

MINING

QG-03

Workflow, default keybinds and ship data from the 4.10 game data. Anything not in there is marked as open below – no estimates, no prices.

WORKFLOW

1 SCAN

Scanning mode, ping

→

2 FIND ROCK

Fly to the signal

→

3 ANALYSE

Read the scan values

→

4 FRACTURE

Mining mode, laser

→

5 EXTRACTION

Collect the fragments

→

6 CARGO

Ore pods

→

7 REFINERY / SALE

Refine, sell

Order as in the BalduursGATE Academy guide “Mining – from scan to cargo”. Not yet confirmed in game step by step.

1 · SCAN

Toggle Scanning Operator Mode

V

Activate Scanning

LMB

hold

Scanning Angle + / –

MWHEEL

↑/↓

Activate Ping (Hold & Release)

TAB

hold

MFD - Set Page - Scanning

NO DEFAULT

2 · FRACTURE

Toggle Mining Operator Mode

M

Fire Mining Laser

LMB

tap = toggle, hold = active

Increase Mining Laser Power

MWHEEL

axis

Decrease Mining Laser Power

NO DEFAULT

Toggle Laser Beam (High / Low)

L-ALT

+

4

Activate Mining Module Slot 1 / 2 / 3

L-ALT

+

1

/

2

/

3

Mining Mode Actions (PIT)

L-ALT

+

M

“Increase power” is bound to the mouse wheel axis by default;
“decrease” has no keyboard/mouse binding of its own.

3 · EXTRACTION / CARGO

Switch Mining Laser

L-ALT

+

LMB

Jettison Cargo

L-ALT

+

J

“Jettison Cargo” is bound by default – do not trigger it by accident.

Whether “Switch Mining Laser” changes from fracturing to collecting is not yet confirmed in game.

SHIPS (4.10 GAME DATA)

- MISC Prospector: 1× mining laser size 1 · stock Arbor MH1
- Argo MOLE: 3× mining laser size 2 · stock Arbor MH2
- Drake Golem: 1× mining laser size 1 · stock Pitman
- All three: stock quantum drive fitted.

MODULES (BLUEPRINTS)

- ID “active”: Clearcut, Stampede
- ID “passive”: Deluge, Torrent MK3, Overrun
- Effect: not in our data.

REFINERY

- 9 methods: speed fast / normal / slow × care careful / normal / wasteful.
- Times, costs, yield: not in the game data – no values here, no prices either.

NOT YET VERIFIED (4.10)

These terms belong to mining but are not confirmed from the 4.10 game data. We will explain them only after our own test:

- Resistance
- Instability
- Optimal Window
- Overcharge
- Consumables – mining consumables
- SCU / Cargo – capacity of the ore pods