

when you reach the void egg, youll notice a small blue dot sitting in the corner of the screen. this is your newly-found portal. and you can click it to begin your exploration of the game. because the map is generated on the fly, you cant expect to find your way to a new destination in just a few clicks. instead, the jump will take you to the closest uncolonized point in the galaxy. once you reach this point, more portals will open up on your map, one after the other until you find the target youve been looking for. as you travel, youll notice a small blue dot appear over some portals. these are already marked for you, but more are added with each new portal you use. you might also notice large blue dotsshow up on your map. these mark the areas where your fellow players will find the next portal in which to travel. you cant track these dots but a balloon will tell you when an area has been found. its not uncommon for you to see players race to be the first to mark a new portal after yours, and if no-one does, you can call out a portal name and any player will be able to find the portal for you. the easiest way to find a portal is for other players to mark one for you, as the markers will draw to you and home in on you once you reach a marked portal. you can always call out a name and list whatever it is youre looking for in the comment area and hope that some players notice it. enterprise class frigates are not very useful in space warfare. their buffed rate of fire is not worth the increase in shield total. they dont shoot at long ranges, their armaments and hull strength are not great, they have no warp or ion drive, and they can be destroyed by just a few well-placed phasers. the only real way to make them anything other than cute would be if their shield generator damage bonus was buffed to compensate for the extra shield. so we start with a few different enterprise class frigates of these various shipyards. the assault-brigade for the republic or cyrodiil:

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No Mans Sky NEXT-CODEX

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