocket or a few bursts of fire to loot the contents. Piracy has two downsides. Your standing with the system's domination race will take a hit - see the chapter on Races and Guilds for more information. Also, Sentinel starships will be alerted, and if you hang around too long you will find yourself embroiled in a battle with the authorities. If you are up for a fight, you can collect some pretty useful loot this way, but swiftly returning to your own freighter is a good way to end the ensuing battle.

Another predictable source is aboard **Derelict Freighters**, where some of the large blue storage crates will contain them. You will normally need an **Emergency Broadcast Receiver** to locate derelict freighters, and a decently equipped Multitool to explore them safely. More information is contained in the Salvage chapter

**Crashed Freighters** on the surface of planets have buried cargo pods to loot, and modules can be one of the rewards. Salvaged Frigate Modules may sometimes be a reward for completing piracy missions

## Freighter Exchanges

If you do decide to exchange your freighter for a better one, it will inherit the interior layout and contents of the old one. If you are using it as a base, that will include the Storage Containers, Refiners, Teleport and Galactic Terminal and other tech.

This makes using a freighter as your main base a more attractive proposition. In particular, adding a large hydroponic farm will make you a more mobile explorer.

## Freighter Storage

To upgrade the main storage, you can also acquire **Cargo Bulkhead Modules**. They can be returned by frigate missions or by exploring Derelict Freighters, . Adding Storage Containers is a quicker route to expansion, as they can be accessed from the Inventory menu even if you aren't aboard your freighter, as long as it is nearby and has the Matter Beam fitted.

## Freighter Class

There are four parameters that have a bearing on the class of a freighter. Perhaps the most important is Hyperdrive range. When exploring it's a good plan to use the freighter to warp, so when you arrive in a new system you won't get jumped on in a battle. The six warp upgrades free up the tech slots on your starship.

Freighter Upgrade Modules are sometimes available that improve the efficiency of the freighter or the frigate missions you send out.

## Frigates

Your new freighter will have a single frigate. You can recruit more by looking for green markers when in interplanetary space and in the presence of other freighter fleets. Get close enough and you will be hailed by frigates that can be bought. Try to buy a good mix of types so that you aren't limited to the type of missions that you can carry out successfully, but don't hold out for A or S Class frigates because they will all improve their class as they work for you.

You can check out the state of your fleet at any time using the **Manage Fleet** panel on the flight deck. Even when they reach S-Class, frigates will continue to improve until they reach the maximum rating of 35 for their speciality, at which point the “percentage to next level” graphic will cease to show when you inspect them. You can own a maximum of 25 Frigates.

You need a **Fleet Command** room for each mission, but you can send up to five frigates on each trip. When you build and calibrate a fleet command room you are given the blueprint for Frigate Fuel – 50 Di-hydrogen and 50 Tritium for 50 tonnes, up to 200 of each for 200 tonne fuel cells.

Frigate missions are allocated by the **Mission Specialist** and you can choose between type, distance and difficulty level. Fuel requirements depend on the type and number of frigates and the distances involved. The choice of types are **Trade**, **Exploration**, **Industrial** and **Combat** which corresponds to four of the Frigate types. **Support Vessels** are also available to strengthen the overall rating of a fleet. The other type of mission is **Balanced**, which is a good choice early in the game when you most likely will have a small, mixed fleet.

You can strengthen the chances of high rewards by adding **Mission Upgrade Modules** – either collected from destroyed Sentinel starships, or crafted once you have acquired the blueprints from the Upgrade Panel. There are five types of upgrades, which have a one-off effect of adding to the likelihood of good results for Trade (Mind Control Device), Exploration (Holographic Analyser), Industrial (Mineral

Compressor) and Combat (Explosive Drones) Missions. The **Fuel Oxidiser** speeds up the mission.

The stronger the fleet you send on a mission the less likely it is to sustain damage, and there is safety in numbers. A single S type frigate seems more likely to sustain damage than a large group of a lesser class. A damaged frigate will contact you via your communications channel and ask if it should return or continue. Just because a frigate is damaged doesn't mean it can't continue on a mission - you can even send it out on another mission without repairing it. The more damaged a Frigate is, however, the more the likelihood of it being completely lost increases. If you have ended up with an unbalanced fleet or decide to concentrate on a single type of mission, then you can deliberately choose to lose a frigate rather than repair it. It's also possible to simply dismiss a frigate from your fleet to make space for more interesting ones.

## Mission Rewards

On return from a mission the icons in the Fleet Command rooms will change colour from blue to green for intact frigates, red for damaged frigates and any destroyed frigates will display as black. Debriefing involves reading a list of activities and rewards. Frigates unload most of their spoils into the Freighter inventory, although some rare items will end up in your Exosuit. You will need enough inventory space, otherwise you won't be able to begin the debrief.

I've read various bits of advice about what sort of missions to accept in order to recover certain types of rewards but having documented hundreds of missions I can't see a strong pattern. The two most useful items are Salvaged Frigate Modules and Storage Augmentation – and I've been rewarded these on all types of missions I've sent my Frigates on.

## Visiting and Repairing Frigates

Frigates that aren't on a mission will be found in formation with your freighter. There are two ways to visit. The original method is to fly to them and use one of their landing pads. As you land you will be hailed by the Captain with information, and he can mark the location of any damaged panels.

It's now possible to teleport to frigates directly from the Fleet Management panel. You and your ship will materialise near a communications panel where you can talk to the Captain, and you will also find a local teleport which you can use to return to the freighter.

Repairing frigates requires locating the broken panels and charging them with small quantities of the correct materials. These can include Ferrite Dust, Gold, Oxygen,

Platinum, Pure Ferrite, Silver and Tritium. It can be quite a slog finding the panels in need of repair and numbers can vary. Don't be tempted to use your Jetpack, as falling into space is lethal! Once fixed, you can then return to your freighter via the teleport or use your spaceship to return or visit another frigate.

Visiting an undamaged frigate may reward you with a service. Combat frigates are on standby to join in with any space battles you get embroiled in, sending out their own craft to help out, but don't offer you any other reward. Explorers offer to scan the current system and locate places of historical or other interest. Industrial frigates will have some harvested minerals to give to you. Traders have units to give you and Support Vessels provide surplus fuel in some form.

Once the initial interest of exploring the Frigates has passed, I suggest you avoid attempting missions with under par fleets – send out in groups rather than individuals, and avoid 3 star or above missions until you have some S-Class frigates to take part and shield the rest of the fleet.

## Squadrons

You can recruit up to four pilots and their ships to help you in any fight. There is no cash cost but you need to spend a lot of Nanites to unlock all 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 your 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.

*The following is an addition to the Equipment chapter:*

## Living Frigates

A whole new class of frigate was introduced with the Fortitude update. These craft resemble Living Ships. To acquire them first you need the blueprint for a Living Aerial, which can be awarded by a normal frigate mission. There may be other sources, but at the time of writing, none have come to light.

Once you have the blueprint and gathered the required resources (Living Glass and Faecium) if you take one into space and then activate your warp drive, the device will tune into the location of a frigate. Once found, you enter into a dialogue in which it asks you questions which influence its abilities. You can then recruit it to your frigate fleet, where it can take part in regular missions.

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The living frigates reward you with both regular rewards and upgrades for your living ships. You don't repair them; instead you feed them organic or cooked matter which helps them grow and can transform their features.

*The following are additions to the Building Chapter:*

### Manual overriding of Automatic Building

You may not want the walls and other parts of basic structures to be chosen automatically for you. Parts that have "hidden" variations show a two-bar symbol (like a Pause button) top left of their icon. If you press X/D-pad Down when hovering over these parts, all available options will be displayed, typically Base/Middle/Top variations. You can then manually select the variation that you want to build with. You collapse the extra choices with X/D-pad Down again.

### Toggling Build/Edit mode

I skipped this icon because it needs a longer explanation. When you switch to **Edit** mode the choices change to the following:

**Swap** opens up a grid with a full choice of parts that are direct replacements for the currently selected one. Click on one to change the selected part to your new choice.

**Move** lets you pick up an item, and then toggles you back to Build mode, so you can place it elsewhere. **Duplicate** loads the Build menu with the selected item and toggles back to Build.

The most likely choice will be **Delete**, which does just that. If at any time you decide that you have placed something incorrectly, you can delete it and get back all the resources used to make it.

As you look around, the item you are about to delete is shaded, and you remove it with the same key as you used to place it.