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COMMUNITY

THE EVE-ONLINE COMPENDIUM

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THE EVE-COMPENDIUM



ONLINE

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MASTER ENTRERER'S COMPLETE NEWBBS GUIDE TO STARTING OFF IN EVE-ONLINE.



Introduction:

Eve-Online is, in my opinion a much more complex MMO then many others, so it does tend to have a fairly higher learning curve. This guide will give new players the gist of what to do in the first few days and weeks of starting a character in Eve.

Please notice the words "starting off" in the title, this guide will not hold your hand all the way into late game, its just meant to teach you how to get your character off the ground in areas such as -- Making your character, Making Isk, Setting up your first ships, and other basic concepts.

Also keep in mind that I'm sure that there are people that will disagree with some of the ideas and suggestions in this guide. As Eve tends to be more complex in many areas then in most MMOs there are many times in which the answer to a question will be "It Depends". One example of this is to a question I here very often from new players. "What is the best (insert ship type)?" The answer. . "It depends"

Depends on what? The situation, and your skills mainly. Say you wanted to know if you should choose a Thorax or a Vexor for your next Cruiser and you ask "Which one is better?" In this case it depends on your skills. There are different weapons skills you can have such as Missles, Gunnery, and Drones. If you have high drone skills the Vexor would be the ship for you, while if you have high gunnery skills the Thorax would serve you better. But thats enough about that for now onto the real guide.

Part 1 -- Making a Character, well.

There is a difference between making a character and making one WELL. This isn't WoW where you just throw together a character and most of the choices are made after its created. In Eve some of the most important choices you make are made right here, at the beginning.

This may mean restarting your character in order to get a better start. Trust me, its better to do this sooner rather then later, making your character well in the beginning will pay off in the long run. Now we will break making a new character into steps.

1. Decide what the character is going to do. Are you going to be combat oriented, making your fortunes with guns blazing? or do you want to aim your turrets at some juicy asteroids, mining masses of valuable ore and either selling the ore or perhaps manufacturing goods to sell at a profit? Then again you could go the way of the trader and look for those lucrative "Buy low sell high" chances in the markets of Eve.

All of these choices are viable ways to make a living in Eve, some pay off in late game more then early game but none the less all can make you money. So it is important to know what way you are going BEFORE making your character.

2. Choosing your Race. In Eve there are 4 races. The Amarr Empire, The Minmatar Republic, The Gallente Federation, and The Caldari State. I will not go into their histories as that is not the point of this guide.

If you have chosen the path of the Industrialist and wish to mine, there is little difference in what race you choose as the biggest mining ships, called "Mining Barges" and "Exhumers" are a non racial ship so you get the same bonuses no matter what race you are.

Now if you have decided to be a combat pilot the choice in Race makes a MUCH bigger difference as each

have very unique fighting styles. I will briefly outline each race one at a time.

-The Amarr use energy weapons that never need ammo. This can be very nice as you will never need to store ammo in your cargo hold and you will not need to go back to a station to get more ammo since you will never run out. A disadvantage to the Amarr however is that all their weapons do EM/Thermal damage and while that may be good for taking out an enemies shields (shields are inherently weak to EM) its not so good for taking out their armor (Armor is inherently strong against EM). (DO NOT take this to mean the Amarr are not a good choice, the Amarr excel at large Battleship slugging matches and other areas, every race has a way it can be used in just about any area of game play.)

-The Gallente don't rely just on their guns for power as they wield powerful groups of drones to fight for them as well. This gives them the same advantage as the Amarr in the way that your drones do not require ammo. But the Gallente are not limited to only drones, they can field powerful Hybrid weapons that fire charges that primarily do Thermal/Kinetic damage. This tends to be a better overall combo of damage types then the Amarr. (My personal opinion is that The Gallente are the best all around race for being able to dabble in just about any area of Eve. But thats my opinion.)

-The Minmatar use projectile weapons that don't require energy from your ships capacitor to fire allowing them to use their energy to keep their ship alive longer. Also this brings us to one of the biggest advantages of the Minmatar. Their ammo selection is huge. With the Amarr you only fire EM/Thermal, Gallente fire Thermal/Kinetic. But the Minmatar have different ammo types to do just about any kind of damage you need. Example of usefulness would be if you are engaging an enemy that you know has low resistance to Explosive damage you just unload your ammo and throw in your explosive ammo and go to town on his exposed resistance.

-The Caldari use a myriad of different missiles, rockets, and torpedos to rain death down on their enemies. Like the Minmatar the Caldari have a decent selection of missile types to do different types of damage allowing you to find and exploit resistance holes in your enemies defenses. I may point out that the Caldari are considered to be very good at PVE combat.

2. **Your Bloodline** comes next, think of a bloodline as a subrace. The main things a Bloodline does is it alters your starting attributes and determines some of your starting skills which can have a large impact on how you start. Some are high in Perception/Willpower, some Intelligence/Memory and so on. Some of them will be geared toward weapons or perhaps Mechanic or what not, while others might be more aimed toward less combat oriented skills. This is a very important choice as it will have huge effects on how fast you can learn certain skills as well as if you start off with combat skills or industrial skills.

Each skill in Eve has a Primary and Secondary attribute governing how fast you learn it. The higher those two attributes the faster you learn the skill. Most people go with one of these two groupings of attributes.

Perception/Willpower: Using this combo will allow you to learn Spaceship Command, Gunnery, and Missiles more quickly. So in other words you would be able to get into the next ship of your dreams a little faster and you would be able to train the weapons skills for it quickly too. But as you will have lower other attributes you would not be able to learn your support skills as quickly. I may point out that just cause this sounds like its going to make you uber faster doesn't make it so. You're support skills are JUST AS IMPORTANT as your weapons and ship skills. In fact they would be more important then the ship skills in some ways.

Intelligence/Memory: This combo would allow you to learn Electronics, Engineering, Science, Mechanic, Industry, and Learning faster. So while it will take you longer to get into that nice new Battleship, you will have plenty of support skills to back it up once you do get it. Your capacitor will last longer (Engineering), your armor will hold better (Mechanic) and Science leads you down many roads, one of which is implants which are another thing that can use to yet again increase your attributes. One very important thing to note is that your learning skills are in this grouping. Learning skills increase your attributes even further (+1 per skill level) and getting them up early on is one thing that most people in Eve will not disagree on.

It is also worthy of mention to say that NOT ALL skill groups follow these two combos. Such as Drones which uses Memory/Perception. Trade uses Charisma/Willpower and Social which uses Charisma/Intelligence.

For the record books, be wary of using a high Charisma character. The uses for Charisma are more limited then the others and normally center around Trade and running Missions for NPC agents. If you are making a Mission runner or a Merchant, looking for those Buy low sell high chances mentioned earlier then this may be the route for you, but in all honesty I don't think that would be your best choice for a first character.

It should be mentioned that there are those that believe a balanced setup is the best. Making it so most

skills train at roughly the same pace. The choice in this area is up to you.

This all may sound confusing but when you really get into the game its simple. If you are still confused about this then just read the rest of the guide and then make your character, you can try to contact a more experienced player to help you. But anyway, on with the guide.

After you choose your Bloodline you are given free attributes to allocate where you wish. You should use these in cooperation with the attribute combo you have chosen. So in other words if you are going Memory/Intelligence and you chose a bloodline going down that combo you shouldn't put your free attributes on Perception/Charisma or something like that.

Now, basically you are left with 3 things. Ancestry, School, and Specialization. These again decide starting skills that will determine whether you start with combat skills or industrial skills.

Part 2 -- I Have A Character!!What now?

Well there are a few things you must do at this point. The first of which would be to start a skill. Probably right off the bat you would want to start to train for a Frigate class ship so you can get out of the Newb Ship you start with. Once you have a few levels of Frigate you can decide where to go. I personally went for Destroyer after that, as it has more guns and is a little more durable then the Frigates and 99% of the time you could have one by the end of your first day or maybe the second. Or you can go for a combo of learning skills and support skills.

What I did was I went back and forth. I would get a level or 2 of my basic learning skills as the first few only take minutes to learn and then get my Frigate skills up to where I could get Destroyer. Afterwards alternating between support skills such as Mechanic and Hull Upgrades and then back to a few more levels of Learning. Once you have all your Learning skills to level 4 you can get the advanced Learning skills which yet again increase your attributes by +1 per level.

Now once you have your learning skills up a little and your support skills up to where you can outfit your ship decently well I would then proceed to train up for Cruiser. (Some go all the way to Cruiser before seriously training support skills) Once you get Cruiser you will want to get at least level 4 of it fairly soon as it will be your main ship type for a little while.

That is as far as I'm going to go into skills here cause by this point I will hope you have linked up with a corp that can help advise you on where you ultimately want to go. You could pilot big Battleships for large front line battles, or you could choose to fly an interceptor and run circles around the bigger slower ships. There are many choices to make and this is only meant to be a basic guide so for further skill advice talk to an experienced player.

Next I would suggest doing the tutorial missions. They do a decent job of getting you settled with the controls of the game, make you a few isk, and get you a nice shiny frigate to get you out of that newb ship.

So, you want to make some Isk (Interstellar Credits) huh? In the beginning there are two main ways of doing this.

Missioning: Each NPC corp in Eve has agents that you can run missions for. You overall probably make more money doing this right off then you would Rattng. As when you go to an agent and get a mission you get paid for doing the mission, you get a bonus reward for doing in in a timely manner, you get the bounties for the ships you destroy, and you get the loot from the ships that you can sell. But also, doing missions will open up "storyline missions" in which an agent will contact you and give you something to do and in return you get a few bucks but as a bonus you often times get implants, which were touched on earlier as another means to increase attributes.

Rattng: In each system there is a certain amount of asteroid belts. In the asteroid belts you can find NPC pirate spawns which each have a set amount of Isk you get for killing them (the bounty) and you can loot the ship and take whatever is left. The main thing this has over missioning is you are not stuck on a time table and you can stop whenever you want. Also if you find a nice system that doesn't have a lot of ratters and it has some good spawns it is possible to make more money then missions. Also in lower sec areas you have a chance of finding faction spawns which often times carry very expensive loot that you can sell for mucho isk.

Ok so choose what you wanna do.

Ah, so you wanna rat? Excellent choice! Here is how you start.

Pull up your map and go into the map options and find filters and then filter the systems by Security Status. Find a system that is .7 or lower as rats will not spawn in 1.0 or .9 systems. The lower the security rating the higher the rats bounties will be worth and also the better the loot.

When looking for a system to rat in, DO NOT go into systems with a security rating of .4 or below (when you try to gate at a system .4 or below you will see a pop up warning you that you are about to enter a dangerous system). In fact I would not wander into low sec space till you have at least a Cruiser with decent support skill and some experience playing under your belt (unless of course you are lucky enough to join a corp/alliance experienced in low sec that can hold your hand).

For those not confident in their ability to avoid getting blown up, may I suggest using a frigate for a while. If you lose your frigate you're only out a little isk, lose a cruiser and that 5mil+. For vets 5mil is pocket change but to a newb, thats a good chunk of change.

In systems that have a security status of .5 -1.0 you are protected from player pirates by a corporation called CONCORD. They act as the police of high sec systems and will attack with extreme prejudice anyone dumb enough to attack you in these systems.

Note: This does not mean that you can't be killed by a player in high sec space. Its the same as if a bunch of friends came to your rescue, they might not get there in time. What it does is it makes it so most people will not want to attack you here as they will soon after find themselves being ejected into the cold unforgiving space, less one ship.

But anyway onto the meat. Once you find a system to rat in, preferable one with as many asteroid belts as possible you just start warping from belt to belt and open fire on the filthy pirate scum! Loot and repeat.

Oh I'm sorry. You didn't want to rat? Well then here is how you find a missioning agent!

Missioning is a little more complicated then ratting but is fairly simple once you get into it.

Lets say you want to do missions for the Federal Intelligence Office (Thats a Gallente corp). You would open your "People and Places" window from the menu on the left and select "corporation" from the drop down box. Then type "Federal Intelligence Office" in and search. Once you find it right click it and open its info and you will see a bunch of tabs, you are looking for the one that says "agents" this will show you a list of all the FIOs agents listed inside other tabs that describe the type of agents such as Intelligence, Security, Command and so on. These tabs are important as they will determine what kind of missions you will be doing. Here is a list of what the different types give you for missions.

Accounting: 100% Courier
Administration: 50% Combat, 50% Courier
Advisory: 34% Combat, 66% Courier
Archives: 5% Combat, 90% Courier, 5% Trade
Astrosurveying: 40% Combat, 30% Courier, 25% Mining, 5% Trade
Command: 97% Combat, 3% Courier
Distribution: 5% Combat, 95% Courier
Intelligence: 85% Combat, 15% Courier
Internal Security: 95% Combat, 5% Courier
Legal: 50% Combat, 50% Courier
Manufacturing: 5% Combat, 95% Courier
Marketing: 5% Combat, 95% Courier
Mining: 5% Combat, 85% Courier, 10% Mining (II)
Personnel: 66% Kill, 34% Courier
Production: 5% Combat, 95% Courier
Public Relations: 34% Combat, 66% Courier
R&D: 0% Combat, 50% Courier(S), 50% Trade
Security: 90% Combat, 5% Courier, 5%Trade
Storage: 5% Combat, 95% Courier(L)
Surveillance: 95% Combat, 5% Courier

So lets say you now want to do combat missions, you would open the tab of the agent type you want, namely Security, Internal Security, Surveillance, Command or any of the other ones with a very high percentage of Combat missions. Once you click that it will pop open with a list of agent names and some other information, here is an example of what you will see.

Carane Poi, Level 1, Quality -19
Location Renyn IX - Moon 4 - Federal Intelligence Office Logistics Support.

The top line shows you the agents name, the level of the mission and the quality. You are at first looking for, most likely, a level 1 agent but you want the highest quality you can get as this will equal more rewards for you. In the example above the quality is pretty low -19. You would want to see if there was a different agent with say maybe a -5 or if you can even a positive number, at first this may or may not be possible. You might have to take what you can get and do missions for him a few times. As you do missions for that corp your standings with them will increase and more Agents will open up to you pretty fast.

One last thing about missions that really set them apart from ratting is that when doing missions you get awarded Loyalty Points (LP) along with your isk reward. The LP can be spent along with isk in the LP Store of that corp. You can get implants, skills, and even very powerful faction ships that would normally cost you much much much more. The higher the level the better the LP.

Also worth noting is that there are skills you can learn that will increase your standings, the amount of isk you get, as well as how much LP you get.

Part 3. Awesome!! . . . So how do I setup my ship?

Well this depends on things including your race and what skills you have. Since you are just beginning and don't have a lot of support skills your choices in the beginning will be limited. Here is a short list of support skills you REALLY want to get up to level II or III asap in order to be able to get a complete basic setup on your ship.

Mechanic
- Repair Systems
Hull Upgrades
Engineering
Energy Management
Navigation
- Afterburner
Propulsion Jamming (requires Electronics III and Navigation II)

That pretty much covers the basics unless you are a shield tank. . . Whats a shield tank you say?

In Eve there are 4 types of tanks.

Shield Tanks: Basically this means you concentrate your repair and resistance boosting efforts on your shields. So a shield tank would have things like Shield Boosters and Shield Hardeners in order to keep their shields up in combat.

Armor Tank: An armor tanker puts his repair effort to, you guessed it, the armor. The shields of the ship are simply a free damage buffer allowing him some time before having to turn on his tank. An armor tank would have things like Armor Repairers and Armor Hardeners in order to keep his armor repaired.

Structure Tank: This is a foolish way of tanking with few uses and I personally don't know anyone that does it. It would involve using Damage Controls and Structure Repairers to keep your structure up, but as your structure is the last line of defense between you and a very short trip back to your home station its not a very good idea. That and, the structure repairers aren't as efficient as Armor and Shield repairers.

Speed Tank: I'm by no means an expert at speed tanking but, it has nothing to do with repairing or hardening. It has to do with moving fast and in such a way that the enemy can't land a hit on you in the first place. An example of someone that would use this is an interceptor pilot.

What determines what type of tank you are actually depends on the ship you are flying. But for the most part if you are Gallente or Amarr you will probably be an Armor Tank (though its important to note that some Gallente ships can shield tank well), if you are Caldari you will most likely be a shield tank. And Minmatar have a number of both types.

So thats the rule of thumb, heres the more technical explanation. Whether you are an Armor or Shield tank comes down to how many Low or Middle slots your ship has. Since everything having to do with repairing your armor or boosting its resistance goes in a low slot, if you have more lows then middles you are an Armor tank, and if you have a lot of mids, you are a shield tank.

Now, I suppose I should tell you that there are 2 other types of tanking that go along with the ones I just showed you. They are Active and Passive.

Active tanking means that you have hardeners and repairers that you must turn on once battle has commenced.

Passive tanks on the other hand work by boosting your resistance and increasing your ships ability to automatically regenerate its shields in order to negate your enemies damage.

Well then, now that you are an expert on tanking, if you happen to be a shield tanker you will need these additional skills for a basic setup. (keep in mind that these skills are still useful even if you are not a shield tank and you will want them up anyway)

Shield Operation
Shield Management
Shield Upgrades

All those support skills (and then some) you will want to get up even further, I especially urge armor tankers to get Hull Upgrades IV asap (level IV takes about 4 days) as that is when you can use real armor hardeners and not just Nano Membranes.

Alrighty then, now that that is out of the way lets learn how to setup a ship. There are many ways to setup a ship, some focus more on damage while other focus more on taking damage. So I'm not going to show you a setup. I'm gonna give you the basic understanding of what you are going to want in one.

First the armor tank. Armor tanks want an Armor Repairer, and a couple modules to increase resistance. If you only have Hull Upgrades II or III this will mean using Energize Adaptive Nano Membranes. They give less of a resistance bonus then Armor Hardeners but on the plus side they don't have to be turned on and therefore do not take capacitor.

Now, if you happen to have Hull Upgrades IV then you will want Hardeners. But since they only increase resistance to 1 type of damage rather than all you will have to use the hardeners that are specific to the enemy you are fighting, you can find the list of what damage types are done by what factions in just about every other persons bio but for the heck of it I'll include it at the end of this section.

If you have left over slots you can either add more resistance by adding another membrane or hardener, or you could use a Damage Control Unit. Or, you can put on some mods that increase your damage.

In the mid slots you will probably have an Afterburner in the first one and possibly a webifier then you will want cap chargers in the rest.

High slots can be whatever you want. Just make sure to stick with the weapons you get a bonus for. i.e. if you are Amarr don't be using Hybrid Weapons and so on.

Now for the shield tank.

Ok, you obviously want a shield booster. Now if you have the needed skills perhaps a shield extender, but surely you'll want shield hardeners to increase your resistances. Basically a shield version of the armor tank there. Now in the low slots you will probably need things that increase your cap charge since you cant use Cap Chargers. So this will require you to have the right skills to use things like "Local Power Plant Managers" and such in your low slots.

Hardeners to use
Angel: All
Amarr Navy: EM/Thermal
Gurista, Mordus, Gallente: Kinetic/Thermal
Blood: EM/Thermal
Sansha: EM/Thermal
Serpentis: Kinetic/Thermal
Mercenary: EM/Thermal/ (Kinetic missiles)
Caldary navy: Kinetic/Thermal
Khanid: EM/Thermal

Zazzmatazz : all types of dmg
Mordus: Kinetic/thermal
Rogue Pirate: EM/Explosive/Kinetic
Odamian: Kin/therm

Damage types to use

Angel: EM(shields) Explosive(Armor), or thermal all round

Amarr Navy: EM (shield) Explosive(Armor)

Mordus: EM (shield) Explosive(Armor)

Gurista: EM(shields) Explosive(Armor),

Thermal/Kinetic all round

Blood: Thermal (em thrown into the mix too)

Sansha: EM and if that don't whoop em, try thermal

Serpentis: Thermal

Mercenary: Explosives

Caldary Navy: Explosives (Kine/Therm)

Khanid: EM(shields) Explosive(Armor)

Zazzmatazz: EM(shield)/Explosive(Armor)

Rogue Pirate: EM(shield)/Explosive(Armor)

Odamian: EM(shield)/Explosive(Armor)

Anyway, That is my guide. I hope this has helped you start your character out on the right track.

Fly Safe,
Master Entreri

EVE

ONLINE



POS



Player Owned Structures & Moon Mining Operations

An Unofficial Guide

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1- Player Owned Structures

[1.1] What is a POS?

'POS' is officially short for Player Owned Structures. Although it refers to many structures, the acronym amongst the playerbase usually refers to a single complete base made up of many structures. (E.g. XYZ Corp's POS). POS's can only be anchored at moons in O.3 security systems and below. Players in starting NPC corporations cannot have a POS.

[1.2] Structures available and what do they do

There are many structures available to help you to build and customise your POS base. You can buy the structures on the market, transfer them to your POS via a hauler and set them up. Each structure has a specific purpose and plays an important part of your bases operation and enhances its capabilities. Structures must be anchored at you POS and brought online via your Control Tower before they are operational. Here are the different POS structures:

[1.2.1] Control Tower

The Control Tower [CT] is the main hub of any POS, nothing can operate unless the Control Tower is online. The Control Tower is used to anchor all other structures around it and manages their operation. The CT also governs the rules of how your POS defends itself against other corporations and determines who is allowed within its shields and who is locked out.

Just like your ship has a limited amount of power grid and CPU, the same applies to Control Towers. Each POS structure takes a certain amount of power grid and CPU which is deducted from your CT's total, so you have to bear that in mind when building your base.

[1.2.1.1] Types of Control Tower:

There are 4 flavours of the Control Tower - one for each race. Each control tower has its own unique racial bonuses.

Minmatar Control Tower
Caldari Control Tower
Amarr Control Tower
Gallente Control Tower

Control Towers come in two smaller sizes to fit your corporations needs: Medium and Small. Medium CT's use half the fuel of the normal but have less shields, grid and CPU, meaning less defence and less structures that can be anchored around it. The Small Control Tower uses 1/4 the fuel of a normal but again has even less shield, grid and CPU.

You will need to decide what size control tower best suits your needs. If you are an NPC hunting Corp. who rarely visit O.O but would like to operate out of there occasionally, then a small Control Tower is good for you. If you are a PVP Corp. that need an outpost to safespot, reload, change ship or generally operate out of, then a Medium may be better for you. If you are an industrial Corp. that is into to heavy O.O mining or moon mining then a normal large CT would be best for you.

[1.2.1.2] Control Tower Features:

When a Control Tower is online, it emits a force field around it as a shield. If a player is not in your corporation or does not have a password then they cannot enter the shield. The shield looks like a big blueish bubble and completely surrounds the Tower. The strength of the shield is dependent on the Control Tower's race and size.

For a normal (large) Control tower this can be anything up to 50 million hit points, which as you can imagine, will take nothing less than a hundreds of battleships pounding it for hours to take it down. When the shields are completely gone your POS will enter Reinforced Mode. This is a mode where your POS consumes fuel at a very high rate to withstand damage. Reinforced mode is automatic but will only happen if you have Strontium Clathrates (ice product) in your fuel storage.

As stated earlier, the Control Tower is used to manage all other structures - this includes turrets and launchers you anchor to protect your base. The Control Tower can be set to fire on anyone based on standings, their standings to your corporation or whether they fire on you or the POS. There are also options to set a password so friendlies can pass through your shields and have safety within its field. Enemies cannot target you if you are within the shields of your POS. They can only target the Control Tower itself.

[1.2.1.3] Anchoring you Control Tower

- Jettison your tower (for your Corp.)
- Right-click on the tower
- Click 'Anchor Structure'
- Position the tower by holding and dragging the arrows
- Right-click on an arrow once you're happy with the position
- Click 'Anchor Here'

Anchoring takes time, bear that in mind if in a potentially hostile system.

Once you have anchored your tower, you should set a password for it for access. You will also need to enter that POS password on your ship. The password option is mainly used to allow non-Corp./alliance members to pass through the shield.

Note: You have two tick box options, allow Corp. members and allow alliance members. This will allow both to pass freely through the shield without the need for a password.

[1.2.1.4] Setting a Password on Control Tower and your Ship

- Right-click on the Tower
- Click 'Set Password'
- Right-click on your ship
- Click 'Enter POS Password'

After you have a password set, you should add fuel to your tower (next section). You can now bring the tower online once you have fuel.

Activating the tower:

- Right-click on the tower
- Click 'Put Online'
- Wait patiently (30 minutes)

[1.2.1.5] Fuel Requirement

A Control Tower runs on fuel. The fuels needed to keep a Control Tower online are trade goods and ice products. Your Control Tower has limited space for you to place these fuels in. The fuel units are consumed every hour (Medium CT: every 2 hours, Small CT: every 4 hours).

Trade goods needed per hour:

- Enriched Uranium: 4 units
- Oxygen: 25 units
- Mechanical Parts: 5 units
- Coolant: 8 units
- Robotics: 1 unit

Ice Products needed per hour:

- Nitrogen Isotopes: 500 units (used by Caldari towers only)
- Helium Isotopes: 500 units (used by Amarr towers only)
- Oxygen Isotopes: 500 units (used by Gallente towers only)
- Hydrogen Isotopes: 500 units (used by Minmatar towers only)

- Liquid Ozone: 150 units (Control Tower's CPU usage)
- Heavy Water: 150 units (Control Tower's power usage)
- Strontium Clathrates: 200 units ('Reinforced Mode')

[1.2.1.6] What are the fuels specifically used for?

- Enriched Uranium, Oxygen, Mechanical Parts, Coolant, Robotics: Used to power your Control Tower; without it, you cannot bring your tower's power online.

- Nitrogen Isotopes, Helium Isotopes, Oxygen Isotopes, Hydrogen Isotopes: Used to power your Control Tower. The type you need, will vary depending on the type of tower.
- Liquid Ozone: Used to fuel power generation for all of the structures plugged in to your Control Tower.
- Heavy Water: Used to fuel CPU generation for all of the structures plugged in to your Control Tower.
- Strontium Clathrate: Used to fuel your POS's "Reinforced Mode". The more fuel you have, the longer your Starbase can remain in this mode, which means it can withstand an assault longer.

Whilst you can obtain trade goods easily off the regional markets, Ice products must be mined or bought from other players.

[1.2.1.7] Adding fuel to your control tower

- Right-click on the tower
- Click 'Access Resources'
- Drag and drop the Isotopes, Heavy Water, Liquid Ozone, and Strontium Clathrate you purchased Along with the other necessary robotics, coolant, enriched uranium, coolant and Oxygen.

POS's do not refuel themselves, they only take what is available inside the resource storage part of the of the CT. If a specific fuel like Liquid Ozone has run out, then your structures will start to go offline. Don't just shove tones of fuel in there, balance it out so everything has roughly the same amount of days supply.

If you run out of Isotopes, your whole Control Tower will go offline, shields will drop and you will be a sitting duck. This is precisely the reason why fuel is such a critical issue and should be the most important thing to take into consideration when planning your base. Ask yourself if your Corp. can mine/buy the required fuel regularly, how many members can have mining barges? Do you have easy access to ice belts?

Always mine in advance, have 1 months supply stored in your Corporate Hanger Array at the POS. If you mine on the spur of the moment whenever you need fuel you will fall behind and risk putting your base at risk to open attack.

[1.2.2] Refining Arrays

Refining Arrays (better known as Mobile Refineries) allow you to reprocess ore at your POS in space similarly as you would do in a station. You load the Refinery with the ore (only one ore type is allowed in the refinery at a time). Once loaded you right click the Refinery and start the process, unlike stations, the process is not

immediate. You have to wait between 1 and 3 hours before the contents of the Refinery are changed into minerals.

There are currently two types of Mobile Refinery.

Refining Array: 35% refining yield. (1 Hour)

Intensive Refining: up to 75% refining yield. (3 Hours)

[1.2.3] Corporation Hanger Array

The Corporation hanger allows you to store anything you want. When opened, the layout and naming of the hangers is exactly the same as your corporation office or HQ hangers. Although limited in space, there is more than enough to store ore, mods and loot.

[1.2.4] Ship maintenance Array

The Ship Maintenance Array structure allows you to store ships inside it. When you store your ship inside, it ejects you outside in your pod. You are safe because you are still within the shield of your POS and cannot be targeted.

The Array also allows you to change your modules in space. To do this, move within 3000m of the Array, ensure no other ships are near. Have the modules you wish to change already in your cargo hold. Simply drag the module out from your low/mid/hi slot panels into your cargo bay and drag the modules you do want from your cargo hold into the slots. Online the modules and you're all set!

The process of refitting an entire ship can take a while as you need at least 95% cap to online a module. Many corps keep a cruiser or battleship specially fitted with energy transfer modules to help boost the fitting ship's cap so it can online modules quicker. You will need to go outside your POS shield bubble to target the other ship for an energy transfer.

[1.2.5] Moon Harvesting Arrays

Moon Harvesting Arrays are structures, which, when set up correctly will extract raw materials from the moon you POS is anchored at. Depending on your configuration, the Harvester Array will pass the materials onto a Reactor Array for reaction or will store them in a Silo.

[1.2.6] Silo

Silos are used to store Raw Materials, Processed materials, Advanced Materials or Minerals. A Silo can only hold one type of material inside it at a time and must be put offline to change type or to empty it.

[1.2.7] Coupling Array

Coupling Arrays act as a intermediary holding pipe between two structures. Take for instance the Moon Harvesting Array and Silo. If you want to empty your silo you have to offline it, this may cost you to loose a cycle of raw materials. By placing a Coupling Array between the Harvester and Silo, you can safely offline the Silo while

you empty it and any Raw Materials that arrive will temporarily be stored in the Coupler Array.

The Coupler Array is also useful for when the Harvesters and a reactor are running/ processing at different speeds. I.e. Two Harvesters may produce 100 units each an hour. The Reactor may only be able to process the said units every 2 hours. This leaves you with a 100 surplus which will be lost in the process. A Coupling Array acts as a buffer to temporarily hold the surplus materials until the Reactor is free.

[1.2.8] Shield Hardening Array

Similar to Shield hardener modules, Shield Hardening Arrays increase your Control Towers shield resistance to certain damage types. There are 4 types of Shield hardening Arrays covering each type, Kinetic, Explosive, EM and Thermal.

[1.2.9] Electronic Warfare Structures

You can have Warp Scrambler, Warp Disrupter, Sensor Dampening, Stasis Webbing and ECM batteries anchored at your POS. They work automatically in conjunction with your Control Towers security settings.

[1.2.10] Turret Batteries & 1.2.11 Missile batteries

The difference between a dangerous POS and a lethal one is all in its ability to spank anyone that comes close. POS weaponry is very very mean and go right up to the XL size. Projectile Turret batteries for instance have a 85x damage modifier and can hit up to 400Km on a Minmatar Tower. Small POS turrets take MEDIUM ammo. Medium POS turrets take LARGE ammo. XL POS Turrets take XL ammo which will require you to buy a blueprint for.

Turret batteries have limited cargo space for you to put ammo into. You may mix ammo type but not ammo size. Lasers are a little different, the laser crystals when used receives damage and need to be eventually replaced.

[1.4] Skills Needed

You need the anchoring skill to be able to anchor different POS structures, you will also need the Starbase role from your corporation to manage the control tower operate structures like the Refinery and Ship Maintenance Array.

2- Ice Mining

[2.1] What, where and Why?

With Exodus patch came Ice Fields. Ice fields are similar to asteroid belts, but instead of containing asteroids they contain ice ore which you can only mine by using a Mining Barge fitted with Ice Harvesters. Ice belts are dotted around empire and O.O space. The ice in O.O space belts are rarer but have ice ores with more variation of content.

[2.2] Types of Ice

Ice Ore is race based, certain ores will only give you the Isotopes needed to run a specific Control Tower. E.g. Glacial Mass contains Hydrogen Isotopes which are needed to fuel a Minmatar Control Tower. White Glaze contains Nitrogen Isotopes, which is needed to fuel a Caldari Control Tower. These specific ores are generally found in their respective factions space. So you will only find White Glaze in Caldari regions or O.O regions with Caldari NPCs such as the Guristas.

What is common to all ice ore is that they all give Liquid Ozone, Heavy Water and Strontium Clathrates - which are also essential fuels for your POS. The amount they give of each varies on the ore, some ice ores will exclusively give more of one product than the others.

[2.3] Mining Barges

As stated earlier, you can only mine Ice with a Mining Barge. Ice mining takes a very long time and each unit mined is 1000m^3 in volume. You reprocess Ice as you would normal ore in a station. Alternatively you can process ice in your POS's mobile refinery and get 100% yield.

[2.4] Skills needed

To ice mine you will need:

A Mining Barge (Industry V, Science IV, Mining IV, Astrogeology III)

Ice Harvesters (Mining IV, Ice Harvesting I)

Ice Harvesting Skill: (Mining IV)

To refine Ice you need:

Ice Processing Skill (Refinery Efficiency V, Refining V, industry I, Hyromagnetic Physics IV, Science V, Engineering V)

3- Moon Surveying

[3.1] Scanning Moons

Before you can harvest a moon it probably pays to find out what it produces first. This can be achieved by Moon Surveying. Moon Surveying is an activity which involves flying to a moon and launching a probe into it to find what Raw Materials it contains.

You can probe any moon in O.3 Security space and below.

WARNING: Warping to a moon which already has someone's POS residing there will likely result in a swift and pretty damn quick episode of wtfpwned. A POS turret can pop you industrial in one shot.

[3.1.1] What do you need?

- An Industrial (or any ship with lots of CPU and cargo space)
- Moon Probe Launcher
- Moon probes

[3.1.2] Fitting your ship for Moon Surveying.

I advise to use an Industrial. Reason being, Moon probe Launchers take an enormous amount of CPU and the moon probes themselves are 100m³ in volume each.

Fit your favourite Industrial as follows;

Hi slot: Moon Probe Launcher (only one needed)

Hi slot: Cloaking Device (to hide if you are being chased whilst surveying)

Mid Slot: Afterburner or Microwarpdrive,

Low Slots: Nanofibre Modules: To improve your agility, speed and to help you line up with a moon quicker.

A single system will have anything from 5 moons to about 50, so you will need a moon probe for each moon you want to survey.

[3.2] Moon probes:

A moon probe works similar to a scanner probe, you launch it and it returns results.

Quest survey probe I: Takes 40 minutes to scan a moon.

Discovery survey probe I: Takes 10 minutes to scan a moon.

Gaze survey probe I: Takes 5 Minutes to scan a moon.

The above probes all do the same job but vary in time it takes to scan. The Probes that scan the quickest are more expensive and require more skills to use.

How to survey

Now you have your fitted industrial and probes, fly to the planet of the moon you want to scan. Note I said planet and not moon. The reason for this is if you fly directly to a moon, and it happens to have a POS there, you will get wtfpwned and the owner will get a nice little EVEmail telling him his POS just pwned you. Worse still you don't want to carelessly loose 20 million ISK worth of probes.

So do NOT warp straight to a moon.

When you arrive at the planet, open your scanner and do a 360 degree scan at max km range. Sort the results and look carefully down the list. What you are looking for is a Control Tower. If you see one on the list then you know one of the moons has a Control Tower, therefore it's likely to have defences that will gank you if you warp to it.

If you don't find any Control Tower then you may proceed to scanning. If you find a Control Tower you have to then isolate which moon it is at so you can avoid it.

You could do a directional scan on each moon but unless you are really good at space scanning it's probably not a good idea.

The best and fastest way to find where the POS is as follows:

1. Create a mid-space safespot.
2. Bookmark the safespot.
3. Eject from your industrial (Note: When you eject, your skills wont apply for your ships cargo bonus anymore so your probes may be jettisoned in a can next to you).

Warp to each moon at 60km in your pod. POS defences do not pod people so you are safe, however players do so don't hang around! As soon as you find which moon the POS is at, make a note so you can avoid it.

Warp back to your safespot bookmark and jump back into your industrial.

Due to the lengthy process of moon surveying you should really try to do it when you have no one in the system. Many corporations have big interests in particular systems and moons, and will hunt you down if they find you in there trying to eat their cake.

[3.3] Surveying:

Now that it's all clear, warp to the Moon of your choice at 15km. Try to do your surveying in chronological order, going down the list numerically.

1. Fly to moon: On arrival you may not see the moon as moons vary in size and shade (but you will be 5km from it). Go to your overview settings and check to show moons. Now simply click the moon on the overview to highlight it.

2. Aligning to moon: This is the hardest part. Align yourself as central to the moon as possible, this will be difficult because double clicking in the middle of the moon will highlight it instead of making you approach it, also some moons are very small. Double click on the moon but just slightly off the center. Activating your MWD helps you get a good speed on approach which helps you judge your line up to the moon.

3. Fire probe: When you are 100% sure you are aligned and that the probe when launched will hit the moon then launch the probe by clicking the Probe Launcher Module. The probe will shoot out the front of your ship with a “whoosh” and head in a straight line towards the moon. If you didn’t align properly, the probe will miss the moon (probe communication failed).

Once you have launched the probe, open your scanner. It will show the probes countdown time until it returns results. You will also notice there is a new tab in the scanner window called ‘Moon Analysis’, your results flash in there once the timer hits 0.

You can move on to the next moon whilst the probe is en route to the moon, you do not have to wait until the probe hits it and you do not have to wait until a scan is finished, just keep your scanner window open and continue your surveying.

WARNING: If you leave the system, change ship, or dock, your scan results will be lost. You have to stay in the system to receive the results.

This is where the cloaking device on your industrial comes in handy. At the end when you are still waiting for the last few results, warp to a safespot and cloak. By cloaking others looking for you with scan probes will not find you and you can peacefully go AFK or jot down the results on paper.

OK, so all scans are now completed and the Moon analysis tab is flashing furiously. Click it and examine what is there. If a moon does not have any materials you will receive a pop up message after the scan telling you so.

The results are listed by planet and moon. Clicking one will expand it to show what raw materials can be harvested from that particular moon. Next to the name of the raw material you have the abundance which refers to the batch quantity that could potentially be harvested. Abundance may range from 1 to 4.

It’s now up to you to decide if the raw materials found at a specific moon are worth harvesting.

Remember, a POS is not a toy, they require a lot of maintenance and operation. The moon you choose has to be profitable enough to make it all worth it unless you will be covering the cost by O.O mining. Also, take into consideration your location, if you are in hostile space ask yourself how easy will it be to get fuel there?

[3.4] Skills Needed

Gaze survey probe I: Astrometrics V, Survey V, Science III, Electronics I

Discovery survey probe I: Astrometrics III, Survey III, Science III, Electronics I

Quest survey probe I: Astrometrics III, Survey III, Science III, Electronics I

4- Moon Mining

[4.1] What is it?

Moon-mining involves using your POS to extract Raw Materials from a moon. The Moon Harvesting Array structure will mine the moon your POS is anchored at. This is on provision that the moon has materials. To find if you have a suitable moon, you have to do some Moon Surveying (previous section).

The materials you harvest can be sold to other players or developed into more complex materials - eventually possibly allowing the construction of a T2 component.

[4.2] What do I need to moon mine?

You cannot moon mine with your ship or mining barge, moon mining can only be achieved by using a Moon Harvesting Array structure at your POS.

You will at least need:

Moon Harvesting Array: Needed to extract materials from a moon.

Silo: Needed to store Moon materials

You may need a Coupling Array.

You may need a Reactor if you plan to process the Materials.

Where can I moon mine?

Moons in 0.3 security rated systems and below all have the potential of having materials to mine.

[4.3] Reaction blueprints

Reaction blueprints are much like a blueprint used for manufacturing ships or modules. When installed into a Reactor Array structure, it tells the reactor what type of material to create based on the materials being fed into it. In most cases your reactor will be connected directly to your moon harvesters, so you will need to get a Reaction Blueprint that matches the materials produced by your moon. Without a Reaction blueprint, your Reactor Array will not work. You must ensure you use the right Reaction Blueprint or your reactor will not be able to process your moon materials into something better.

Why do I need to create reactions? There are several stages to moon material processing.
Raw Materials -> Processed Materials -> Advanced Materials

To get from one material state to the next you need to put the materials into a Reactor Array and insert the right Reaction Blueprint to create the next level of a material. There are many types of materials and many types of Reactions but the 3 groups remain the same, think of the above 3 like this, Wheat -> Flour -> Bread

You can sell the Wheat, but it can also be turned into Flour. You can sell the Flour but it can also be turned into Bread - which is obviously the most wanted.

There are two types of Reaction Blueprint:

Simple Reactions

Simple Reaction blueprints are used as the first stage of processing products from a moon. They are used to turn Raw Materials into Processed Materials. (Wheat -> Flour)
Raw materials -> [Simple reaction blueprint] -> Processed Materials.

Complex Reactions

Complex Reaction blueprints are used as the second stage of processing products from a moon. They are used to turn Processed Materials into Advanced Materials.
Processed Materials -> [Complex reaction blueprint] -> Advanced Materials.

Installing A Reaction Blueprint in your Reactor

- * Right-click on your Reactor Array and click 'Access Resources'
- * Drag and Drop the Reaction blueprint in that corresponds with the materials produced by your moon

You will then need to configure the process via your Control Tower before onlining the structure..

[4.4] Configuration

Below you will find out about the process of making a construction component (Tech 2 part) from moon mining.

Your Moon Harvesting Array mines the moon and stores the contents in your Silo. All of this must be configured via your Control Tower prior to onlining you Moon Harvesting Arrays.

Once you have surveyed a good moon, you can begin mining it with your Moon Harvester Arrays. Moons all vary in material content and abundance of content but never run out of the material they provide.

NOTE: Changing Harvester and Silo type can only be done while the Moon Harvesting Array and Silo structures are offline.

To configure your POS for Moon harvesting:

Configure Your Harvesters

- Open your Control Tower's management window
- Click the 'Production' tab
- Click 'Change type' for your Moon Harvester
- Select one of the materials produced by your moon
- Click 'Apply' on the management window

The next step is change the type for the Silo to tell it to store the same thing that you are harvesting.

Click the 'change type' button on the Silo. You can now select a Raw material you wish to be stored inside it. You can only select one type of material to store in a silo at a time. Please be aware that the drop down list for the Moon Harvesting Array and Silo differ slightly.

Next you need to show the POS how you want the process flow to be. Drag the output of the Harvester Array (which should now be a raw material icon) into the Input of your Silo.

Click Apply to save. Now online your silo, then the harvesters).

Your Harvester Array will begin warming up one cycle then will start harvesting.

[4.5] Stage 1: Raw Materials

OK, we know that once harvested, moons will produce Raw materials, but what exactly are Raw Materials? Well, there are two types of Raw Material, these are Gases and Metals. Gases are common, Metals are rarer, but both are essential if you plan to process your materials.

Gases: Atmospheric Gases, Evaporite, Hydrocarbons, Silicates.

Metals: Cadmium, Cesium, Chromium, Cobalt, Dysprosium, Hafnium, Mercury, Neodymium, Platinum, Promethium, Scandium, Technetium, Thulium, Titanium, Tungsten, Vanadium.

A Moon Harvesting Array can mine 100 units of whichever raw material your moon has. So if your moon produces Atmospheric Gases and Tungsten, you can mine 100 of either but not both at the same time unless you have two Moon Harvesting Arrays (one mining each).

Your Moon Harvesting Arrays will mine then deposit your raw materials into the silo you specified during configuration. This will continue until you stop the process or until your Silo is full. You will need to offline the Silo before you can empty it, this is where a Coupling Array comes in handy.

To avoid missing a moon cycle you can anchor a Coupling array. In the production configuration you would simply pipe the output from your Harvester into the input of

the Coupling Array, then pipe the output of the Coupling into the input of your Silo. The Coupling Array will temporarily hold any materials that come out whilst you are emptying your silo.

You now have the option to either sell your Raw materials or process them into something more complex: Processed Materials.

[4.6] Stage 2: Processed Materials

So you've decided to turn your newly acquired Raw Materials into a more useful material (Wheat into Flour). You do this by combining them together in a Reactor Array to create the Processed Material.

It is at this stage of Moon Mining where you first use the Reactor Array.

The Reactor Array mixes various materials (can be raw or Processed) together to produce the next more complex material in the process. Reactor Arrays need a Reaction Blueprint to determine which materials to produce. Think of the Blueprint like a ship blueprint where you need Tritanium and Mexallon, but instead of minerals think Raw materials (Titanium, Silicates etc.)

NOTE: Not all materials will create a reaction. You need the correct materials for the Reaction blueprint.

Setting up the Reactor is always done before onlining it. You insert the correct Reaction Blueprint and the Reactor will automatically prepare itself and detect if you have the two or more materials it needs for the Reaction. The Reactor will look in your Silos and can also be fed directly from your Harvesters. The Reactor is configured on the Production tab of your Control Tower; drag the output of the Reactor into a spare Silo. If all is done correctly the Reactor Array will start up.

The Raw materials will flow out from your Harvester Arrays into your Silos. The Reactor then takes the raw materials it needs and mixes them together according to which Reaction Blueprint you have placed into it. If done correctly, the output in your spare silo will be a Processed Material. You may have to buy other Raw Materials your moon does not produce and place them into spare silos to make some reactions.

Processed Materials are mixtures of gases and solids, these are: Caesium Cadmide, Carbon polymers, Ceramic Powder, Crystallite Alloy, Dysporite, Fernite Alloy, Ferrofluid, Fluxed Condensates, , Hexite, Hyperflurite, Neo Mercurite, Platinum Technite, Prometium, Rolled Tungsten Alloy, Silicon Diborite, Solerium, Sulfuric Acid, Titanium Chromide, Vanadium Hafnite.

Once you have a Processed Material you can either sell it or process it into something even more complex: Advanced Materials.

[4.7] Stage 3: Advanced Materials

Similar to the previous stage you can now change your Processed Materials into Advanced Materials (the ingredients for Tech 2 components). Advanced Materials require two or more Processed Materials to make (remember processed materials are made up of a many different raw materials). For the Processed Materials you need but don't have, you can buy or trade them from another corporation and store them in Silos for the next level reaction.

Again you need a Reaction Blueprint to make a specific Advanced material. This time you will need a Complex Reaction Blueprint. You will need to offline the Reactor in order to change Reaction Blueprint. Ensure your Silo which is being used as the output of your reactor is emptied of any previous material.

After the reaction of Processed Materials, the output in your designated Silo will be an Advanced Material. Just like the previous stage, only certain Processed materials together with the right Reaction Blueprint will make something.

[4.8] Stage 4: Tech 2 Component

You now have some Advanced Materials yay!!! Advanced Materials are the basic ingredients required to build tech 2 components. (\$\$\$!!)

You will now need to buy a Tech 2 component Blueprint from market. (E.g. Magpulse Thruster blueprint).

Now, simply take the T2 component blueprint to a normal station factory and put your advanced materials in your hanger. Check the ingredients, you will find your Advanced Materials are probably only 1/3 the ingredients needed to build the component.

You will have to trade or buy the missing Advanced Materials that make up the component from other corporations that also create reactions.

For breakdowns of Raw Materials (Simple Reaction) and Processed Materials (Complex Reaction). See this [LINK](#).

[4.9] Teamwork

As you can see, there is NO WAY you can build a T2 part from start to finish with one POS. You will simply not have all the materials needed throughout each stage to do so. You will need multiple POS's to obtain everything you need and process them. Bear in mind CT's have limited power grid and CPU meaning there are only so many structures you can have at your POS.

There is also a huge diversity of materials needed for it all to be possible to do in one go. But then again this very much depends on your moon. If you find a Uber moon which has the right materials you can do a lot on your own. Many larger corporations will run 2 or 3 POS's to achieve this feat and provide a end product, but always take into consideration fuel, time, location and costs - it may be better to work with others.

The most efficient and cost effective way of T2 production is working with one or more dedicated industrial partner corporations. Based on what they produce, you produce the other half. For instance, if you both make Processed Materials, combined them with your partner to make a specific Advanced material then split the quantity or profits between yourselves.

Alternatively, you don't have to go all the way to Tech 2 components, you can pick what stage you want to comfortably work at and do your best at it. If it's just you and a couple of friends in your Corp., then you can run a Small Control Tower and harvest Raw materials to sell onto to others. If you are a medium sized Corp. and have found a good moon, you could run Simple Reactions and produce Processed materials to Sell. If you are a large corporation and have several POS's, you could go all the way to a shiny and very much sought after Tech 2 Component.

EVE ONLINE

Guide to T2 Component Production

PART 1 - INTRODUCTION

I've been learning a lot about T2 industry, and I wanted to capture what I've learned so that other people don't have to go through the same long, painful process of figuring all this out. I've broken this guide into 4 parts:

1. Introduction and Overview
2. Moon mining
3. Reactions
4. T2 Construction Components

OVERVIEW

Producing T2 items is different than T1 production in three ways:

1. T2 "final product" BPOs are very difficult to get. They can be earned from R&D agents, purchased on the Blueprints channel. BPCs can sometimes be purchased from escrow, and in a future patch will be given out as agent rewards.
2. Manufacturing T2 items requires additional skills than those needed to manufacture T1 items. Additional skills are also necessary for T2 BPO research.
3. T2 items require "T2 construction components" in addition to minerals and other mundane materials. These T2 construction components come from player manufactured items created from "moon minerals, and from NPCs.

Obtaining a T2 BPO is expensive and a little difficult. Obtaining exactly the one you want will be very tough since they are rare. It appears that T2 BPOs are tightly monitored by CCP, and the number of each in existence is exactly controlled. Only when CCP decides to release more of a specific BPO, or when one is somehow destroyed, are more T2 BPOs "released" via R&D Agents. Often these show up for sale in the blueprints channel where they sell for hundreds of millions to billions of ISK.

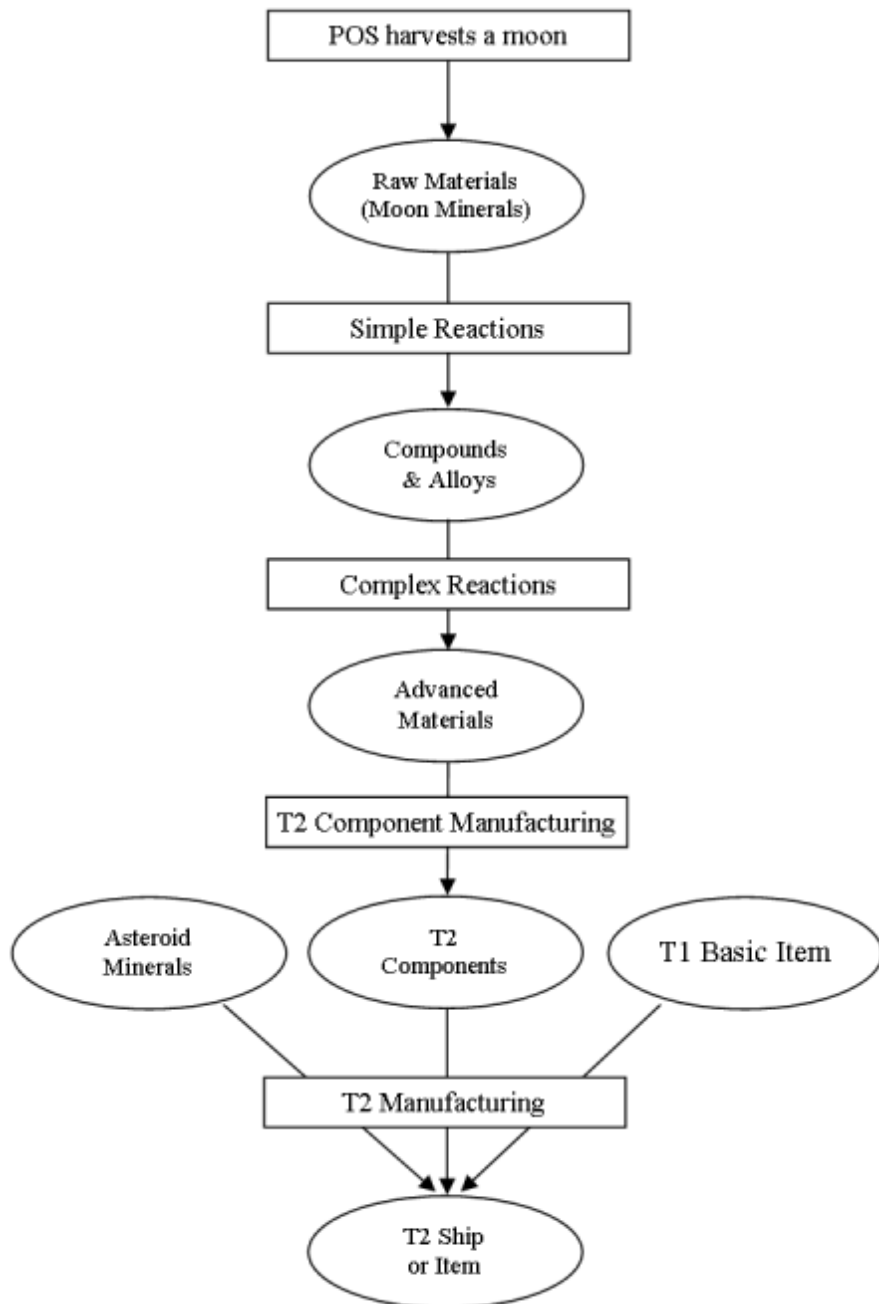
In most cases, manufacturing a T2 item starts with producing a T1 version of the object. If you are making a ship, you must first build the T1 "base" hull. If you are making ship equipment, you often must start with the T1 "base" equipment equivalent. This T1 "basic" object is then augmented with the addition of T2 construction components (and often a few more minerals) in a second manufacturing process to produce the final T2 product.

Manufacturing all T2 items, including the components, requires training in skills not needed for T1 manufacturing. These skills have a prerequisite of Science 5 and either mechanic 5, electronics 5, or engineering 5. These skills are also a requirement for ME and PE research on T2 BPOs. Most of these skills are found under the "science" group of your skills list. The specific skills needed are described on the BP.

Once you have the skills and a BP, the only challenging barrier left is the T2 construction components. Some of these components are made by NPCs for purchase, such as construction blocks. But many of the components are made by players. The process of creating T2 components is the focus of this guide.

To create T2 components, raw materials are harvested (mined) from a moon using a POS (Player Owned Structure/Station) with a harvesting array. These raw materials are used in a "simple reaction" (at a POS using a medium or "large" reactor) to create alloys/compounds. These alloys/compounds are then used as inputs for "complex reactions" (also at a POS using a "large" reactor) which create advanced materials. The advanced materials are then used in a manufacturing process to create construction components, which are used in creating finished T2 items.

Here is an illustration of this process



PART 2 - MOON MINING

Moon "mining" is the harvesting of raw materials using a POS fitted with one or more harvesting arrays. But the first step is finding a moon with desirable materials.

SURVEYING

To find what raw materials are on the moon before setting up a POS and harvesting array, you need a ship equipped with a probe launcher. Fly straight toward the moon in question and launch only 1 survey probe. The survey probe description may say you need three probes, but at the time of this writing only one is actually required. Depending on the probe used, in 10-40 minutes the "moons" tab in your scanner window will start showing results, or a message will appear saying the moon has no materials to exploit.

Be careful to avoid moons that already have POS. Existing POS are often set to fire on sight, and accidentally warping to a moon with a POS will get your ship toasted quick. The easiest way to find moons with a POS is fly to a planet, then scan to the distance of the first moon plus about 50,000km (to account for orbit distance). The moons are numbered so that the one closest to the planet is numbered "moon 1". Then next furthest out is "moon 2", etc. By gradually increasing your scan range to include the next moon out plus about 50,000km, you will be able to tell which moons have POS as new control towers become visible in your scan results. Make sure your overview settings are such that they show control towers.

For more information and other ideas on Surveying, try these links [OGB]:

- [Eve Tutor](#)
- [Eve Forum Thread](#)

POS BASICS

A POS is constructed at a moon by first deploying a control tower at the moon, anchoring it in space at that moon, and then "onlining" it. An online control tower "burns" fuels and components. If it runs out of fuel or components, it goes offline and offlines all its fittings. While it is online it projects a force field bubble 30-50km in diameter around it. POS fittings can be anchored in space, and then onlined inside the force field bubble. Like ship fittings, POS fittings use some of the tower's power and CPU when online. The number of fittings and their quality depends on the tower's available CPU and power grid.

There are 3 sizes for control towers: small, medium, and "normal" (aka large). Small towers use the least fuel and components, but have the least power grid and CPU. Likewise, "large" POS use the most fuel and components, but have the most CPU and power grid. The burning of fuel and materials occurs in "cycles". Each cycle is 1 hour long.

Each of the 4 races has their own control towers. Like ships, there are racial differences between the tower's abilities. Amarr towers, for example, have lots of power grid but very little CPU. POS weaponry tends to use power grid and not CPU. Caldari towers have more CPU and less power grid. Fittings like moon harvesters, silos, reactors, labs, and factories require a great deal of CPU.

A small POS can run 1 harvesting array and 1 silo. A medium POS can run 2 harvesting arrays and silos with some CPU left over, or a harvester with a silo and a medium (simple) reactor. A large POS is the only structure that can run a (complex) reactor array.

To harvest minerals the POS needs to have a Moon Harvesting Array online. This array gathers raw materials from the moon and places them into either a Silo or a coupling array. A coupling array is a "mini" silo that does not hold very much material. Harvesting arrays gather 100 units of the material every hour.

Configuring harvesters, reactors, silos, and coupling arrays occurs through the production tab in the POS management window (access by right clicking the control tower).

Launching, configuring, and running a POS is a very complicated subject and not the focus of this guide. For information and ideas about POS, try these links [OGB]:

- [Eve Forum Thread](#)
- [PDF Guide](#)
- [Eve Tutor](#)
- [POS Excel Spreadsheet](#)

RAW MATERIALS

Now you know how to find materials on a moon, and how to set up a POS to mine that moon.

But which materials are "good"?

There are 5 classes of raw materials a moon might have.

1. **Gasses:** Atmospheric Gases, Evaporate Deposits, Hydrocarbons, Silicates
2. **Rarity 8 metals:** Cobalt, Scandium, Titanium, Tungsten
3. **Rarity 16 metals:** Cadmium, Vanadium, Chromium, Platinum
4. **Rarity 32 metals:** Caesium, Technetium, Hafnium, Mercury
5. **Rarity 64 metals:** Promethium, Dysprosium, Neodymium, Thulium

Gasses are very common. The "rarity 8" metals (r8) are twice as common as the r16 metals. Likewise, there are half as many moons with r64 metals as those with r32 metals.

Below is a table that lists these materials.

Gases	Atmospheric Gases
	Evaporate Deposits
	Hydrocarbons
	Silicates
Rarity 8	Cobalt
	Scandium
	Titanium
	Tungsten
Rarity 16	Cadmium
	Vanadium
	Chromium
	Platinum
Rarity 32	Caesium
	Technetium
	Hafnium
	Mercury
Rarity 64	Promethium
	Dysprosium
	Neodymium
	Thulium

But rarity isn't the only thing that determines value. These materials are useless by themselves and must be reacted with other raw materials to create anything useful. Rarity just gives us an idea about supply, but does not tell us about demand for each raw material. In order to understand the demand we must examine how these raw materials are reacted.

For more discussion about moon mineral "rarity" and price [OGB]:

- [Eve Forum Thread](#)
- [Moon Mineral Price Guide](#)

PART 3 - REACTIONS

SIMPLE REACTIONS

Raw materials gathered from a harvesting array are used in simple reactions to make alloys and compounds. These simple reactions always start with 100 units of two different raw materials and produce 200 units of alloy or compound. The reaction occurs once per hour.

Simple reactions can take place in either a medium or "regular" reactor array. The raw materials for the reaction need to come from a silo, coupling array, or directly from a moon harvesting array. The output of the reaction must be directed to a silo or coupling array.

Attached is a table showing simple reactions and which raw materials they use.

		Sulfuric Acid	Silicon Diborite	Ceramic Powder	Carbon Polymers	Crystalite Alloy	Ferrite	Titanium Cromide	Rolled Tungsten	Hexite	Caesium Cadmide	Solerium	Pt Technite	Vanadium Hafnide	Prometium	Hyperflurite	Ferrofluid	Dysporite	Neo Mercurite	Fluxed Condensates
I	Atmospheric Gases	100																		
	Evaporate Deposits	100	100	100																
	Hydrocarbons				100															
	Silicates		100	100	100															
II	Cobalt					100														
	Scandium						100													
	Titanium							100												
	Tungsten								100											
III	Cadmium				100					100				100						
	Vanadium					100							100		100					
	Chromium						100		100		100									
	Platinum							100	100				100							
IV	Caesium									100	100									
	Technetium											100								
	Hafnium												100				100			
	Mercury																	100	100	
V	Promethium													100	100					
	Dysprosium																100	100		
	Neodymium																		100	100
	Thulium																			100
		I				II				III	IV				V		VI		VII	
	200	200	200	200	200	200	200	200	200	200	200	200	200	200	200	200	200	200	200	200

On the bottom of the table each simple reaction is assigned to a group. Each group is given a letter. These groups give an indication of the "rarity" or difficulty in producing each alloy/compound.

For example, Group A reactions all consist of gas-gas starting materials. Since gases are common, it should be easy to get materials for these reactions. Group B reactions consist of an r8 material reacting with an r16 material. Group C is an r16-r16 reaction, while Group D is an r16-r32 reaction. Group E is an r16-r64 reaction. Group F reactions combine r32 and r64 materials. The last group, Group G, is a reaction between two r64 materials.

By examining these groups, you can start to draw some conclusions about the demand for the different materials. Silicates participate in 3 different reactions, while atmospheric

gases participates in only one reaction. Since silicates and atmospheric gasses occur in roughly equal frequency, you can surmise that the demand for silicates might be slightly higher.

Another interesting pattern to look at regards the r8 materials. You notice that all the r8 materials are involved in only one reaction, and only with a rarer r16 material. So in order to do anything useful with an r8 material you need it's r16 pair. That means that the demand for the r8 materials will always be low since they are dependant on a rarer r16 counterpart. Further, those r16 counterparts are involved in other reactions of their own as well. We already knew that r16 materials are rarer than r8 materials, but by studying the chart we can also see that they are in higher demand.

But just because something is rare does not mean demand for it is high. Take the r64 material Thulium for example. It only reacts with Neodymium, which is also an r64 material. We will also find out later that the product of the Thulium-Neodymium reaction (Fluxed Condensates) is only used in one complex reaction, and the product of that complex reaction is only used when producing reactor units. In short, the supply of Thulium may be low, but demand for it is also low compared to the other r64 materials.

You can study the chart further to draw your own conclusions about demand for the other materials. The groupings, however, make it easier to summarize your conclusions. Since every reaction in the group involves materials of similar rarity, it follows that if the demand for all the materials is similar than their market value should be approximately the same. The groups are arranged in order of increasing rarity of their raw materials.

Like the description for materials, this chart only gives us some information about the ease of supply of alloys and compounds. It does not tell us about the demand. The question of demand requires further understanding of how the products of simple reactions are used.

COMPLEX REACTIONS

The alloys and compounds produced by simple reactions are used as inputs in a complex reaction. Unlike simple reactions which have only 2 inputs, complex reactions sometimes use 2, 3, or even 4 inputs for the reaction. Also, the quantity of the output varies for each complex reaction. Simple reactions always input 100 of each material and output 200 units of product. Complex reactions always use 100 units of each input, but the amount of output varies. Like simple reactions, complex reactions cycle once per hour. Outputs from compound reactions are called "Advanced Materials."

Attached is a table describing possible complex reactions.

		Tungsten Carbide	Titanium Carbide	Ferrite Carbide	Crystalline Carbonide	Sylramic Fibers	Fulleride	Phenolic Composites	Nanotransistors	Hypersynaptic Fibers	Ferrogel	Fermionic Condensates
A	Sulfuric Acid	100							100			
	Silcon Diborite		100					100				
	Ceramic Powder			100		100						
	Carbon Polymers				100		100					
B	Crystalite Alloy				100							
	Ferrite			100								
	Titanium Cromide		100									
	Rolled Tungsten	100										
C	Hexite				100					100		
D	Caesarium Cadmide						100					100
	Solerium								100			
	Pt Technite					100		100				
	Vanadium Hafnite						100		100			
E	Prometium									100	100	
	Hyperflurite									100		
F	Ferrofluid									100		
	Dysporite								100		100	
	Neo Mercurite							100				
G	Fluxed Condensates											100
Output (units)		10,000	10,000	10,000	10,000	6,000	3,000	2,200	1,500	750	400	2

You will notice on the far left I show the group for the simple reaction that produces the alloy or compound. As before, I've tried to arrange the inputs and reactions in order of increasing difficulty of material supply according to rarity.

Most of the inputs can be used in more than one reaction. In particular, notice that the Group A products are used very often. 8 of the 11 complex reactions require Group A inputs - and since group A reactions require gases, it indicates that only 3 compound reactions can be run without using some kind of gas as an input.

Also notice that Ferrofluid and Fluxed Condensates both participate in only one reaction, and those reactions require 3 other products. This probably has two consequences: 1) that demand for Ferrofluid and Fluxed Condensates will be lower since they are only used in one reaction, and that 2) the supply of Ferrogel and Fermionic Condensates must be difficult since they require such a great deal of starting material. Fermionic Condensates reaction also has an interesting consideration that the output of the reaction is only 2 units the Fermionic Condensate advanced material. This reaction is further hindered in that it requires fluxed Condensates - a group G compound that is a product of two r64 metals.

Studying this table gives us insights into the ease of supply for complex reactions, and the demand for the previous table of simple reactions. Further, the amount of output for each reaction gives some information about the rarity of the complex outputs, but to know their "value" we need to understand how the advanced materials are used. Advanced materials are used to create T2 construction components. This is covered in the next section.

PART4 - T2 CONSTRUCTION COMPONENTS

T2 construction components are created as part of a manufacturing process, only instead of using asteroid minerals as inputs, they use advance materials as the inputs. The output is a T2 construction component. This is a manufacturing job, and does require a blueprint for the component to be constructed.

T2 Component BPOs are for sale in the regular market. Researching and Manufacturing these Blueprints requires special skills, as outlined in each BPO. Researching them may also require (often expensive) components - such as research databases.

T2 construction components are broken up along racial lines. I've created tables showing each race, and the "base" amount of material required to produce each - as it was reported to me in game by examining the BPOs. The actual amount of material required can be reduced by researching the BPO Material Efficiency, and by having improved manufacturing skills to reduce waste.

Table of Amarr T2 construction components

	Tungsten Carbide	Linear Shield Emitter	Tesseract Capacitor	Laser Focusing Crystals	Nanoelectrical Microprocessor	Emp Pulse Generator	Fusion Thruster	Radar Sensor Cluster	Antimatter Reactor
Tungsten Carbide	40	28	24	39	17	28	17	20	11
Titanium Carbide									
Fernite Carbide									
Crystalline Carbonide									
Sylramic Fibers	30	11							
Fulleride			15	14					
Phenolic Composites					1	8	4		
Nanotransistors			1		7	3		1	
Hypersynaptic Fibers				1				2	
Ferrogel		1					1		1
Fermionic Condensates									1

Table of Caldari T2 construction components

	<i>Titanium Diboride Armor Plate</i>	<i>Sustained Shield Emitter</i>	<i>Scalar Capacitor Unit</i>	<i>Superconductor Rails</i>	<i>Quantum Microprocessor</i>	<i>Graviton Pulse Generator</i>	<i>Magpulse Thruster</i>	<i>Gravimetric Sensor Cluster</i>	<i>Graviton Reactor Unit</i>
Tungsten Carbide									
Titanium Carbide	46	23	28	32	14	23	14	23	9
Ferrite Carbide									
Crystalline Carbonide									
Sylramic Fibers	35	9							
Fulleride			17	12					
Phenolic Composites					1	7	3		
Nanotransistors			1		6	2		1	
Hypersynaptic Fibers				1				2	
Ferrogel		1					1		1
Fermionic Condensates									1

Table of Minmatar T2 construction components

	<i>Ferrite Carbide Composite Armor Plate</i>	<i>Deflection Shield Emitter</i>	<i>Electrolytic Capacitor</i>	<i>Thermonuclear Trigger</i>	<i>Nanomechanical Microprocessor</i>	<i>Nuclear Pulse Generator</i>	<i>Plasma Thruster</i>	<i>Laser Sensor Cluster</i>	<i>Nuclear Reactor</i>
Tungsten Carbide									
Titanium Carbide									
Ferrite Carbide	46	23	28	32	14	23	14	23	9
Crystalline Carbonide									
Sylramic Fibers	35	9							
Fulleride			17	12					
Phenolic Composites					1	7	3		
Nanotransistors			1		6	2		1	
Hypersynaptic Fibers				1				2	
Ferrogel		1					1		1
Fermionic Condensates									1

Table of Gallente T2 construction components

	Crystalline Carbonide Armor Plate	Pulse Shield Emmitter	Oscillator Capacitor Unit	Particle Accelerator Unit	Photon Microprocessor	Plasma Pulse Generator	Ion Thruster	Magnetometric Sensor Cluster	Fusion Reactor Unit
Tungsten Carbide									
Titanium Carbide									
Fernite Carbide									
Crystalline Carbonide	46	23	28	32	14	23	14	23	9
Sylramic Fibers	35	9							
Fulleride			17	12					
Phenolic Composit					1	7	3		
Nanotransistors			1		6	2		1	
Hypersynaptic Fibers				1				2	
Ferrogel		1					1		1
Fermionic Condensates									1

Each race has very similar components:

- armor plates
- shield emmitter
- capacitor
- some kind of weapon unit
- microprocessor
- pulse generator
- thruster
- sensor cluster
- reactor

These components require similar materials among all the races, and in similar (though not identical) quantities. This implies that manufacturing for a certain race, or manufacturing certain components, gives an opportunity to streamline production by reducing the types of raw materials needed.

Studying these tables points out the fact that each race has an advanced material specific to it. For example, Gallente components all use Crystalline Carbide, but no other race does. Crystalline Carbonide is made from Carbon polymers and Crystalite Alloy. Crystalite Alloy comes from a reaction with Cobalt and Cadmium. Cobalt is an r8 metal and only reacts with Cadmium. So the only technologies that would have any use for Crystalline Carbonide, Crystalite Alloy, or Cobalt are Gallente technologies, but they would certainly have a lot of use for it since all the components require it. The effect of this demand is probably greatest on Cadmium (Cobalt's r16 counterpart in the Crystalite reaction).

If we know that there is a great demand for Caldari T2 technologies, and we see that Caldari components require Titanium Carbide, which ultimately requires Chromium - then we can expect higher demand for Chromium than the other r16 metals.

Studying these tables helps understand demand for certain advanced materials, their inputs,

and ultimately raw materials gather from the moons to create them. It also explains why certain races use certain materials - because the moons in and around those empire space contain a greater concentration of those minerals.

The Empire

High-Sec POS FAQ

By: Shameless Avenger

Author	Shameless Avenger
Version	1.02
Date	January 09, 2007

Some things I wanted to say:

Hello there! I decided to make this small FAQ because I noticed the same questions appear over and over again in the Stations, Starbases and Outposts forum. Some of these questions are mentioned on other guides and some are not. I made this so that others could find all the common questions and answers in one single place, without having to read all the information that does not apply to High-Sec POS.

This FAQ is intended for Empire High-Sec POS, mostly for R&D. On Low-Sec and 0.0 space some rules may be different.

If you have a question that's not here, please post it on the forum thread. I will try finding an answer for it and will be added to the FAQ. Same thing applies if you find something that's incorrect or outdated.

I do not claim to be the POS guru, most things I have found out by trial and error or on the forums. I thank all the guys/girls on the forums that have provided answers. I also thank my wife for going on vacation for the holidays with the kids, providing me with the long forgotten quietness of an empty house, perfect environment to write a FAQ (and play EVE without interruptions YEAH!).

I hope you find the FAQ useful.

About the format:

I'm using PDF format because it's a standard most people can read without problems. I thought about just posting the FAQ's text on the forums, but the <table> tags doesn't work there and I needed tables. Plus many cool guys do it this way :P

Disclaimer Stuff:

All virtual property belongs to CCP. When we say *OUR POS* we are really saying *CCP's POS that we manage and play with for a monthly fee*.

All information here is what I think it is and may be wrong. Don't blame me if you lose time, ISKies or whatever. M'kay?

It may have typos, I know.

1) Can I have a POS in High Security Empire space?

Yes you can in 0.5, 0.6 and 0.7 systems.

2) What are the requirements to anchor a POS in high sec?

The NPC Faction with sovereignty should have good standings towards your corp. It needs to be 10x the system's security rating:

- For 0.5 systems, 5.0 Corp Standings
- For 0.6 systems, 6.0 Corp Standings
- For 0.7 systems, 7.0 Corp Standings

3) What skills I need to anchor the POS and it's modules?

You need Anchoring at level one. You can always verify by looking up the module on the market and viewing it's info. Try it with the "mobile laboratory", you will see a tab that says "req. skills" and in there lists "anchoring level 1".

4) Where do I see my corporate standings?

There are a few ways. If you have permissions in your corp (CEOs & Directors do) one is to:

- Open your "corporation" window.
- Go to "politics" tab.
- Go to "standings" tab.
- Go to "liked by" tab. A list will appear, with the factions on top.
- Right click on the faction you are interested.
- Choose "show compositions".

There you will see the correct current standings from the faction to your corp, as well as the standings from each contributing member.

5) How do I raise my standings?

You run missions for an NPC corp that's part of the Faction you are interested. Every 16 missions, you get an "Important" or "Storyline" mission. Each mission will raise your standings with the NPC corp while each storyline mission will raise your standings with the NPC faction.

6) I have enough standings but my corp doesn't. What can I do?

Leave your corp, create a new one and wait till new corp standings rise. Or talk with your corp-mates about temporally leaving the corp. Wait for standings to rise. Anchor the tower. Have your corp-mates come back.

7) How long does it take to raise my corporate standings? *also see Q #26

Corp standing changes are calculated at downtime. They slowly change towards the average standing of all your (* contributing) corp members. Slowly here is defined as one forth of the difference between your current standing and the average standing.

$$\text{Daily Standing Change} = (\text{Average Standings} - \text{Current Standings}) / 4$$

Here is an example using that formula in a spreadsheet. The sample corp has one member with 5.50 standings, and the corp has no standings (0.00) initially.

	Corp Standing	Average Standing	Standings Difference	Change After DT
Day 1	0.00	5.50	5.50	1.38
Day 2	1.38	5.50	5.50	1.38
Day 3	2.75	5.50	4.13	1.03
Day 4	3.78	5.50	2.75	0.69
Day 5	4.47	5.50	1.72	0.43
Day 6	4.90	5.50	1.03	0.26
Day 7	5.16	5.50	0.60	0.15
Day 8	5.31	5.50	0.34	0.09
Day 9	5.39	5.50	0.19	0.05
Day 10	5.44	5.50	0.11	0.03
Day 11	5.47	5.50	0.06	0.01
Day 12	5.48	5.50	0.03	0.01
Day 13	5.49	5.50	0.02	0.00
Day 14	5.49	5.50	0.01	0.00
Day 15	5.50	5.50	0.01	0.00
Day 16	5.50	5.50	0.00	0.00
Day 17	5.50	5.50	0.00	0.00
Day 18	5.50	5.50	0.00	0.00
Day 19	5.50	5.50	0.00	0.00
Day 20	5.50	5.50	0.00	0.00

Bingo!

* Corp members with no standings are not taken into account for the calculations. Only those that appear in the “show compositions” section do.

8) Where can I anchor the POS?

You can only anchor it at a moon.

9) How many Towers can be anchored in a single moon?

Only one.

10) What CAN I do on a High Sec POS? *also see Q #25

BPO Research mostly. Research slots in empire High-Sec NPC station have long wait queues, many weeks in some cases. And once you get the slot, you can only use it for 30 days, then you have to queue your job again. BPO Research in POS labs is done faster.

Manufacturing can also be done using assembly arrays (with some restrictions) but there is no bonus to material requirements and those arrays are resource hungry. IMO, as there's no shortage of NPC manufacturing facilities in High-Sec, POS manufacturing is not attractive.

11) How do I research my BPOs at the POS remotely?

You need to train "Scientific Networking". It allows *YOU* to be away from the BPO and the Mobile Lab.

- The BPOs must be placed at Corp hangar in NPC station in the same system at the POS. You can't remote research from your personal hangar, needs to be corp hangar
- Your BPO can't be on a different system. It needs to be in the same system as the POS. Only *YOU* can be systems away from the lab, not the BPO.

12) In High Sec POS, can I mine moons, build capital ships, refine?

No, no and no.

13) How much does it cost to set up a high sec POS?

Depends on which one:

Small POS	100M
Medium POS	200M
BIG POS	360M

And then the modules:
Mobile Lab 90M each
Corp Hangar 9M each

Guns/Missile/Stasis batteries add to that amount. But POS defense is a whole topic on itself. Since we are discussing the High Sec carebearing aspect, I won't discuss that in depth.

14) Does it cost more to operate a POS in high sec than in low sec or 0.0?

Yes. You have one additional fuel item, "starbase charters". But comparing the cost of the rest of the fuel items, the charter's cost is pennies.

In 0.0, you can also get fuel bonus if you hold sovereignty.

15) How much does it cost to maintain a High Sec POS?

Again, depends on the size and the amount of modules you put in:

Small POS around 50M per month
Medium POS around 100M per month
BIG POS around 200M per month

16) Can I mine my own fuel?

Some items yeah. Some have to be bought on the market. But if you don't have good mining/refining skills, better stick to what you do well, earn ISK and buy the fuel.

17) Can I launch a POS for myself, not for my corp?

You can't. POS needs to be "launch for corp". You can make a new corp where you are the only one and deploy the POS for your new one-man corp.

Again, **YOU CAN NOT LAUNCH POS for YOURSELF**. You can't! M'kay?

18) Can I rent lab slots on my POS to the public?

No. The interface kind of suggest that you can, but you can not. You can however, make a deal with somebody and:

- Your client gives you his BPO.
- You research it.
- Your clients pay your fee.
- You deliver him the researched BPO.

But that method requires TRUST, as nothing stop you from keeping your client's 1.6B Rokh BPO for yourself.

19) How many research slots can I have?

Depends on how many labs you deploy. Each lab has:

- 3 Material Research Slots
- 3 Production Efficiency Slots
- 1 Copy slots
- 5 Invention Slots.

To start, if you are alone, a Small Gallente or Caldary POS can support up to 3 labs. That's 9 ME, 9 PE, 3 Copy slots, and 15 Invention slots. More than you could ever handle (with one character).

20) More than I could handle? Is there a limit?

Your skills are the limit. With both "laboratory operation" and "advance laboratory operation" at level 5, you could only operate a maximum of 11 slots. To overcome this limit, you can create a research alt.

21) What is a good choice for a research alt?

Caldary industry-engineer (achura). They come with Lab OP V out of the box. You can start training Adv Lab OP and Scientific Networking right away.

22) Is it hard to haul all the fuel?

Depends on two things:

- How good are your hauling skills
- How much do you like hauling.

23) What happens if my corp's standings drop below the requirements?

As long as you don't un-anchor the tower, nothing. You can off line/online modules (useful to save fuel when a module is not in use). You can add more modules, move them around etc. It's even reported that you can off line the tower itself, but I haven't tried that one myself.

24) Will Concord protect my POS from attacks?

ATM Yes. Anyone who shoots at your High-Sec POS will get Concordokken. Even if the attacking force issue a war declaration to yours, the POS won't become a war target. I tested with an alt on numerous occasions and Concord blew him up faster than my POS guns could track him.

However, I haven't found any official announcement explaining if this change was intended. It wasn't like that before Revelations. Some say it's a bug that will get fixed, leaving POS vulnerable to attacks again. I don't know if that true, but just in case, I deployed some guns in my POS. I advice you to do the same.

25) What can I anchor on a High-Sec POS?

I have tested in 0.5, Mobile Laboratories, Corporate Hangar, Ship Maintenance Array and some guns. All of them worked fine. I also tried to anchor a refinery array in 0.5 and it didn't let me. That's all I have tested myself.

From what I have read on the forums, moon mining arrays can't be anchored (of course, no moon mining is allowed). But it seems that silos can be anchored without trouble. That leave us with the question if reactors can be operated in high-sec.

ATM there's no list that I know of. Some players have posted they are making one. I have contacted people in-game to see if they want to contribute more information on what they have tested. Until then, here's the table I have:

High-Sec Module Anchoring Table

Mobile Laboratory	Yes	Yes	Yes
Refining Array	No	No	No
Medium Intensive Refining Array	No	No	No
Intensive Refining Array	No	No	No
Ship Maintenance Array	Yes	Yes	Yes
Capital Ship maintenance Array	No	No	No
Moon Harvesting Array	No	No	No
Moon Harvesting Array II	No	No	No
Corporate Hangar Array	Yes	Yes	Yes
Turret Batteries (ALL)	Yes	Yes	Yes
Missile Batteries (ALL)	Yes	Yes	Yes
Electronic Warfare Batteries (ALL)	Yes	Yes	Yes
Advanced Large Ship Assembly Array	?	?	?
Advanced Small Ship Assembly Array	?	?	?
Capital Ship Assembly Array	No	No	No
Drone Assembly Array	?	?	?
Large Ship Assembly Array	?	?	?
Rapid Equipment Assembly Array	?	?	?
Advanced Medium Ship Assembly Array	?	?	?
Ammunition Assembly Array	?	?	?
Component Assembly Array	?	?	?
Efficient equipment Assembly Array	?	?	?
Medium Ship Assembly Array	?	?	?
Small Ship Assembly Array	?	?	?
Silo	Yes	?	?
Coupling Array	?	?	?
Shield Hardening Arrays (ALL)	Yes	Yes	Yes

26) Do I need to do anything while my standings are raising?

After all members without standings leave the corp, you need to do at least one storyline to kick-start the process. Last time I did this I made one story-line per day but people have reported on the forums that just one is enough.

27) Is there a way to speed up the standing raising process?

You can do more and more story-lines but it's not going to help a whole lot. It's been said on the forums that if you create a brand new corp, it will be born with the standings equal to yours. I haven't tested that method, but as soon as I have a definitive answer I will add it here.

Tips

1. Rent the office before deploying the POS.

In order to use remote research, you need a corporate hangar. That comes with the office. Some systems don't have offices available or the available ones are just too expensive for your budget at the moment.

2. Don't put in long jobs.

With NPC labs you have to wait for weeks to get a slot. It made perfect sense to queue for the maximum amount of days possible. But the mobile labs are yours, there's no need to place a job for a month. Quite the contrary, it's a liability. If for some reason you have to off line the LAB or move your research character to another corp, the job will be canceled and the research done on it up to that point will be lost.

3. Create a research alt.

With the new character creation system, you can create a research alt that has laboratory operation at level 5 out of the box. It will come in handy to queue more jobs than your main is capable of alone. It's also good to have the alt at the NPC station to manage the jobs when they are ready.

4. Get your jump-clones \0/

Due to recent changes in jump-clone requirements, now you can install a jump-clone with either your standings OR your corp's standings above 8.0 with the NPC corp owning the station. As opposed to yours AND your corp's.

If you have the standings to deploy a POS, most likely you also have standings to create jump-clones with some NPC corp. The day your corp-mates come back to the corp, the corp's standings with that NPC corp will allow them to install jump-clones there, even if they don't have the personal standings.

Just tell them to train Infomorph Psychology and install the jump clones that same day, before DT.

Kazuo Ishiguro's Guide to POS Labs

Almost every day someone seems to post on this forum and ask how to use mobile laboratories, so I thought I'd try and answer all the common questions (and some of the less common ones) in one thread. Labs are intimately tied to corp structure and POS management- two of the most complex and nebulous parts of the game- so perhaps it's not surprising that a lot of people are confused about them.

1. How can I do research without keeping my BPOs at the POS?

The BPOs have to be in a **corp hangar** in an Outpost or NPC station **in the same solar system as the POS**. You will need the skill **Scientific Networking I** to start a job in this manner. If any materials are required for the research, they must be placed (in advance) in the matching corp hangar division in the lab used to do the research.

2. Can I start jobs when the BPOs are many jumps away?

Yes, provided that they are set up as described above, and you have the necessary level of Scientific Networking. **This skill does not allow you to start jobs when you have your BPOs in one system and a POS in another system.** At level 5 **you** can be anywhere in the same region.

3. How do I set the fees people pay to use my labs?

Once you've got all your labs anchored, right click on them and give each one a unique name. You don't have to do this, but it makes it much easier to manage large numbers of labs. Then go to the Installations tab of the Science & Industry screen. Select one lab (the names you entered should be listed) and then hold shift + click to select all slots of one type. Then a 'Manage Assemblylines' button will appear. Here's an **example** of what this looks like. A few notes about all those fields that appear on the screen that pops up:

- Install cost & cost per hour: self-explanatory.
- Good standing discount/Bad standing surcharge = standing from your corp to corp starting the job * value entered * 1%. People in your corp are counted as having a standing of 10.0; this value cannot be changed.
- Standings/security level options - if you really wanted to, you could set up 🤖-only or 🧑-only labs, or block certain corps in your alliance. Used in conjunction with the 'Allow by range' restriction masks.
- Restriction masks - leave all of these unchecked for best results.

N.B. You have to fill out this screen one lab at a time, and separately for each type of slot that you're charging fees for.

4. How can alliance members use my labs?

Your alliance mates need to rent offices in the same system and keep their BPOs in corp hangars there. They can then start jobs remotely. At the moment, only ME and PE research is possible, and only for blueprints that don't need any materials for those types of research.

This is a completely secure means of research. The tower owner has no opportunity to steal any blueprints from alliance members in other corporations, and can't even see what blueprints are being researched.

5. How can I set up my corp members to use my labs?

This is messier, and requires trust in both directions. Unless you're a director, you need the following roles/permissions:

- Factory Manager
- Rent research slot
- Take access to a corp wallet division (unless the labs are free to use). **Confirmed on TQ.**
- Access to a corp hangar division (Query is sufficient if you don't want people to be able to remove BPOs or materials).

N.B. Factory Managers can cancel production/research jobs started by anyone in the corp, not just their own jobs. Do not give this role to people you don't trust!

With this setup, people can do remote ME/PE research and copying. Copies appear in the labs at the POS when jobs are delivered, so someone with POS access has to retrieve them. Remote invention is possible, but it's a lot of extra work for the POS manager. See #10 below for more details.

If you want people to be able to retrieve copies, do invention, or provide their own materials for jobs, they'll need starbase access. The exact roles you need to give your researchers depend on the role requirements you set via the 'Access' tab of the POS management screen (right click tower -> Manage -> Structures -> Access). They'll also need hangar take (other) for the division hangar they'll be using for their jobs.

If you want a few researchers to be able to access the labs and keep the rest of the corp out, one option is to set the access requirement to 'Caretaker' and give your researchers the 'Fuel Technician' role, then only allow config managers to refuel the POS. Our lives would be easier if there was a dedicated 'Starbase researcher' role, but for now we have to be creative.

6. How are research fees collected?

The corp member starting the job needs access to a corp wallet division, as mentioned above. Once they've selected that division as their active corp wallet division, fees are deducted from it (when they accept the quote for a job) and immediately deposited into the master wallet of the corp that owns the POS. There is no option to change the division into which the fees are deposited. This looks a bit silly if you're doing jobs from the master wallet of the corp that owns the POS, but at least you don't pay taxes or broker fees on it.

7. What are the stats of the new Advanced Mobile Laboratory?

3 copy slots (0.65 time multiplier)
2 ME slots (0.75)
2 Invention slots (0.5)

Fitting:
600tf, 120,000 MW

Base cost:
150M isk

The old labs have the following stats:

3 ME slots (0.75)
3 PE slots (0.75)
1 copy slot (0.75)
5 Invention slots (0.5)

Fitting:
500tf, 100,000 MW

Base cost:
90m isk

The two types share the same model. It helps to distinguish between them when naming your labs.

8. What happens if I forget to pay the rent on an office while I have a job in progress?

Your BPO will disappear into a non-existent hangar (the 'black hole' 🕳️) and you will need to file a petition to retrieve it, even if you re-rent the office before the job finishes. If this happens, take a note of all the details of the job before you deliver or cancel it, as this will make it easier for the GMs to retrieve your BPO. Avoid this at all costs, as this type of petition often takes a long time to resolve.

9. What happens if I leave my corp while I have a job in progress?

The job will continue to run until delivered or cancelled by another member of the corp. Nothing bad will

happen provided that the office is rented throughout the duration of the job.

10. Is it possible to start invention jobs remotely?

Sigh. Yes, but only if...

- All materials required are in the lab, in one single hangar division.
- The BPC you want to invent from is in a **corp hangar** in a station/outpost in the same system as the POS.

If the BPC at the station is in a different hangar division from the materials at the lab, enter the division that the materials are in at the lab when setting the 'Input' division for the job.

You get an error message when starting jobs this way, but they work nevertheless. Placing a second BPC of the same type as the one used in the lab with the materials stops this. This optional, extra bpc is not consumed.

11. Can I rent out my labs to the general public?

No. **Only people in your corp or alliance can use your labs**, and alliance mates in other corporations can only perform ME & PE research that doesn't require any materials. This can seem a bit odd, for two reasons:

- It's rather pointless having the option to exclude people by corp standings, when all corps within an alliance are usually friendly to one another.
- Lab slots with no restriction masks set show up on the installations screen as being 'Publicly Available' even though they aren't.

Perhaps it was once CCP's goal to make this possible, but it was never finished. I certainly wouldn't bet on any changes happening in the near future.

12. Nice guide, but what about manufacturing? Does that work the same way?

Yes, but **only within your own corp**. The blueprints and materials have to be set up in exactly the same way, as per #1. The skill that determines the range at which you can start jobs (for blueprints/materials set up correctly) is **Supply Chain Management**. To start jobs, corp members need the roles 'Factory Manager' and 'Rent Factory Slot'.

13. How can I let my corp members use my expensive BPOs without the risk of theft?

You have four options:

- Grant query access only and retrieve all the BPCs/manufactured items yourself.
- Set your corp members as 'Based At' the solar system with the POS in it. Grant take access to a division under the 'Other' heading, but not at the 'Based At' heading. This is not terribly secure; people based at other stations and given 'Other' access will be able to take the BPOs.
- Same as above, except with Corp HQ used in place of 'Based At'.
- Get a director to lock down the BPOs and give your researchers access to whatever divisions you like- no-one will be able to remove the BPOs unless a majority of shareholders votes to unlock them, or the CEO unrents the office, retrieves the BPOs from the impound hangar and gives it to them (this is petitionable). This is usually the best option.

Note that if you let people retrieve their own BPCs or manufactured items, they need to be given POS access as per #5.

Name	capacity	CPU	Power Grid	Cycle Time	Coolant	Mechanical Parts	Oxygen	Robotics	Enriched Uranium	Helium Isotopes	Hydrogen Isotopes	Nitrogen Isotopes	Oxygen Isotopes	Liquid Ozone	Heavy Water	Strontium Clathrates	Charter
Amarr Control Tower	50000	5500	5000000	3600	8	5	25	1	4	450				150	150	200	1
Amarr Control Tower Medium	25000	2750	2500000	3600	4	3	13	1	2	225				75	75	100	1
Amarr Control Tower Small	12500	1375	1250000	3600	2	2	7	1	1	113				38	38	50	1
Angel Control Tower	50000	6000	4375000	3600	7	5	22	1	4			383		128	128	170	1
Angel Control Tower Medium	25000	3000	2187500	3600	4	3	11	1	2			192		64	64	85	1
Angel Control Tower Small	12500	1500	1093750	3600	2	2	6	1	1			97		32	32	43	1
Blood Control Tower	50000	5500	5000000	3600	7	5	22	1	4	383				128	128	170	1
Blood Control Tower Medium	25000	2750	2500000	3600	4	3	11	1	2	192				64	64	85	1
Blood Control Tower Small	12500	1375	1250000	3600	2	2	6	1	1	97				32	32	43	1
Caldari Control Tower	50000	7500	2750000	3600	8	5	25	1	4			450		150	150	200	1
Caldari Control Tower Medium	25000	3750	1375000	3600	4	3	13	1	2			225		75	75	100	1
Caldari Control Tower Small	12500	1875	687500	3600	2	2	7	1	1			113		38	38	50	1
Dark Blood Control Tower	50000	5500	5000000	3600	5	5	16	1	4	338				113	113	150	1
Dark Blood Control Tower Medium	25000	2750	2500000	3600	4	3	7	1	2	169				56	56	75	1
Dark Blood Control Tower Small	12500	1375	1250000	3600	2	2	4	1	1	85				29	29	38	1
Domination Control Tower	50000	6000	4375000	3600	5	5	16	1	4			338		113	113	150	1
Domination Control Tower Medium	25000	3000	2187500	3600	4	3	7	1	2			169		56	56	75	1
Domination Control Tower Small	12500	1500	1093750	3600	2	2	4	1	1			85		29	29	38	1
Dread Guristas Control Tower	50000	7500	2750000	3600	5	5	16	1	4			338		113	113	150	1
Dread Guristas Control Tower Medium	25000	3750	1375000	3600	4	3	7	1	2			169		56	56	75	1
Dread Guristas Control Tower Small	12500	1875	687500	3600	2	2	4	1	1			85		29	29	38	1
Gallente Control Tower	50000	6750	3750000	3600	8	5	25	1	4				450	150	150	200	1
Gallente Control Tower Medium	25000	3375	1875000	3600	4	3	13	1	2				225	75	75	100	1
Gallente Control Tower Small	12500	1688	937500	3600	2	2	7	1	1				113	38	38	50	1
Guristas Control Tower	50000	7500	2750000	3600	7	5	22	1	4			383		128	128	170	1
Guristas Control Tower Medium	25000	3750	1375000	3600	4	3	11	1	2			192		64	64	85	1
Guristas Control Tower Small	12500	1875	687500	3600	2	2	6	1	1			97		32	32	43	1
Minmatar Control Tower	50000	6000	4375000	3600	8	5	25	1	4			450		150	150	200	1
Minmatar Control Tower Medium	25000	3000	2187500	3600	4	3	13	1	2			225		75	75	100	1
Minmatar Control Tower Small	12500	1500	1093750	3600	2	2	7	1	1			113		38	38	50	1
Sansha Control Tower	50000	5500	5000000	3600	7	5	22	1	4	383				128	128	170	1
Sansha Control Tower Medium	25000	2750	2500000	3600	4	3	11	1	2	192				64	64	85	1
Sansha Control Tower Small	12500	1375	1250000	3600	2	2	6	1	1	97				32	32	43	1
Serpentis Control Tower	50000	6750	3750000	3600	7	5	22	1	4				383	128	128	170	1
Serpentis Control Tower Medium	25000	3375	1875000	3600	4	3	11	1	2				192	64	64	85	1
Serpentis Control Tower Small	12500	1688	937500	3600	2	2	6	1	1				97	32	32	43	1
Shadow Control Tower	50000	6750	3750000	3600	5	5	16	1	4				338	113	113	150	1
Shadow Control Tower Medium	25000	3375	1875000	3600	4	3	7	1	2				169	56	56	75	1
Shadow Control Tower Small	12500	1688	937500	3600	2	2	4	1	1				85	29	29	38	1
True Sansha Control Tower	50000	5500	5000000	3600	5	5	16	1	4	338				113	113	150	1
True Sansha Control Tower Medium	25000	2750	2500000	3600	4	3	7	1	2	169				56	56	75	1
True Sansha Control Tower Small	12500	1375	1250000	3600	2	2	4	1	1	85				29	29	38	1

Name	Cpu Usage	Powergrid Usage
Advanced Large Ship Assembly Array	1,000	300,000
Advanced Medium Ship Assembly Array	500	200,000
Advanced Small Ship Assembly Array	250	100,000
Ammunition Assembly Array	150	50,000
Ballistic Deflection Array	250	150,000
Biochemical Reactor Array	1,250	250,000
Biochemical Silo	250	50,000
Capital Ship Assembly Array	2,000	1,000,000
Capital Ship Maintenance Array	0	1,000,000
Catalyst Silo	250	50,000
Citadel Torpedo Battery	160	160,000
Component Assembly Array	150	50,000
Corporate Hangar Array	150	100,000
Coupling Array	155	10,000
Cruise Missile Battery	40	40,000
Cynosural Generator Array	150	375,000
Cynosural System Jammer	0	750,000
Drone Assembly Array	150	50,000
Drug Lab	150	50,000
Efficient Equipment Assembly Array	150	90,000
Energy Neutralizing Battery	25	350,000
Explosion Dampening Array	250	150,000
General storage	250	50,000
Hazardous Chemical Silo	250	50,000
Heat Dissipation Array	250	150,000
Intensive Refining Array	4,000	750,000
Ion Field Projection Battery	50	25,000
Jump Bridge	4,000	750,000
Large Artillery Battery	0	405,000
Large Autocannon Battery	0	270,000
Large Beam Laser Battery	0	450,000
Large Blaster Battery	0	225,000
Large Pulse Laser Battery	0	315,000
Large Railgun Battery	0	360,000
Large Ship Assembly Array	1,000	300,000
Medium Artillery Battery	0	202,500
Medium Autocannon Battery	0	135,000
Medium Beam Laser Battery	0	225,000
Medium Biochemical Reactor Array	750	250,000
Medium Blaster Battery	0	112,500
Medium Intensive Refining Array	2,000	375,000
Medium Pulse Laser Battery	0	157,500
Medium Railgun Battery	0	180,000
Medium Reactor Array	1,500	125,000
Medium Ship Assembly Array	500	200,000
Mobile Laboratory	500	100,000
Moon Harvesting Array	500	10,000
Moon Harvesting Array II	1,000	20,000
Phase Inversion Battery	50	25,000
Photon Scattering Array	250	150,000
Rapid Equipment Assembly Array	200	110,000
Reactor Array	3,000	250,000
Refining Array	700	100,000
Sensor Dampening Battery	25	12,500
Ship Maintenance Array	0	250,000
Silo	500	50,000
Small Artillery Battery	0	101,250
Small Autocannon Battery	0	67,500
Small Beam Laser Battery	0	112,500
Small Blaster Battery	0	56,250
Small Pulse Laser Battery	0	78,750
Small Railgun Battery	0	90,000
Small Ship Assembly Array	250	100,000
Spatial Destabilization Battery	50	25,000
Stasis Webification Battery	25	50,000
Stealth Emitter Array	500	0
System Scanning Array	25	25,000
Torpedo Battery	80	80,000
Warp Disruption Battery	50	100,000
Warp Scrambling Battery	25	25,000
White Noise Generation Battery	50	25,000

Outpost Construction and Upgrading Post Revelations II

Written by: Braaage

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0.1] Freighters and their use in Outpost Construction/POS Deployment

With Revelations II came a big change in the way freighters can be used in POS and Outpost work. You can now use freighters to fill outpost eggs which also includes Outpost Upgrades.

The only thing you really cannot do with freighters is use them to solely deploy POS Control Towers but I will tell everyone now until it's fixed that you can put fuel in an offline control tower direct from a freight container. The only exception is the enriched uranium as it won't go in a freighter container. It is my belief this was never intended to happen otherwise you would be able to fuel an offline POS direct from the freighter. **I feel it's only fair that everyone know this so everyone is on an equal playing field, if CCP changes this or declares it an exploit to do I will alter this post.**

A freighter.....

- can't scoop from ordinary containers or jetcans
- can't jettison into space
- can't transfer goods to or from any POS structures unless within 30km of an online tower (unless you cheat and use freighter containers)
- shouldn't be able to fuel a control tower which is not online, although you can use a freight container to put in all fuel except the enriched uranium.

A freighter.....

- can launch POS modules
- can fuel control towers that are online

- can take and put in items from any structure which is online and within 30km of can online tower, including silos, capital shipyards, corporate hangar arrays etc.
- can scoop unanchored POS structures within 30KM of an online control tower.
- is the only ship that can launch Outpost Foundation Platforms.
- is the only ship that can scoop up Outpost Foundation Platforms.
- is the only ship that can launch Outpost Upgrade Platforms.
- is the only ship that can scoop up Outpost upgrade Platforms.
- is the only ship that can launch an Outpost Platform (egg).
- is the only ship that can scoop an Outpost Platform (egg).
- can put the required items in an anchored outpost platform, an anchored Outpost Platform Upgrade or an Outpost Upgrade egg **without the need to use cans**.

1] FAQ on Outposts

Q. What is an Outpost?

A. An Outpost is an Alliance/Player built station which has the full services of a NPC station (depending on which type of Outpost is deployed, depends on the station services).

Q. Where can I build my Outpost?

A. Only at the warp in point of a planet and only in a sector which you have sovereignty over.

Q. Where is an Outpost deployed?

A. At the warp in point of a planet.

Q. Can we build more than 1 Outpost/Station in a solarsystem?

A. No, only 1 station or outpost maybe built in a solarsystem.

Q. Can we blow up an Outpost?

A. No they are indestructible, however with REV II you can disable the station services (IE Fitting, Refinery etc etc).

Q. Can an Outpost Platform, Outpost Upgrade Platform or the Outpost Upgrades (more commonly known as the eggs) be destroyed before the outpost or upgrade is erected?

A. Yes it can they have 100,000,000 hit points, after that the egg goes boom.

Q. Does an Outpost have defenses?

A. Directly, no it doesn't, but since a POS controls sovereignty and whilst sovereignty is maintained the outpost is indestructible/unconquerable the Outpost is defended. Of course the real defense are the players.

Q. Does the Outpost (note Outpost and not POS) require fuel to run?

A. No

Q. What is the difference between an outpost and a conquerable station? Or are they the same thing?

A. Difference is a conquerable station is already pre-built you just have to pound on it a lot to get it (if an Alliance hasn't claimed sovereignty). An Outpost you physically construct and it takes oodles of stuff to make one. But in essence they become the same thing, once you take sovereignty off the Outpost owner it's then conquerable. Also a conquerable station atm maybe a refinery, maybe a factory, maybe a research stn, until it's conquered you don't really know what your getting.

Q. What is the refinery % and do skills boost the amount?

A. Refinery outpost has a base refining of 35% and yes it is boosted by skills. In particular the ore specific processing skills and scrap metal processing (for loot). Also the station is configurable so the owner may take a % of the amount being refined. With Revelations II the outpost refinery can be upgraded to a higher refining level or refining services can be added to other outposts.

Q. Can I upgrade an NPC station in 0.0?

A. No, stations belonging to NPC corporations/factions cannot be upgraded at this time.

Q. Can I claim a constellation that already has been claimed by NPC?

A. Atm you can't, only player controlled Alliances can take sovereignty from other player controlled alliances (this may change who knows).

1.1] Outpost Facilities and Gallery

[Click here](#)

2] Building an Outpost

2.1] Gaining Sovereignty

Q. Can I get sovereignty over any solarsystem?

A. No, there are 2 things to look at here, firstly the map stars can be coloured by sovereignty, however, it has been known that this isn't always accurate. The only sure way to tell is to go to the system and if it's not claimed then the sovereignty will not be listed in the top left corner under the solarsystem name.

Q. How do I claim sovereignty?

A. You need to construct and keep powered at least 1 POS for 7 days (after downtime at the start of the 7th day you will claim sovereignty). Only 1 POS is required to gain sovereignty if no one else has a POS in the solarsystem.

See further down this post for different sovereignty levels and what to do to get to them.

2.2] Building your Outpost

You need.....

- to be in an alliance
- 1 solarsystem to which you have sovereignty level 1
- 1 freighter at least
- 1 manufacturer with the Outpost Construction Level 1 Skill
- 1 platform BPO or a platform BPC
- Approx 30 billion isk
- 1 player to anchor and build the Platform with Anchoring Level 5 and Outpost Construction Level 1 Skill

All Outpost Platform components are NPC buy only, you cannot make them from minerals (atm).

Stages of making your Outpost

1. Get sovereignty in the solarsystem by deploying a POS (See Sovereignty above).
2. Buy the Outpost Platform BPO or get lucky and get a BPC from someone.
3. Make the Outpost Platform in a station (requires Outpost construction L1)
4. Take the Outpost Platform to the deployment location, launch it then anchor it (requires Outpost construction L1 and anchoring L5 to anchor).
5. Fill the Outpost Platform with the required items as listed on it (Can now be done using freighters).
6. Once all the items are in right click on the egg and select build. This step is instant so can be done very close to DT.
7. Wait until Downtime when your egg is turned into an outpost.

When u launch it for corp and anchor (requires Anchoring L5) the first thing to do and you MUST do is to right click it and set a password. If you don't set a password ANYONE from ANY corp or alliance can access the storage and remove items from it.

When you have the Platform in a station and right click on it you can see 2 options for setting passwords, in my experience on Sisi testing these passwords sometimes do NOT come into effect when the egg is deployed. This may have something to do with the fact I use 1 person to set the passwords and carry the egg in a freighter to launch point and a separate character to anchor the egg. So make sure you set a password after it's anchored.

2.3] After your outpost is built – Common Settings and configurations

The corporation that initiated the BUILD command on the Outpost Platform (egg) will be assigned the station and will appear to be given one of the offices in it. **This is currently a bug, although it shows an office as being taken by the owning corp they don't get an office.**

Disabling Outpost Services

With Rev II expansion came the ability of an enemy force being able to disable station services on Outposts (can't disable services on NPC stations in 0.0). So now it's possible to disable Outpost services like cloning, factory, repair, reprocessing, laboratory and fitting. This has nothing at all to do with the outpost upgrades, although an upgraded service will still get disabled if it comes under the list above.

To disable a service shoot it's shield and armour.

Change of ownership

With the release of REV II you are now able to transfer the Outpost to another corporation by simply clicking a button.

To change ownership a CEO or player with station manager role can click on the Station Mgmt button (bottom right inside station), click the station details tab and click the transfer ownership button. You will then be prompted with a populated box of all corporations in your alliance to choose who to transfer ownership to, simply click on the corp and OK it.

Obvious Warning: If you transfer ownership to another corporation the only way to get it back is if that corp transfers it back. Be very careful who you let have station management roles as this could be used to cause havoc during war times.

Station settings

Docking

The most commonly used setting on Outposts is the ability to control who can and cannot dock, this is always done by the owning corp of the station setting appropriate standings to other corps to allow docking access. The setting is on the Service Access Control tab and near the bottom you have a Access Control for Docking option. Simply set the Min. Standing to an appropriate level if you are to control who can and who cannot dock.

One for the pirates of EVE 🤡 – you can set an Outpost so only players with negative Security standing can dock. Set the Min Standing to 0.0 (so no corp to corp standings are required and then set Max. Character Security to -0.1 (leaving Min Security Standing on -10). This would mean only a character with negative security status could dock 🤡 true pirate outpost anyone? 🤡

Offices

Unless you throw up a Gallante outpost, offices are quite scarce and you may want to control who has them. To start with on the station management – offices screen UNTICK the Publicly available option for all offices. This will give you time to sort out who is and who isn't having an office. The office rental cost is on the Station Details tab of the station management screen.

Refining Taxes

Setting the refining taxes goes some way to getting some ISK back for re-fuelling of POSs in the solarsystem and I don't know many if any corps that don't set a tax rate. On the Station Details tab of the station management screen is a "Reprocessing Stations take" option, typing a figure into this box sets the % of take (IE typing in 10 will take 10%).

Constellation Capital

Perhaps the newest setting on the Station Management screen is the option to set your outpost as Constellation Capital. Warning here, once this is set it cannot be cancelled, once a station is chosen as Constellation Capital no other Outposts in the same Constellation can be set as Capital. When the option to set as Constellation Capital is set the date in which it was set is displayed along with the number of days it has been set for, when it reaches 30 days it becomes the Constellation Capital Outpost.

As for all settings and options on the Station Management screen DON'T forget to apply the settings.

3] Outpost Upgrades

Outpost upgrades are different based on the Outpost type, so where you can upgrade the Minmatar refinery to 40% base refining, a Gallente Outposts option is to add a refinery with a 10% base refining (it is possible though to get 30% if you upgraded the Gallente Outpost refinery to the maximum upgrade).

A Minmatar Outpost gives you a possible upgrade to boost manufacturing time on modules whereby the Gallente boosts manufacturing time on capital components. I think you get the idea so I'll carry on.

When you decide to upgrade your Outpost, **stop**, sit down, **discuss with your corp and alliance BEFORE YOU DO ANYTHING ELSE**, trust me you will thank me later 😊

Why I hear you ask?

Well that's simple, once you have built an upgrade, there is no way it will ever be removed so if you build the wrong upgrade, tough, so plan ahead.

3.1] Your upgrade path

On the Station Mgmt button (only visible for CEO, directors and Station Managers) on the Improvements tab is your stations upgrade path. Hover over each box (all 15 of them) and note down what each level does and its benefits. What you need to know now is that you can only upgrade 6 of those boxes in total and you can only upgrade to a later upgrade if you have the first upgrade done.

A completely upgraded station will be able to upgrade 3 top (level 1) boxes, 2 middle (level 2) boxes and 1 bottom (level 3) box. So choose wisely, for instance if anyone upgrades the Minmatar refinery to Level 3, they want ejecting into space and pounding into the station with a titan until it looks like its been painted red with his blood. A second level refinery upgrade on the Minmatar Outpost will give it a 45% base refinery and is enough to leave no wastage on a fairly skilled refiner, in fact it's almost (and maybe) possible to get no wastage on a single level 1 upgrade to the refinery on a fully skilled character with a beancounter implant installed.

Anyway I guess you get the message – think ahead 😊

3.2] The 3 Upgrade Platforms

There are 3 upgrade platforms – Foundation, Pedestal and Monument, these platforms allow you to add your upgrades onto the Outpost. You have to do them in order, so build a Foundation first, that is a pre-requisite for building a Pedestal platform and the Pedestal is a pre-requisite for a Monument platform.

You can if you so wish (albeit is slightly risky) build all 3 platforms one after the other without building any upgrades on your station. CCP confirmed to me that this is possible and you will then be able to upgrade your 3 basic, 2 intermediate and 1 advanced upgrade. The only issue with doing this is it makes you a lucrative target should an enemy find out and you may end up losing your station before you can apply any upgrades.

The Upgrade Platforms have pre-requisites themselves, these are:

Foundation Upgrade Platform (cost: 3,600,000,000 ISK)

- Requires Sovereignty Level 2
- Anchorer and builder needs to have Outpost Construction Level 1 (Mechanic 5, Industry 5 and Anchoring 5)

Pedestal Upgrade Platform (cost: 14,400,000,002 ISK)

- Requires Sovereignty Level 3
- Requires a Foundation Upgrade Platform to already be in place
- Anchorer and builder needs to have Outpost Construction Level 3 (Mechanic 5, Industry 5 and Anchoring 5)

Monument Upgrade Platform (cost: 57,600,000,009 ISK)

- Requires Sovereignty Level 4
- Requires a Pedestal Upgrade platform to already be in place
- Anchorer and builder needs to have Outpost Construction Level 5 (Mechanic 5, Industry 5 and Anchoring 5)

Sovereignty levels 1,2 & 3 are straight forward:

Sovereignty Level 1 – Keep a POS onlined and unconstested for 7 days

Sovereignty Level 2 – Keep the above POS onlined and uncontested for a further 14 days

Sovereignty Level 3 – Keep the above POS onlined and uncontested for a further 14 days

To get to Sovereignty Level 4 (Constellation Sov) – set your Capital Outpost and wait a further 30 days and then make sure you have sovereignty in the majority of the constellations solarsystems (more than half).

So that's total of 65 days from Sovereignty Level 0 to Level 4. This should give alliances time to get someone trained to Outpost Construction level 5 which is needed to anchor and build the Monument Platform.

3.3] Deploying Upgrade Platforms and Upgrades

Deploying the Upgrade platforms and the Upgrades is just like deploying the Outpost itself.

- Take either the platform or the upgrade to a distance further than 5,000m from the station
- Launch it for the corp
- Anchor it (takes 1 hour)
- Fill it with the required materials
- Build it
- Wait for next Downtime where the egg disappears and the upgrade goes into your station.

Yes you can fill these eggs with a freighter (takes 2-3 trips).

Yes these eggs are destroyable (100,000,000 HPs)

Yes you SHOULD set passwords on the eggs when it's anchoring.

No you cannot build any 2 (platform or upgrade) to the same station in the same downtime at the same time, only 1 per downtime.

Yes you can upgrade 2 separate stations at the same time (obviously).

3.4] Upgrading your Outpost

I've already gone over this but will do so again so you are fully aware of what you are doing, the whole upgrade process from start to finish is:

- Get Sovereignty Level 2
- Build a Foundation Upgrade Platform
- Wait until after Downtime
- Build 1 basic Outpost Upgrade
- Wait until after Downtime
- Get Sovereignty Level 3
- Build a Pedestal Upgrade Platform
- Wait until after Downtime
- Build 1 more basic and 1 intermediate Outpost Upgrade (cannot build both in the same Downtime)
- Get Sovereignty Level 4
- Build a Monument Upgrade Platform
- Wait until after Downtime
- Build 1 more basic, 1 more intermediate and then 1 advanced Outpost Upgrade (need to build one per Downtime not all at once)

Right but here's where it gets interesting the outpost improvements screen looks like [this](#)

You have 6 improvement slots as already mentioned (3 basic, 2 intermediate and 1 advanced), but you cannot upgrade an intermediate unless you have the basic upgraded also. So when it comes to choosing your advanced upgrade you will only have a choice of 2 (since you can only upgrade 2 basic to intermediate).

SO PLAN IT OUT IN ADVANCE 😁



THE COMPLETE MINER'S GUIDE version 2.2

Written and created by Halada

Prologue

"A tall, elegant man stood in a dark room. The numerous computer displays and gauges cast range and blue shadows upon his serious face, his eyes piercing among the darkness, overseeing the work of his engineers.

One of the workers came running to the officer.

"- Commander, one of our strip miner is malfunctioning. We are getting abnormal readings from the buffer. The transport stream isn't compensating.

- Deactivate the system and replace the crystal mister Dupuis, grinned the tall man."

Commander Velour wasn't fond of this new recent technology. He had been an engineer for 35 years, and he always referred to his earlier years, when mechanical grips were still the sharp edge of technology. Now they had bidirectional laser stream transport technology, advanced crystal enhancements, drones and what else. Despite his annoyance towards his ship's occasional hiccups, he always retained the most immense patience and understanding toward his workers.

His very nature was what commanded huge respect from his crew members. He preferred to be in the engineering room than the bridge, to be with his crew, to let them know he was there for them. He knew the job was hard; long hours, little rest and tiring work shifts. He was indeed very proud to command such a capable fleet of men and women.

His nano transponder emitted a sharp beep.

"- Commander, the fleet has reached its harvesting objectives and is awaiting your orders sir.

- Very well lieutenant. Inform the Yamato to open a jump portal to Isenan, and have the fleet enter hyperspace formation." The Commander smiled; he was pleased with the results of this last trip.

"- Very well sir, right away."

Out the window, the Commander saw a huge, beautiful Nyx mothership ship recall its fighters. A gigantic ball of blue light erupted from its head, and a gush of lightning illuminated the vastness of space.

"- Lieutenant, inform the Yamato to close the jump portal once my ship steps through and to meet the fleet at the rendezvous coordinates. Order the jump mister Delair."

A long chain of Hulks and Occators entered the giant hole, disappearing in the event horizon of the portal. The Admiral would be very pleased; they had mined enough mineral to complete the Erebus. The Commander's Rorqual entered the portal last and the Yamato jumped away in a gush of bright white light, leaving behind an empty asteroid field: the true testament of hard work and labor."

An Introduction to Mining

There is no better way to introduce that beautiful profession other than remembering long lost stories and legends of hard working men and women laboring together as a united team. Whether the above story happened or not is irrelevant; what is important is its message. Mining is one of the most profitable careers a pilot can choose. A successful miner will enjoy wealth and prosperity, with a guaranteed retirement. Simply put, the miner is the backbone of the entire EVE universe: everything that is manufactured, flown, destroyed and shot at comes from the very resources the miner harvested. He is the base of the pyramid and an absolute necessity to the survival of the economy. For this very reason, the profession will never be extinct.

The path of a miner is a long and hard one, with many winding turns and setbacks. Before you taste success, there will be failures and disappointments. But once you do reach that step, you will thank yourself for it. As in any adventure, it is always easier to climb the mountain with teammates, and mining is no different. Although a solo miner, with the proper knowledge and understanding of his profession, can achieve the same levels of greatness as the team oriented one, the profession really shines in teamwork. You will have shoulders to rest on and friends to turn to, and the slope will seem much less acute, and the failures less painful.

The purist will want to achieve the state of perfection in his Hulk. Someone wanting variety will maybe mix mining and industry, using the fruits of his labor to found his very own manufacturing business. Regardless of the path and detours you will take, the mining profession offers a huge arsenal of ships and tools to specialize in. So big in fact, that the newest recruit might have a hard time understanding. The Universe is vast and infinite; the possibilities of the profession are endless. All the doors are there for you to open, and you get to make the decisions. There is nothing stopping you: you are the master. What is there to harvest? What is there to help me? Where is there to go? What ship to use, what to mine, where to bring it, and how to use it... many questions might bombard your mind. Thankfully, a handful of experienced and veteran miners have shared their knowledge. The Complete Miner's Guide is the vestige of what they left behind.

Are you ready to learn the ways of the miner? How to become the *Perfect Miner*, to achieve the best you can dream to be? How to achieve wealth and prosperity? If so, read on. This guide will help you along the path of the mining profession, to help you train and evolve in the best you can be. You will require tenacity, patience and lots of energy, but the rewards will outweigh the sacrifices tenfold.

Fulfill your destiny. It awaits you.

News & Updates

06.10.07 Version 2.2 of guide releases

New sections added, notably:

- Rorqual
- Gas Cloud Mining
- Role of carriers
- Refining Implants
- New mining upgrades
- Outpost upgrades
- The Rokh

Some sections were re-written or updated. "Show me the money" section was updated with current mineral prices. Other smaller updates here and there. New cover page, introduction, layout... well, a bunch of new stuff !

21.01.07 - Version 2.0.1 of guide released

A few mistakes were found and are now corrected:

- Japset also gives 8 units of Zydrine
- Adding the Rokh to the battleship section
- On page 16 you can read "Using T2 miners, which has a 80m3/cycle base yield". It should read "Using T2 miners, which has a **60 m3**/cycle base yield". The equation is however correct.
- In section 6, "HX-1 Highwall (slot 10)" should read "HX-2 Highwall (slot 10)"
- Added comments in the drones section about the "harvesters suck" argument
- Added comments in the capital ship mining section

30.11.06 - Version 2.0 of guide released

Version 2.0 was released to coincide with the new expansion Revelations. The guide was completely rewritten with more extensive coverage and updated to reflect new changes. Most important ones:

- Pre-requisites for empire "low-ends" mining crystals lowered (section 5)
- Mining Drone Augmentator Rigs (section 12)
- Mining Foreman Mindlink fixed (section 6)
- *Squadron Command* skill replaced by *Warfare Link Specialist* (section 11)

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1. Mining 101

The basics of mining in EVE is very simple. In every system of every region, you will find asteroid belts which themselves contain asteroids of different natures. Using mining lasers, you simply harvest those asteroids and fill your cargo hold with ore, which can be later refined into minerals, which again is used to build ships and modules (we call modules any equipment we can fit on a ship).

In Empire (anywhere from regions which have a security status of 1.0 to 0.5), the most common types of asteroids are Veldspar, Scordite and Pyroxeres. They yield the most basic minerals which are Tritanium, Pyerite and Mexallon. The quantity of minerals you will get from refining your mined ore depends of the refining skills you have and the standings you have toward the corporation owning the station you are refining at. This sounds complicated, but this will be all covered later.

In essence, we could sum up mining like this: any ship which has a turret slot and equipped with a mining laser that harvests ore from asteroids for personal production, trading or reselling.

EVE offers a wide array of mining ships and equipment, some much more efficient than others. Through this guide we will discover what they are, and what they do. This section however will cover the very basics of mining.

1.1 Asteroid Belts & Ores

As previously mentioned, every system has asteroid belts, some more than others. The rule is, the lower the security status of a system is, the better the quality of the asteroids you will find will be.

If you are new to EVE, I suggest you read more about security status and how it affects your gameplay. You will not go into a lowsec system with the same ship and setup as you would in a 1.0 system. However this is not the subject of this guide and I will not cover it here, so do your homework before you make a mistake that will cost you ! A simple reminder would be you are mostly safe in 0.5 and above since Concord will come to your aid if you are attacked. You are however never completely safe from ore thieves and suicide gankers, who will suicide their cheap ships to kill your most expensive piece of technology to later harvest the rest of what's left as well as your ore. Keep this in mind: you are never 100% safe ! But back to the theme at hand...

We call every ore found in 1.0-0.1 systems "Low-ends", and the exclusive ores to 0.0 systems "High-ends". As you may have guessed, high-ends (namely, Bistot, Arkonor,

Mercoxit, Gneiss and Crokite) yield the best and most lucrative minerals in EVE. This doesn't mean that all low-ends are crap. Again, some are worth more than others. Finally there is ice, which is now only available in low-sec and 0.0.

Some ore can only be found in particular systems. For example, Jaspert can only be found in 0.4 systems in Gallente or Amarr space. You won't ever find it in any Caldari or Minmatar space ! Note that all ore types can found in 0.0. You will find everything from Veldspar to Mercoxit, however not in every system. It would be impossible to list which system has which kind of ore in 0.0, therefore, I suggest you use [ToxicFire's Ore Map](#) . It is a great tool to help you locate a good spot for your mining HQ or simply figure out where to go depending of what you need to mine !

It's also important to mention is that each ore has two variations. The first will give an extra 5% mineral when refining, and the second variant will give an extra 10%. Here's a table with each ore's variations.

Ore	5% Variation	10% Variation
Veldspar	Concentrated Veldspar	Dense Veldspar
Scordite	Condensed Scordite	Massive Scordite
Pyroxeres	Solid Pyroxeres	Viscous Pyroxeres
Plagioclase	Azure Plagioclase	Rich Plagioclase
Omber	Silvery Omber	Golden Omber
Kernite	Luminous Kernite	Fiery Kernite
Jaspert	Pure Jaspert	Pristine Jaspert
Hemorphite	Vivid Hemorphite	Radiant Hemorphite
Hedbergite	Vitric Hedbergite	Glazed Hedbergite
Gneiss	Iridescent Gneiss	Prismatic Gneiss
Dark Ochre	Onyx Ochre	Obsidian Ochre
Spodumain	Bright Spodumain	Gleaming Spodumain
Crokite	Sharp Crokite	Crystalline Crokite
Bistot	Triclinic Bistot	Monoclinic Bistot
Arkonor	Crimson Arkonor	Prime Arkonor
Mercoxit	Magma Mercoxit	Vitreous Mercoxit

Low-ends

High-ends

1.2 Minerals

Mineral is refined from the ore you mine. There are 8 kinds of mineral, 3 high-end types and 5 low-ends. Low-ends include Tritanium, Pyerite, Mexallon, Isogen and Noxium. High-ends minerals include Zydrine, Megacyte and Morphite. High-ends minerals can of course only be refined from high-end ores, which can only be found in 0.0 (some in low-sec, refer to grid in section 1.1), which explains why their price is much higher than low-

ends. Here is a table that shows which ore gives which kind of minerals:

Ore	Batch	Tritanium	Pyerite	Mexallon	Isogen	Nocxium	Megacyte	Zydrine	Morphite
Veldspar	333	1000							
Scordite	333	833	416						
Pyroxeres	333	844	59	120		11			
Plagioclase	333	256	512	256					
Omber	500	307	123		307				
Kernite	400	386		773	386				
Jaspert	500	259	259	518		259		8	
Hemorphite	500	212			212	424		28	
Hedbergite	500				708	354		32	
Gneiss	400	171		171	343			171	
Dark Ochre	400	250				500		250	
Spodumain	250	700	140				140		
Crokite	250	331				331		663	
Bistot	200		170				170	341	
Arkonor	250	300					333	166	
Mercoxite	250								530

How should you interpret that table ?

Let's start with the **batch**. Quite simple, the batch is the number of units you will need for every refine. The numbers you see in every mineral's column is the quantity of minerals you will get per batch with a perfect refine. Let's use an example to make it clearer.

Let's use Omber as an example. Omber has a batch of 500. Say you mined 3467 units, and you hauled it back to a station which has a refinery. For every 500 units, if you have a perfect refining yield of 100% (yes, it is possible), you will get 307 units of Tritanium, 123 units of Pyerite and 307 units of Isogen. If you divide 3467 by 500, you will end up having 6 batches, and 467 units of Omber leftover.

This is a simple analogy, as you might have to pay taxes (paid in units of mineral during a refine) depending of your standing with the corporation owning the station and your skills. The refining system will be covered later in another section, however this table is very useful to know which asteroid you should mine depending of the minerals you need.

1.2.1 What Should I Mine Then?

Since the value of minerals fluctuate daily following the supply and demand law (if you

don't know what that is, try googling it or listening in class ☺), it would be pointless to say "this mineral is always in high-demand, so mine that!". [Eve-central](#) has an excellent market report on minerals, with statistics up to the last 180 days. If you want to enter the mineral trading business (which is, I warn you, a very hard hobby) or simply be efficient, you should familiarize yourself with this great website ! No matter what you mine, there will ALWAYS be demand for it. Since the introduction of capital ships in the Red Moon Rising expansion, mineral consumption significantly raised, therefore don't worry, you won't be stuck with overstock, ever!

1.3 The Beginning of a Miner's Career

Ok, so you just started playing EVE, you are very motivated, but completely lost. We just looked at what you can mine, and what it will give you. You are however in your Ibis of Doom™ and cannot figure out where to go. That's normal. That's why you are reading this section, right?

Before you do ANYTHING else, I highly suggest you do the tutorial missions if you haven't already done so, to familiarize yourself with the game mechanics and tools. Another excellent reason is that the tutorial agent will give you ISK and rewards, maybe even an implant, which you can also sell for ISK, which will give you the capital you need to start. Another alternative is to join a corporation and have them help you around. No matter which option you choose, you will need some ISK before you can start.

1.3.1 Your First Ship

The best mining ship for starters is without a doubt the **Caldari Bantam**. Take note that the Bantam is NOT the only capable mining frigate. The Gallente for example, have the Navitas. Each race has its mining frigate, so if you do not wish to cross-train for Caldari if you aren't Caldari already, you should go through the frigates' descriptions in the database to find the mining frigate of your race. Arguably though, the Caldari have the best mining cruiser (more later), so it makes sense to start with them.

Skills you will need : Caldari Frigate 2, Mining 1

I suggest you train *Caldari Frigate 2*, then *Mining 1*, then head to *Caldari Frigate 4* and then straight to *Mining 4*. Since the Caldari frigate skill gives 20% to the yield of lasers (only for this ship of course), the 1 day it will take you to get to *Caldari Frigate 4* is absolutely worth it. After that, getting to *Mining 4* will allow you to use T2 Mining lasers, which are definitely better than their T1 counterparts.

For the moment, you should fit 2x miners I on your Bantam. The modules you fit in the med slots really are unimportant, as no med slots modules will increase your yield in the

game. You can also train the skill *Mining Upgrades 1* and try fitting one Mining Laser Upgrade (+5% to mining yield per laser) in one of your low slots. Whether it will fit or not will depend of your *Electronics* skill level.

You should mine in your Bantam until you get *Caldari Frigate 4* and *Mining 4*. For the moment keep stockpiling the ore you get, you will get better offers for your ore/minerals in bigger quantities.

1.3.2 The Basic Mining Techniques

There is two ways to mine (ok, there are more than that, but there are two basic ways of mining). The first is to fly your ship back to the station as soon as your cargo is full to unload (which is quite time consuming), or use a technique called **jetcan mining**.

How it works is quite simple: the first time your cargo is filled, you simply jettison the ore in a can, and you keep filling this can by transferring your ore from your cargo to your can until it's full (which has 27,500m³ of space versus your small cargo). Once this can is filled, you switch your ship to a hauler (also called industrial), which are specialized ships with big cargo to transport goods. Make sure you haul your can every hour and a half to a maximum, as a can will expire and pop-up every two hours or so.

The main drawback from using this technique is that anyone can open your can and steal your ore. This is becoming rarer and rarer, but it still happens. If someone does take something from your can, they will start flashing red in your overview, which means you will be allowed to shoot them without Concord interfering. You can also gang yourself with corpmates to hunt him down, as anyone in your gang will also be allowed to shoot him.

1.3.3 Industrial Ships

Each race as its own set of haulers. What is great about EVE is that you are not limited to fly only one race. Unfortunately although the Caldari have the best mining frigate, they do not have the best haulers. Instead, I suggest training for a **Mammoth** (Minmatar).

Skills you will need : Minmatar Frigate 3, Minmatar Industrial 4

The Mammoth will hold 16,686m³ with 4x Expanded cargohold I modules and 4x Giant Secure Containers. Why the GSC ? Simply because they use 3000m³ of cargo space, but can hold 3900m³, which means for every can you can fit in your cargo, you will get an extra 900m³ of cargo. No other T1 haulers will approach that kind of cargo space, except the Gallente Iteron V, which requires Gallente Industrial 5, meaning it is not at a beginner's reach.

However, while you train for the Mammoth, the Caldari Badger will do a fine job. Don't stress yourself at getting a Mammoth too quickly, definitely not before you fly a cruiser. Keep using the Badger until you have a few millions in your wallet.

1.3.4 Joining a Corp

Joining a corp is not mandatory, it is however very, very helpful. There is no valid excuse for not doing so. Many corporations will accept players with casual playing times, or newbies... there are so many corps out there, you are bound to find one that will fit your playing style. Worse comes to worse, just leave and find a new one ! If you don't know where to start, have a look at the recruitment forum, or join the in-game channel eve-university, which is a great place to ask questions and get help !

1.3.5 Selling your Ore

At the very beginning of the game, refining the ore you mine yourself would mean too big of a loss. Your refining skills will be too low at this point (if you have any). You **could** sell the unrefined ore, but I don't suggest doing that. Why?

Most buy orders on the market for ores reflect 90% of the time a much lower value than what your ore is actually worth. Those setting buy orders are well aware that some miners don't understand the system and will just sell at any price. The buyer will then collect the ore and refine it. It's not dishonest: it's a valid trading strategy. This however incapacitates your wallet as you are not getting the full value of the work you put in. Joining a corp helps here: there is probably someone in your corp that will be able to get a good (even if not perfect) refine.

If you insist on playing solo, get *Refining 4* and it will already help a whole lot. **The WORST thing you can do is just right click -> sell and accept without even looking at**

the price you are getting. This is the most common mistake. Open the market, look at the buy orders, **don't be lazy** ! Each mineral unit has a volume of 0.01 m3 (compared to ore, which take much, much more space) so they really are easy to move around ! Don't be afraid to stockpile and to make your trips more worthwhile ! Knowing the market is the key to make ISK as a miner or a trader, don't go blind-selling the ore you put so much effort to mine !

1.3.6 Your First Cruiser

So, you finally got *Caldari Frigate 4* and *Mining 4*. The next step of the chain is to get a

cruiser. Lucky for you, the Caldari also have the best mining cruiser, the **Osprey**.

Skills you will need : Caldari Cruiser 1, Spaceship Command 3

The Osprey is a very nice ship, very affordable and also gets 20% bonus to yield per skill level. I suggest training *Caldari Cruiser 3* immediately. *Caldari Cruiser 4* will not be wasted time, but if you just started, you might want to invest the 4 or 5 days it would take you into other skills, like *Engineering* and *Electronics* for example.

As for fitting the Osprey, it is pretty straightforward. 3x T2 Miners in the high slots, you can fit a tank in the med slots if you want as the Osprey can handle itself in 0.6 systems with a heavy launcher and some drones. As usual in the low slots fit as many mining upgrades as you can. One will fit for sure, two will fit with good skills (*Electronic 5, Mining Ugrades 4*).

Next step is to get *Astrogeology 4*. It will give you another 20% bonus to your yield and is required for the next step of the chain, which is a **Mining Barge** (covered later).

After you reach *Astrogeology 4*, you will be faced with a choice. You can either get *Caldari Cruiser 4* and/or *Mining 5* (both will require about the same time to train). Mining 5 is a good investment for sure. If you plan to go for a Barge right away, than getting *Caldari Cruiser* to 4 is not necessary as you are not very far from your first mining barge at this point (5 or 6 days). If you would like to also train some PvP skills before though, than getting *Caldari Cruiser 4* is a good idea as the 20% bonus it will give you is absolutely worth it.

The next step will be either a Battleship or a Mining Barge. The fourth section is dedicated to this important next step and will explain the pros and cons of both to help you in your decision.

1.4 The Different Mining Lasers

There are many types of mining lasers, and it can be quite confusing for the newcomers, so here's a summary of what they are and what they are used for:

Laser name (abbreviation)	Note	Uses mining crystals
Miner I (or named)	can be fitted on any ship, entry class laser, also has various named variants	
Miner II	can be fitted on any ship	
Strip Miner I	must be fitted on mining barges or exhumers	
Modulated Strip Miner II (MSM2 or T2 Strips)	must be fitted on mining barges or exhumers, practically useless without crystals, cannot mine	x

Modulated Deep Core Miner II (MDCM2)	Mercoxit can be fitted on any ship, fits on all ships with a turret slot and fits all crystals	x
Modulated Deep Core Strip Miner II (MDCSM2)	must be fitted on mining barges or exhumers and used only to mine Mercoxit	x (can only fit Mercoxit mining crystals)
T1 Ice Harvesters	must be fitted on mining barges or exhumers	
T2 Ice Harvesters	must be fitted on mining barges or exhumers	

This puts an end to our first section. If you can retain everything you read in this first section, you are already on your way to a brilliant career ! Before heading to the fourth section of this guide, there are skills you should have trained .

Skills you should now have: Caldari Frigate 4, Caldari Cruiser 3 or 4, Mining 4 or 5, Astrogeology 4, Mining Upgrades 1

2. Refining

The refining system in EVE is not that complicated, but is not so easy to understand either. Basically, five criteria will affect your refining yield:

- 1- Your *Refining* skill level
- 2- Your *Refinery Efficiency* level (requires *Refining 5*)
- 3- Your standing toward the corporation owning the station where you want to refine at
- 4- The refining equipment of the station

2.1 Calculating your Yield

The formula to calculate your yield is the following:

$$[\text{Station Equipment}] + 0.375 \times (1 + [\text{Refining Skill}] \times 0.02) \times (1 + [\text{Refinery Efficiency Skill}] \times 0.04) \times (1 + [\text{Ore Processing Skill}] \times 0.05)$$

Thanks to Tinoga Enterprises Services for figuring this one out

To know the station equipment, open the refinery of the station and look on the right, as shown by the following screenshot:



The yellow rectangle shows the part where the station equipment is given. In the event your standing isn't high enough or you are in an Outpost (player built), you are subject to taxes (shown by the green rectangle), which must be calculated apart from the refining yield. **When we talk about the refining yield, we never include the taxes.** The yield they give you in the refining window (in this case, 84.5%) is baloney as it doesn't take into account your specialized skills, so ignore it.

You will need a standing of **6.7 or more** with the NPC corporation owning the station you want to refine at **to get a 0% tax rate**. Player controlled stations or Outposts follows another rule, as the corp owning the station can set the tax they want no matter the standing they have toward you.

All NPC/player controlled stations have a station equipment of 50%, while player built Outposts have an equipment ranging from 35% to 50%. Revelations introduced outpost upgrades, which can enhance the various utilities available at them. This however, is a costly business – the advanced refinery upgrade will cost 100bil to install. Thankfully, as we will see, it is possible to get a 100% refining yield with just a 40% equipment, and even with the 35% with the new implant (more later).

If you are too lazy, you can use this [refining yield calculator](#) online. The following tables are also a good reference which you can print and quickly have on hand:

Refining Refinery Efficiency	0	1	2	3	4	5	5	5	5	5	5	Station Equipment: 35%
Net yield	72.5%	73.3%	74.0%	74.8%	75.5%	76.3%	77.9%	79.6%	81.2%	82.9%	84.5%	
Ore processing 1							80.0%	81.8%	83.5%	85.2%	87.0%	
Ore processing 2							82.2%	84.0%	85.8%	87.6%	89.5%	
Ore processing 3							84.3%	86.2%	88.1%	90.0%	91.9%	
Ore processing 4							86.5%	88.5%	90.4%	92.4%	94.4%	
Ore processing 5							88.6%	90.7%	92.8%	94.8%	96.9%	

Refining Refinery Efficiency	0	1	2	3	4	5	5	5	5	5	5	Station Equipment: 40%
Net yield	77.5%	78.3%	79.0%	79.8%	80.5%	81.3%	82.9%	84.6%	86.2%	87.9%	89.5%	
Ore processing 1							85.0%	86.8%	88.5%	90.2%	92.0%	
Ore processing 2							87.2%	89.0%	90.8%	92.6%	94.5%	
Ore processing 3							89.3%	91.2%	93.1%	95.0%	96.9%	
Ore processing 4							91.5%	93.5%	95.4%	97.4%	99.4%	
Ore processing 5							93.6%	95.7%	97.8%	99.8%	101.9%	

Refining	0	1	2	3	4	5	5	5	5	5	5	Station Equipment:
Refinery Efficiency	0	0	0	0	0	0	1	2	3	4	5	45%
Net yield	82.5%	83.3%	84.0%	84.8%	85.5%	86.3%	87.9%	89.6%	91.2%	92.9%	94.5%	
Ore processing 1							90.0%	91.8%	93.5%	95.2%	97.0%	
Ore processing 2							92.2%	94.0%	95.8%	97.6%	99.5%	
Ore processing 3							94.3%	96.2%	98.1%	100.0%	101.9%	
Ore processing 4							96.5%	98.5%	100.4%	102.4%	104.4%	
Ore processing 5							98.6%	100.7%	102.8%	104.8%	106.9%	

Refining	0	1	2	3	4	5	5	5	5	5	5	Station Equipment:
Refinery Efficiency	0	0	0	0	0	0	1	2	3	4	5	50%
Net yield	87.5%	88.3%	89.0%	89.8%	90.5%	91.3%	92.9%	94.6%	96.2%	97.9%	99.5%	
Ore processing 1							95.0%	96.8%	98.5%	100.2%	102.0%	
Ore processing 2							97.2%	99.0%	100.8%	102.6%	104.5%	
Ore processing 3							99.3%	101.2%	103.1%	105.0%	106.9%	
Ore processing 4							101.5%	103.5%	105.4%	107.4%	109.4%	
Ore processing 5							103.6%	105.7%	107.8%	109.8%	111.9%	

As you can see, in most NPC stations (Empire/0.0), having *Refining 5*, *Refinery Efficiency 4* and *[Mineral] Ore Processing 1* will fetch you a 100% yield already ! So if you live in Empire, don't go train *Refinery Efficiency 5* for nothing and waste 2 weeks of training!

2.2 Refining Implants

Revelations 2.2 introduced a new mining implant, the *Hardwiring – Zainou 'Beancounter' H60*, which reduces recycling waste by 4%. It requires Cybernetic V and can be found on contracts.

This implant will allow you to get a perfect refining yield of 100% in 0.0 with perfect skills, even with the most basic outpost (35%).

2.3 From Refining Yield to Reality

Ok so you know your yield, and now you want to calculate how much actual minerals you would get per batch after refining. If you know you will have a 100% refining yield and won't pay any taxes, then simply use the table in section 1.2.1 and you're ready to go! Chances are you won't, so I'll explain how it works. As always, using a concrete

example helps, so let's do it again. Let's stay coherent and keep using our Omber example from earlier !

For every 500 units of Omber, you will get 307 units of Tritanium, 123 units of Pyrite and 307 units of Isogen for a perfect refine. But you determined your yield isn't perfect, and instead it's 88% (hypothetically). To know how much mineral you would get, you simply take 88% of each number. So in our case:

$0.88 * 307 = 270.16 = 270$ units of Tritanium

$0.88 * 123 = 108.24 = 108$ units of Pyerite

$0.88 * 307 = 270.16 = 270$ units of Isogen

EVE for some reason **truncates** all values dealing with mineral and ore. This means if you would end up with 270.98 units according to your calculations, you would still only get 270 units and not 271 as your mathematical instinct might believe.

If you need to pay any taxes on top of that (shown in the green rectangle from our screenshot above), you need to take it off now. Using our screenshot from above with a tax of 10%, we are left with:

$(100\%-10\%) * 270 = 243 = 243$ units of Tritanium

$(100\%-10\%) * 108 = 97.2 = 97$ units of Pyerite

$(100\%-10\%) * 270 = 243 = 243$ units of Isogen

So, we would end up with 243 units of Trit, 97 units of Pyer and 243 units of Isogen from our original batch of 500 in our hangar with a refining yield of 88% and a 10% tax.

If you mine named variations (+5%/+10%) of an ore, you have to factor that at the beginning of your calculations. So in our first calculation, if we are refining Silvery Omber (+5%) instead of regular Omber, we would calculate 88% of $307 * 1.05 = 322.35 = 322$ units of Tritanium and not 88% of 307.

Of course there is an excellent [ore calculator](#) available online for those not so good with Excel or who are simply lazy!

That's all there is to it really. See... I told you it wasn't that bad !

3. The Math System

Previous sections weren't plagued with mathematical equations. This was my attempt to start softly, but now it's time to be serious. The only way to compare ships is to compare their actual yield and what they are capable of, and this can only be done with math, lots of math (although nothing complicated!). If you can understand the system, then you will be able to apply it to every ship in the game, so there won't be any need to e-mail me and ask me what yield you would get with the skills you now have! If you do I'll spank you, m'okay?

3.1 Skill System

The skill levels in EVE, whatever which skill it is, stack. Concretely, it means the following: using the skill *Mining* as an example, which gives a 5% bonus to the yield of your mining laser per level, if you trained *Mining* to level 4, it means you get : $5\% * 4 = 20\%$ bonus from the skill *Mining* at level 4.

The effect of the different skills you trained though have to be multiplied together. Say you have *Astrogeology* at level 4 (which also gives a 5% bonus per level to your yield) and *Mining* at level 4, then your net yield would be:

Base laser yield * 1.20 * 1.20 = XXX

Using T2 Miners, which has a 60 m3/cycle base yield, you would get:

$60 * 1.20 * 1.20 = 86.4$ m3/cycle (note that the yield is not truncated nor rounded)

Simple enough? Let's keep going !

3.2 Cycles

Cycles determine how many seconds your laser need to complete a full, well, "mining cycle". The ore you mined will appear in your cargo at the end of that cycle. Named, T1 and T2 mining lasers have a cycle of 60 seconds (1 minute) and strip mining lasers (T1 and T2) as well as the Modulated Deep Core Mining Lasers II (MDCM2) have a cycle of 180 seconds (3 minutes). Ice harvesters will be covered in another section, as the whole ice mining system is quite different from the asteroid mining system.

Before we go any further, you should know that strips can only be fitted on Mining Barges or Exhumers. People are often confused with the cycle time and wonder what is the actual benefit of having a longer cycle. The biggest advantage is actually much more practical than it is beneficial... simply put, most of the time, the cargo of your ship will

be filled after every cycle, which means if you're using the jetcan mining technique (which you should), you'll be emptying your cargo every minute... which means you'll be doing it 60 times per hour instead of 20 if you're using strip miners. It might not look like a lot now, but it DOES make a difference at the end, believe me.

3.2.1 Cycles and yield interaction

Cycles and yield are directly linked. Because of the cycle time difference between strips and mining lasers, it makes it difficult to directly compare the yield of a barge with the yield of a battleship. We could divide the barge's yield by three to bring it to 60 seconds, or bring both of them on a per hour ratio, but this is not precise because of the way EVE truncates the number of units of ore you get per cycle.

Since we know strips do 20 cycles per hour and mining lasers 60 cycles per hour, to make the comparisons as accurate as possible, we will use Omber as our basic ore comparison unit throughout the guide, and compare how many Omber units a ship would mine per hour compared to another. This will increase accuracy by a small but still important factor.

If the cycle of your mining laser (again, ice harvesters act differently, this will be covered later) is interrupted for whatever reason (the asteroid pops or you stop the laser prematurely), you will still get ore for the duration of the cycle you mined. For example, if the cycle stops after 30 seconds, you will get 50% of what you normally get for a full cycle.

Here's a table to summarize the different base yield of each laser and their cycle times

Laser	Base yield (in m3)	Cycle time (in sec)	Note
Miner I	40	60	
Miner II	60	60	
Strip Miner	540	180	For barges and exhumers only
MSM2	360	180	Uses crystals, for barges and exhumers only
MDCM2	120	180	Uses crystals, fits all ships
MDCSM2	250	180	Uses crystals, used to mine Mercoxite only, for barges and exhumers only

For now don't be alarmed about the crystals, they will be covered in another section. It's a nice reference to have for those who are confused about how to calculate your actual ISK/hour rate (more on that in another section).

3.2.2 From Yield to Ore

People are very confused as to the amount of ore they will get when doing a "show info" on their strip or mining laser. It's in fact very simple to find out, you just have to know how. You simply have to divide your yield per cycle by the volume of the ore you're mining, and truncate the result.

Ore	Volume	
Veldspar	0.1	m3
Scordite	0.15	m3
Pyroxeres	0.3	m3
Plagioclase	0.35	m3
Omber	0.6	m3
Kernite	1.2	m3
Jaspert	2	m3
Hemorphite	3	m3
Hedbergite	3	m3
Gneiss	5	m3
Dark Ochre	8	m3
Spodumain	16	m3
Crokite	16	m3
Bistot	16	m3
Arkonor	16	m3
Mercoxite	40	m3

Again, here's an example with Omber. Using a hypothetical yield of 1789.67m3/cycle, the amount of Omber you would get per cycle is:
 $1789.67/0.6 = 2982.78 \text{ units} \rightarrow 2982 \text{ units/cycle}$

So you would end up with 2982 units of Omber in your cargo after every cycle... simple enough, isn't it? And you thought I'd kill your brains!

This ends our third section. Hopefully I haven't melted too many neurons. If so feel free to get drunk and come back later!

4. Mining Barge or Battleship ?

This is one of the most popular question. Should you head for a battleship or a mining barge? What's the difference ? Which is better? All those questions will be answered in this section.

The first thing you need to ask yourself is the following: do you want to PvP sometimes as well, or are you aiming at a professional mining career and want to concentrate your character only on improving its equipment and yield until you achieve perfection (yes, there is such a thing !) ?

If you are unsure for now, then aiming at a battleship isn't a bad idea. A battleship will mine as well as the medium mining barge (**Retriever**) if not outmine it depending of the BS you fly (more on that later), and the training for both at this point is more or less equal... if you know however that you will want to be very serious about it, then heading directly for the Retriever is a better idea. Now is the time to use the math explained in section 3 ... Let's see if you really got it !

4.1 The Battleship Way

The the two most popular battleships for mining are, since Revelation, the **Apocalypse** (Amarr, tier 2) and the **Rokh** (Caldari, tier 3). Although the golden banana has held first place in best mining battleship for a long time, the Rokh is now the master in this class. Both have 8 turret slots, however the Rokh has much more CPU, allowing him to fit one more MLU than the Apoc, and still enough to fit a tank as well. In the last version of this guide, the Dominix was covered here, as it was a better contender for 0.0 mining. The Rokh however now fits this bill as well, so the Dominix will no longer be covered.

No battleships in existence have a bonus to your mining yield, so it really comes down to the turret slots and the CPU at this point. Since the Rokh and the Apoc really are preferred, this section will concentrate on those two ships.

I'll assume you have the skills I suggested you train in the first section already trained, which would be *Mining 4*, *Astrogeology 4*. If you have no intention in getting a barge, then you will need *Mining Upgrades 4* to fit as many Mining Laser Upgrades (MLU) as possible on your battleship (it will however not help you on a barge). I will also assume you have *Electronics 5* already. Mining setups are very heavy on CPU, so if you don't already, get it ASAP.

Take note that MLU is the only factor allowing a battleship to compete with the Retriever. Without them, the Retriever will actually be superior in all cases.

4.1.1 The Apocalypse

This nice golden banana (sorry) can fit 8x T2 Miners and 3x MLU (you will need 4x Co-Processors II for this to fit though, and you're left with 18 cpu, so no space for a tank at all).

So let's see what kind of yield we will get:

$$60 * 1.2 * 1.2 * 1.05^3 = 100.0188 \text{ m3/cycle}$$

Using Omber, it means $100.0188 / 0.6 = 166.698 \rightarrow 166$ units of Omber/cycle (per laser)

Since you're fitted with 8 mining lasers, you will be getting 1328 units of Omber per cycle, or **79 680 units of Omber per hour**. In short, the Apoc gives a 20,95% improvement over the Domi. Yeah ok, it's something.

4.1.2 The Rokh

The Rokh got released with Revelations, and it is without doubt a nice battleship. It is even nicer when you know it outmines the Apocalypse since it can fit an extra MLU, for a total of four, while having still a bit of CPU to fit a medium shield booster, or perhaps shield extender. If you wish to keep only 3x MLU, then you have PLENTY of CPU to fit a very good tank. Do not forget the drone bay (you can have 5x T2 medium drones in there) for extra protection. For the purpose of this guide, we will use a full mining Rokh setup, but you should know the Rokh is superior to the Apocalypse in every way as a mining platform.

So let's see what kind of yield we will get:

$$60 * 1.2 * 1.2 * 1.05^4 = 105.01974 \text{ m3/cycle}$$

Using Omber, it means $105.01974 / 0.6 = 175.0329 \rightarrow 175$ units of Omber/cycle (per laser)

Since you're fitted with 8 mining lasers, you will be getting 11400 units of Omber per cycle, or **84 000 units of Omber per hour**. Yeah, it's not a whole lot more,

4.2 The Barge Way

Before we go any further, you must know that the Procurer sucks. The Osprey will outmine it, so the first barge you will go for will be the **Retriever**.

¹ Mining Laser Upgrades give a 5% bonus to your yield per module, but their effect must be exponentially calculated instead of stacked.

4.2.1 The Retriever

A big advantage of the retriever is that it uses strip miners, which means a longer cycle (less dragging) and is MUCH cheaper than a battleship.

Skills you will need : Mining Barge 3, Industry 5, Astrogeology 5

I will assume here you trained *Mining Barge* to level 4 (3% bonus to yield per level) even though you only need level 3 to fly the retriever, as every little bits help. I'll also assume you trained *Astrogeology* to level 5, since it'll be required for the Covetor! While we're at it, since you're serious about mining, you will also have invested the time in training *Mining* to level 5 as well.

Let's see what kind of yield a retriever can fetch with 1x MLU (on a sidenote, no mining barge, not even a covetor, can fit more than 1x MLU, no matter what skills you train. As I mentioned, *Mining Upgrades 1* will suffice for barges):

$540 * 1.25 * 1.25 * 1.12 * 1.05 = 992.25$ m3/cycle

Using Omber, this means $992.25 / 0.6 = 1653.75$ → 1653 units of Omber/cycle (per strip)

Since you're fitted with 2 strip miners, you will be getting 3306 units of Omber per cycle, or **66 120 units of Omber per hour**. This is 20.51% less than the Apoc, and 0.36% more than the Domi.

As you can see, the Retriever and the Dominix are pretty much on the same level, while the Apoc has a small but noticeable advantage over the mid-size barge. This is nothing to be too alarmed with, as in a month or so you will be flying a Covetor and thanking yourself you trained yourself to fly barges! For the casual miner though, without any real interest in the profession, an Apoc with the proper use of MLU and Co-Processors will offer a nice mining platform without too much training.

4.2.2 The Covetor

The Covetor is a very, very nice mining ship. Also much cheaper than a battleship (5 times cheaper than the Apoc actually) and fetches an awesome yield. Although the training might seem extensive, it will absolutely be worth it at the end.

Skills you will need : Mining Barge 5, Astrogeology 5 (if not already trained)

Notably because of its 3rd strip miner, the Covetor is nice, nice – very nice.

So let's see what kind of yield we will get:

$540 * 1.25 * 1.25 * 1.05 * 1.15 = 1018.83 \text{ m}^3/\text{cycle}$

Using Omber, it means $1018.83 / 0.6 = 1698.05 \rightarrow 1698 \text{ units of Omber/cycle (per strip)}$

Since you're fitted with 3 strip miners, you will be getting 5094 units of Omber per cycle, or **101 880 units of Omber per hour**. This is a 54.08% increase over the retriever already, and a 27.86% increase over the Apoc.

To sum it up...

Ship	MLU	Omber/hour	Increase in %	
Retriever	1	66,120	0%	reference
Dominix	5	65,880	-0.36%	
Apocalypse	3	79,680	20.51%	
Rokh	4	83,664	25.51%	
Covetor	1	101,880	54,08%	

The table shows the number of MLU required since those figures won't be true anymore when you move to 0.0 and need to tank. Mining in 0.0 space will be covered in its own section, however, you must know that these figures assume someone is tanking for you or that you do not need to tank at all.

5. Crystals

There are many misconceptions about mining crystals, as to how they work and if they truly are worth it. To make the matter worse, when you do a show info on your laser, the information is not so clearly displayed, and the EVE-O database has false information... We will set the record straight right now!

There are T1 and T2 mining crystals for every ore in the game. However the crystals for mining Mercoxite work differently than the rest, and they will be covered in section 10 of this guide where Mercoxite mining will be covered in details. You should know there are no crystals for ice mining, so don't try to look for them ☺

Skills you will need for basic empire ore (Veldspar, Scordite, Pyroxeres, Plagioclase): Refining 4, Industry I, Ore processing 3/4, Science 3

Skills you will need for low-sec ore (Kernite, Omber, Jaspert, Hemorphite): Refining 5, Industry I, Ore processing 3/4, Science 3

Skills you will need for high-end low-sec ore (Dark Ochre, Spodumain, Hedbergite,): Refining 5, Refinery Efficiency 4, Metallurgy 3, Industry I, Ore processing 3/4, Science 3

Skills you will need for high-end 0.0 ore (Bistot, Arkonor, Crokite, Gneiss, Mercoxite): Refining 5, Refinery Efficiency 5, Metallurgy 4, Ore processing 3/, , Industry I, Science 3

Before Revelations, all crystals had the same pre-requisites, that is, the ones high-end 0.0 ore crystals need. This discouraged many casual miners, as the training for those is as long as for the Covetor... CCP responded by changing those pre-requisite skills depending of the class of ore you mine... whether you want to train for them or not is your decision.

How they work is quite simple: they are inserted in the T2 variants of strip miners, or the MDCM2 which can be fitted on any ship. Simply put, the T1 version of a crystal will increase the base yield of the laser by 62,5%, while the T2 version of the crystal will increase the base yield by 75%. However, the actual increase to your yield isn't 62,5% or 75%, as the T2 variants of mining lasers have a lower base yield than their T1 counterparts. Nevertheless, crystals do bring an advantage, as we will see now.

As we've seen earlier, mining lasers or strip miners which use crystals have a lower base yield than their counterparts. They WILL work without crystals, the yield will however be considerably lower than their T1 counterpart without crystals, so don't be stupid and use the T1 versions until you can use crystals.

To use T1 crystals, you will need the skills mentioned above, and the *[Metal] Ore Processing* to level 3, for example *Omber Processing 3*. To use the T2 crystal, you'd need *Omber Processing 4*.

Here's a table that shows the different base yield of the lasers depending of the crystals you will fit in it.

Laser	Base yield (in m3)	with T1 Crystal (62.5% bonus)	with T2 Crystal (75% bonus)
T2 Strips	360	585	630
MDCM2	120	195	210

For the sake of comparison, remember that the T1 strips have a base yield of 540. So T2 strips actually provide a 16,17% bonus to your yield over the T1 strips ! But it's also possible to demonstrate this with an example, so here goes !

Say we use our previous Covetor with T2 crystals as an example; let's see what kind of yield we will get:

$$360 * 1.25 * 1.25 * 1.05 * 1.15 * 1.75 = 1188.63 \text{ m3/cycle}$$

Using Omber, it means $1188.63 / 0.6 = 1981.05 \rightarrow 1981$ units of Omber/cycle (per strip)

Since you're fitted with 3 strip miners, you will be getting 5943 units of Omber per cycle, or **118 860 units of Omber per hour**. As we said earlier, this is a **16,17%** increase over our previous Covetor fitted with T1 strips.

5.1 How do I Read my Yield ?

First you should know the EVE-O database is incorrect, so don't expect to understand how T2 strips work from there. Furthermore, when doing a show info on your T2 strip, here is a lot of information in there and people are very confused.

To know your current actual yield (including all skills and bonuses you are getting), look under "Specialty Crystal Mining Amount" (shown in the screenshot by a green rectangle). Just ignore Mining Amount, it will confuse you and there is no need to make it more complicated.

This puts an end to our crystals section. As you can see the increase is absolutely worth it, and it is a good step to take before going on to the Hulk (if you ever do). Plus crystals can also be used with MDCM2, which fit nicely on a battleship, so if you're an Apoc or Rokh miner, you can benefit from this.

In any case, I suggest you train for crystals right after you got your Covetor.



To see your actual yield, look under Specialty Crystal Mining Amount

6. Achieving perfection

There are many skills and modules that will increase your yield in this game. It is possible for a miner to max those skills and achieve what I like to call, "the Perfect Miner". A perfect miner is someone who has no other possibility to increase his yield. Here's a table with all skills and modules that can influence your yield.

Skill/Item	Effect	Note
Mining V	+ 25% to yield	
Astrogeology V	+ 25% to yield	
Mining Barge V	+ 15% to yield of barges and exhumers	
Exhumer V	+ 15% to yield of exhumers	
Mining Foreman V	+ 10% to yield	must be squadron commander for it to work
Drone Interfacing V	+100% to yield of mining drones	
Mining Drone Operation V	+ 25% to yield of mining drones	
Crystals – T1 and T2	+8,33% (T1) or +16,17% (T2) to yield	fit on T2 lasers only
Mining Laser Upgrades – T1, T2 and named	+5% to yield per MLU, +9% for MLU2. Various named variants now available with different CPU penalty.	
HX-2 Highwall (slot 10)	+ 5% to yield (requires Cybernetic V)	100-250mil on escrow
Michi Excavation (slot 7)	+ 5% to yield (requires Cybernetic V)	350-500mil on escrow
Mining Foreman Mindlink (slot 10)	+50% to Foreman skill, +50% to Foreman Link effectiveness (requires Cybernetic V)	must be squadron commander for it to work

I deliberately did not list mining foreman links or gang modules, as they CANNOT be fitted on a barge, nor battleship. Those gang modules will be covered in another section, since there are many changes to gang bonuses since Revelations.

Mining Foreman V however is valid, since you can just form a squadron with an alt and you both will receive the bonus, even if you are in a Hulk or a barge.

The mining implants do stack, however as you may have guessed, you cannot plug both the Highwall mining implant and the Foreman mindlink at the same time.

The Michi implant is a COSMOS mission item, which explains why it is a little hard to find and is more expensive. The Highwall implant is easier to come by and is a little more affordable. Whether it's worth it for you to buy these or not, that's yours to decide.

6.1 The Mindlink isn't broken

Since Revelations, the mindlink has been fixed, which is nice of course. It's especially nice used along **Mining Foreman Links** (see section 11), and for squadrons.

It's also a very cool implants, because:

- 1) It enhances the *Mining Foreman* skill effectiveness by 50% (so at level 5, your bonus would end up being $10\% * 1.5 = 15\%$)
- 2) It boost the effect of all Mining Foreman Links (the gang mods) by 50%.

Note: the MiningAmountBonus seen in the attribute window comes from the enhanced Mining Foreman skill effect which is 15% instead of 10%. It is NOT a 15% solo bonus.

The drawback is that you must be in squadron and be the squadron commander for this bonus to affect you. The first bonus will be given to anyone in gang, regardless what ship you are in, while the second one is only useful if you're in a BC/Command Ship with an active Mining Foreman Link gang mod. In terms of bonus, having the Highwall Implant or the Mindlink ends up being the same. The Highwall gives you a direct 5%, while the mindlink boosts mining foreman V by 5% instead. It is however possible to win another 5% like this:

- 5% from the Michi Implant
- 5% from the Highwall Implant
- The extra 5% from the *Mining Foreman* skill boosted by a squadron commander that had the mindlink instead of you.

In a perfect world you would have a maxed out miner, and a friend (or alt) which has the mindlink plugged in acting as a squadron commander. This is how you'd be what I call "The Perfect Miner".

For the sake of example, let's have a look at what a Covetor will yield with all those skills maxed and those nifty implants (drones aside):

$360 * 1.25 * 1.25 * 1.15 * 1.15 * 1.05 * 1.05 * 1.05 * 1.75 = 1507.03 \text{ m}^3/\text{cycle}$

Using Omber, it means $1507.03 / 0.6 = 2511.72 \rightarrow 2511 \text{ units of Omber/cycle (per strip)}$

Since you're fitted with 3 strip miners, you will be getting 7533 units of Omber per cycle, or **150 660 of Omber per hour**. This is a **26,75%** increase over our previous Covetor fitted with T2 strips and T2 crystals. To go back even some more, it's a **89,08%** increase over the Apoc and **127,86%** over our Retriever. Are you starting to think all that investment and training is paying off ?

Oh yes you do... but then, the holy mother of destruction blessed your mining career and and sent you on a path of light to the next step in evolution... the Hulk.

6.2 Upgrades for the riches

Heard of the new mining upgrades CCP first released that were so unbalanced that a Rokh outmined a Hulk? They cost a fortune, people spent millions, and then, silently, were nerfed and did not work. A patch was brought, and their bonuses were changed... those who know what I am talking about might still be crying about it... thank the Gods (hello BSG!) I didn't fall for them. They finally ended up like this...

Name	CPU Penalty	Mining Amount Bonus	Price
Aoede	7.50%	9%	500-600mil
MLU II	12.50%	9%	20-25mil
Carpo	8.00%	8%	200mil
Elara	8.50%	7%	30-75mil
Erin	6.00%	6%	15mil-200mil
MLU I	10.00%	5%	50K

Just so you know, you can fit two MLU II on a Hulk ... yes, you will need Mining Upgrades IV whereas the other only require Mining Upgrades I, but you will save quite a bit of ISK!

Do not forget about the Gypsy' KMB-# implant which add CPU to your ship... you can now fit 2x MLU on a covetor with it !

7. The Mighty Hulk

It's big, it's sexy, it's powerful... it's the Mighty Hulk™!

Since the introduction of Exhumers in RMR, mining became even more profitable. The very nice thing about Exhumers is that once you can fly a Covetor, you're only a few days of training away from flying an Exhumer.

The Skiff, the Mackinaw and the Hulk each have their area of expertise. The Skiff is used to mine mercoxite, the Mackinaw to mine ice, and the Hulk everything else. Since they're all so different, they each will get their section.

The second biggest question after the battleship vs retriever debate is probably, "is it worth it to buy a Hulk?". At the time I wrote the first version of this guide, it didn't take too long before the prices for Hulks sky rocketed. The demand for them only raised, which means right now, the price for a Hulk actually increased, touching the 500mil ISK figure. It is one big investment, so before we go and get one, we need to know if it's actually worth the bang for your buck. Well, it is.

Simply put, the Hulk is a freakin' mining monster. His name was not badly chosen. It gets a combined 20% improvement in yield over the Covetor, and can fit such a nasty tank that it will repel rats (even in 0.0) or small gankers (we have already seen interceptors dying to a Hulk).

Where does the 20% come from? Simply, from *Exhumer 5* (15%) and the extra MLU the Hulk can fit...

We will do the math again, for the heck of it. I assume you went from a "maxed Covetor" to a Hulk in the following equation:

$360 * 1.25 * 1.25 * 1.15 * 1.15 * 1.15 * 1.05 * 1.05 * 1.05^2 * 1.75 = 1819.75 \text{ m}^3/\text{cycle}$

Using Omber, it means $1819.75 / 0.6 = 3032.92 \rightarrow 3032$ units of Omber/cycle (per strip)

Since you're fitted with 3 strip miners, you will be getting 9096 units of Omber per cycle, or **181 920 units of Omber per hour**. This is a 20,74% increase over our previous "maxed" Covetor. To go back to our roots, it's a 175.14% increase to our Retriever at the beginning. Can you say, oh my god?

So in essence, the three or four months of training, ISK and effort you put into your character has brought you a 175.14% increase in your yield. Care to ask me if it was worth it again?

7.1 The Mighty Hulk's Tank

As I suggested when introducing the Hulk, it's not only a good miner, it has a good tank as well. In fact, with the proper fittings, you CAN absolutely solo mine in 0.0 and tank the rats in the belts...

However, I suggest doing this at your own risk. I would NOT AFK solo mine in a Hulk, in case the tank fails somehow or you get ganked, it'll be 800mil ISK and more out the window in a very short time.

This is the setup I used with great success when mining solo in 0.0, until I decided it stressed me too much and I got a domi alt to tank for me !

High-

3x T2 Strips

Med-

1x Gistii-A Small Shield Booster

1x Eutectic Cap Recharger

2x Gist-B NPC Specific Hardeners

Low-

2x MLU

There's a lot to be said about that setup ! First, this is the **EXACT** setup that works... you can replace the hardeners by the regular t1 named ones (for example, "Anointed I EM Ward Reinforcement"), but the rest must stay as it is. A T2 Cap recharger won't fit on there, the Eutectic is the only thing that will.

Second, don't even think about tanking in your half a billion ISK ship without proper engineering skills. You WILL absolutely need *Electronics 5*, and cap skills at level 4. This EXACT setup will leave you with 0 CPU (if it doesn't fit, try training *Mining Upgrades* a few level) so you must absolutely use faction stuff. The Gistii booster is the key to the whole thing!

Third, you need to stagger the strips (try an interval of 20 seconds) in order for the cap to sustain itself. You don't have to if you're using T1 strips though.

Finally, don't be afraid to lose a MLU and replace it with a PDU2, or better, a faction PDU (True Sansha/Dark Blood) to make it a little tougher. If you cannot afford all those mods, don't bother trying to tank in your Hulk. This sub-section was written to show you the Hulk is capable of tanking (and very well indeed), in fact, I tanked triple BS spawns

with its cruisers escort... BUT, it is not invincible, and don't come crying to me if you blow it up !

Skills you should now have: *Exhumer IV, Mining Barge V, Astrogeology V, Mining V, Mining Foreman V, Refining V, Refinery Efficiency V, Metallurgy IV, [Metal] Ore Processing IV,*

7.2 Payback time

It's legitimate to ask yourself how many hours you will need to spend mining to benefit from your purchase. As we established the Hulk almost yield 21% more than the Covetor. Since invention, the prices of Hulks have rapidly fallen. The following example was written when Hulks were still at 500mil ...

Payback will be of course much faster in 0.0 since your ISK/hour ratio is higher. To determine the approximate number of hours you'll need to mine, you have to know the difference in price between a Hulk and a Covetor, and divide it by the difference in ISK you can make per hour between the Hulk and The Covetor.

We will use Bistot to make a clear example, as it is one of the most precious ore in 0.0. At the time of writing this guide, we can estimate the value of one Bistot unit at 10 000 ISK/unit. To figure that out, simply use Eve-Central's daily report on minerals. Multiply the number of units each mineral Bistot gives (refer to the table in section 1.2 of this guide) by the average weighted selling price you found on Eve-central for that mineral, add the values together and you will have a fair estimate. In our case it's a little more than 10 000 ISK/unit, but since it is usually not possible to get a 100% refine in 0.0 (as we determined earlier), 10 000 ISK/unit is a good estimate.

The next table shows the difference in ISK you make per hour between both ships.

Ship	Yield (m3/cycle)	Bistot/cycle	Bistot/hour	ISK/hour
Covetor	1507.03	94	5640	56,400,000.00
Hulk	1819.75	113	6780	67,800,000.00
				11,400,000.00 difference

The difference in price is easy enough to make... a Covetor goes for around 20mil ISK, while a Hulk goes for 500mil ISK at the moment (or at the time of writing the guide originally). Therefore the difference is 480mil ISK.

Now to know how many hours you will need to pay back the investment, simply divide 480 by 11.4 which gives you **42 hours**. Today a Hulk can be had for 150mil, so the payback time would be around 13 hours. That's bloody nothing!

So there you have it, you will need to mine for more or less 42 hours to get back in your money. This is for 0.0 and Bistot of course, just replace Bistot by whatever ore you have access to and you will be able to figure this one out yourself !

8. Drones

Drones are not to be ignored, since they can significantly raise your ISK/hour ratio. Of course I'm talking about Mining Drones here if you had not understood yet... it is however not a bad idea to have a few combat drones in your drone bay if you have the room in case some pesky interceptor comes at you ...

Before I go any further, I want you to read this VERY carefully and apply it. In fact, if it helps, you can make multiple Post-it and stick them everywhere in your house...

STAY AWAY FROM HARVESTER MINING DRONES!

Although this statement has been heavily criticized since the birth of this guide, I stand by it. I invite you to read the rest to understand why.

As mentioned earlier, two skills influence the yield of your drones , which are *Mining Drone Operations* and *Drone Interfacing*. Take note that drones cannot mine Ice or Mercoxite. First, let's have a look at the different drones available.

Drone type	Speed (m/s)	Base yield (m3/cycle)	Cycle (in sec)
T1 Mining Drone	400	15	60
T2 Mining Drone	500	25	60
Harvester Mining Drone	250	30	60

Anything strikes you? First thing to look at is the speed, and you can see right away that Harvester Mining Drones have fat asses and are VERY slow ! What is it important ?

The traveling factor !

Unlike mining lasers, drones must travel from and back to your ship before you get any ore in your cargo. They will need 60 seconds to finish their cycle. Any traveling time to and from the asteroid isn't factored in the cycle time. Simply put, Harvester Mining Drones are twice as slow as T2 Mining Drones, and yet, their base yield is only 20% better... and they cost 20 times as much as T2 Mining Drones !

See section 8.2 for further details and explanations.

8.1 What Drones Do For You

Much like the yield of lasers, the yield of each drone is individually calculated and then the number of units of ore is truncated before transport to your cargo. My calculations will factor maxed drone skills, feel free to change the formula to reflect your skill tree.

As we mentioned earlier, *Mining Drone Operations 5* will increase your drones' yield by 25% and *Drone Interfacing 5* by 100% . I also made it clear Harvester Mining Drones suck, so we will use T2 Mining Drones for our example:

$$25 * 1.25 * 2 = 62.5 \text{ m}^3/\text{cycle}$$

Using Omber again, it means $62.5/0.6 = 104.17 \rightarrow 104$ units of Omber/cycle (per drone)

Since you can control 5 drones at a time, which means your drones will bring in an extra 520 units of Omber per cycle, or 31 200 per hour. This however does not factor the traveling time we talked about earlier.

An issue with drones is that they suffer a lot from higher volume ore like Bistot (volume of 16m³) since the number of ore units is truncated at the end of every cycle. A good example of this is seeing that training *Drone Interfacing* to level 5 won't bring any benefit when mining most high-ends. How so ?

With a perfect mining drone yield of 62.5 m³/cycle, we get:

$$62.5/16 = 3.90 \rightarrow 3 \text{ units of Bistot/cycle (per drone).}$$

New since Revelations, the **Drone Mining Augmentator** rigs (see section 12) can help a little. Whether choosing this rig over another is worth it will depend of the situation you think you will find yourself in.

8.2 Minimizing the traveling time factor effect

Parking your ship as close to the roid as you can will minimize the traveling time. If you can be under 1KM of the roid you send your drone on, the traveling factor will almost be neglectable. Our 31 200 units of Omber per hour still won't be true, but it should be close. It has been argued and debated that doing so renews the role of Harvester or Elite mining drones, that is, that neglecting their speed makes them superior to T2 mining drones.

Although this is true in theory, it is not in the real world. In my experience, which I like to think is quite extensive, there will never always be a roid within that range for your drones to mine. That is, not a roid worth mining at least. Furthermore, their insane prices means losing them puts an enormous blow on your wallet – and you will lose mining drones. There is no competence argument to be had in this matter. Losing drones, especially in 0.0, is almost a certainty. A simple CTD will result in your drones dying when facings rats. If jumped by pirates, you will always prioritize your ship over your drones, and the chances you can recall them back before you get popped are next to zero.

For those who cannot grasp the huge cost difference, harvesters cost 100 times more than T2 mining drones. It is true that, throughout this guide, I have proposed you buy

expansive ships, modules and implants and although it is probably impossible to statistically prove the chances of losing drones versus the chances of losing the said ships, modules and implants are higher, simple logic tells us so. Mining drones are paper thin, one smartbomb will send them to hell... and I promise you, they are the favorite targets of pirates when they jump mining operations, and they won't miss them!

For all the aforementioned reasons, I will stand by my original comment, that is, that harvester mining drones are an absolutely waste of your well earned ISK. In 99% of situations, their superior yield will be neglected by their speed. If you are a miner that falls in the remaining 1% of situations and think harvesters still bring you more dough for your efforts, hop in Jita and get a quintuple to serve your needs.

That's it for the drones section. As you can see, they are far from useless. In fact, mining Crokite, it'll bring an extra 7mil ISK per hour (approximately, as always) so they are not to be ignored. However, maxing your drones' yield shouldn't be prioritized over barge or crystals training, for example. It's a nice long-term (if not last) objective for veterans. As always, you can weight the pros and the cons for yourself.

9. Ice Mining

Ice Mining follows a different patent. Instead of training skills or fitting modules to increase your yield, they will lower your cycle time, which means more cycles per hour, which means more ice units per hour.

The only mining lasers capable of harvesting ice are the T1 Ice Harvester strips, and their T2 counterparts, which means **ice can only be mined by mining barges or exhumers**.

As I said cycle time is what counts when mining ice, and the different between Ice Harvesters I and II is noticeable:

Laser	Cycle (in sec)
Ice Harvester I	600
Ice Harvester II	500

Every time your Ice Harvester completes a cycle, you will get 1 unit of ice. The exception to this rule lies with the **Mackinaw**, which has a built-in bonus of 100% ice mining yield... which means for every cycle, you will get 2 units of ice instead of 1. This table summarizes this well:

Ship	Ice units (per strip/cycle)
Mackinaw	2
Other barges & exhumers	1

There is only one skill that affects ice mining, which is *Ice Harvesting*, which reduces your cycle time by 5% per level. Although *Mining 4* is required to use Ice Harvesters II, it does not change anything in the cycle time or yield of your harvesters. The equivalent of the MLU, called the Ice Harvester Upgrade (IHU) reduces the cycle time by 5% for each of your Ice Harvesters.

Skills you will need: Ice Harvesting 5

The logical choice for mining ice is to get a Mackinaw, as no other ship will outmine it. Plus, they are very affordable.

9.1 Figuring your Cycle Time

Before we go any further, you must know that unlike "regular" ore mining, unless your full cycle is completed, you will NOT get any ice unit. Again an exception lies with the Mackinaw, which will still give you 1 ice unit if you completed more than 50% of your cycle time.

You will notice the Mackinaw has a 25% penalty to cycle time, but gives a 5% reduction in cycle time per level. So if you have *Exhumer* trained at level 5, and using Ice

Harvesters II, you will get the following cycle time:

$$500 \text{ sec} * 1.25 * 0.75 * 0.75 * 0.95^2 = 317.28 \text{ sec}$$

Concretely, it means every 317.28 seconds, you will receive 2 units of ice per ice harvester. Since you can fit two ice harvesters per Mackinaw, it means you will harvest 4 units of ice every 317.28 seconds.

To know how much this translates per hour, you need to figure out how many cycles you will complete per hour. An hour has 3600 seconds, so $3600/317.28 = 11.34$ cycles per hour. Roughly, if you bring it down to 11 cycles per hour, it means you will get 44 units of ice per hour.

9.2 The Hulk or Covetor for Ice Mining ?

Although the Covetor has no bonus to its ice yield, the Hulk was secretly given one along the line. It has a 3% in cycle time reduction per level. Which means, with harvesters II:

$$500 \text{ sec} * 0.75 * 0.85 * 0.95^2 = 287.67 \text{ sec}$$

You'll manage to complete just a little over 12 cycles per hour. Since every cycle you get 1 unit of ice per ice harvester, and a Hulk fits 3, you'll end up having 36 units of ice in just a little over one hour.

The following table compares both ships:

Ship	Ice units/hour	Cycle (in sec)	Cycles/hour
Mackinaw	44	317.28	11.34/11
Hulk	36	287.67	12.51/12

The following table shows what every type of ice refines in:

Ice Name	Heavy Water	Liquid Ozone	Strontium	Oxygen	Nitrogen	Helium	Hydrogen
Blue Ice	50	25	1	300			
Clear Icicle	50	25	1			300	
Dark Glitter	500	1000	50				
Enriched Clear Icicle	75	40	1			350	
Gelidus	250	500	75				
Glacial Mass	50	25	1				300
Glare Crust	1000	500	25				
Krystallos	100	250	100				
Pristine White Glaze	75	40	1		350		
Smooth Glacial Mass	75	40	1				350
Thick Blue Ice	75	40	1	350			
White Glaze	50	25	1		300		

The refining math of section 2 applies to ice as well, so nothing to add here !

10. Mercoxit Mining

Pre-RMR, Mercoxit was considered to be the most valuable ore as it is the only asteroid which refines into Morphite. Not only for that, but also because you **absolutely need mining crystals** to harvest it, only true miners with good skills can mine it. Factor on top of that Mercoxit's important volume, which made the task of getting any high quantities a bitch, all those factors gave it a premium price. The **Skiff** solved that last problem, so well in fact, that the morphite price have sunken to the bottom of the ocean with the Titanic over the last couple of months. Mind you, it is still a lucrative business, but not as much as before, and players who left before RMR and are coming back now will probably ask themselves, "Holy Mother of Destruction, what did you do to my ISK generating machine"?

Nonetheless, we move forward with the new skill you'll need (yes, as in only one):

Skills you will need: Deep Core Mining 2

Training *Deep Core Mining* beyond level 2 is wasted time, since the toxic and dangerous cloud that MIGHT erupt when mining Mercoxit (happened to me once in my life) has a range of 5KM only, and since your lasers have a range of 15km, you mind telling me what the hell you're doing so close ? Thought so...

There really is no point mining Mercoxit in anything else than a Skiff, but this guide wouldn't be truly complete if you did not have all the information. There are two modules that allows you to mine Mercoxit:

Laser	Base yield (in m3)	with T2 Crystal
Modulated Deep Core Miner II	120	140
Modulated Deep Core Strip Miner II	250	437.5

While MDCM2 can be used with any mining crystals, and be fitted on any ship, they are not as powerful as MDCSM2, which is a special kind of strip miner used for Mercoxit mining. The regular Modulated Strip Miner II cannot use Mercoxit crystals. While the MDCSM2 can use any crystals, since its base yield is 110 lower than the MSM2 (250 vs 360), there would be no point.

What is particularly nice about the Skiff, is that it gets a 60% bonus to Mercoxit mining yield – **per level**. What this translates into in a ISK/hour ratio will be covered at the end of this section (and again in section 12), however you may have already guessed that with a 300% bonus at *Exhumer 5*, it'll be a nice one... especially for such a cheap ship.

For the sake of uberness comparison, I'll assume you are a maxed out Hulk pilot already:
 $250 * 1.25 * 1.25 * 1.15 * 1.15 * 4 * 1.05 * 1.375 * 1.05^2 = 3289.17 \text{ m3/cycle}$

Mercoxit has a volume of 40m³, so $3289.17/40 = 82.229 \rightarrow 82$ units of Mercoxit per cycle

A Skiff fits one MDCSM2, so you'd mine around 1640 units of Mercoxit per hour. (20 cycles, like the other strip miners)

10.1 Is Mercoxit mining still hot?

Yes it is, but it only becomes lucrative at *Exhumer 5*. Many pilots stop at *Exhumer 4* since for Hulk pilots, the mere 3% bonus you get for the 20 days (and more) of training it takes might not be worth it for them. However the 60% bonus you're missing if you don't train it plays a BIG role for the Skiff (we might even say the same for the Mackinaw).

Roughly, one unit of Mercoxit will refine into two units of Morphite, and at the time of release of this guide, one unit of Morphite goes for around 15 000 ISK/unit give or take. So we do the math and end up at a ISK/hour ratio of 49,200,000.00 ISK/hour. It's definitely not bad, especially for such a cheap ship (20mil ISK in Jita at the time of release of this guide).

Section 12 has a good comparative chart of the ISK/hour ratios you can get depending of what you mine and what you're flying. You'll see that Mercoxit, although it isn't the flavor of the month anymore, doesn't do so bad at all!

This ends our section on Mercoxit. As you noticed I did not talk about mining Mercoxit in a battleship, simply because you cannot do so without mining crystals, and anyone serious enough about mining that trained for crystals will also have done so for mining barges.

11. Mining Foreman Links – Gang Mods

Gang mods were introduced in RMR and did not work properly. The laser optimization link (which is probably the most popular of all three) was silently fixed in a patch to reduce the cycle time instead of giving an actual bonus to the yield. This turns out in our favor, as a bonus to cycle time actually translates in a bigger bonus to our yield.

Enough mathematical babble for the moment, this table summarizes the three available mining foreman links :

Mod name	Description
Mining Foreman Link - Ice Harvesting	Decreases duration of gang's Ice Harvesters cycle by 2%
Mining Foreman Link - Laser Optimization	Decreases mining lasers cycle duration by 2%

As you see, the links alone do not offer any worthy bonuses, but thanks to some skills, they are in fact very powerful mods in the hand of a skilled pilot.

With the new squadron/wing/fleet system in Revelations, simply being ganged won't work anymore. You will need to create at least a squadron, and the pilot using the link must be the squadron commander. This is a big change, but the skill you will want to max out to max the effect of the links are also the ones you need to be squadron commander... so far so good ! The skills you will need to use a link:

Skills you will need: Leadership 5, Mining Foreman 5, Mining Director 1

These are the minimum skill requirements, but they do not all influence the effectiveness of the links. In fact, in this list, only *Mining Director* does. Remember the **Mining Foreman Mindlink** I talked about in section 6? It pays off now ! Here's a table with the list of skills you want to max to level 5 to increase the effect of each link to its maximum:

Skill/Mod name	Description
Mining Director	Increases link effectiveness by 100% per level
Warfare Link Specialist	Increases link effectiveness by 10% per level
Mining Foreman Mindlink	Increases link effectiveness by 50%

Note that **Warfare Link Specialist** replaced the skill *Squadron Command* but everything works as before according to my tests.

So at *Mining Director 5*, *Warfare Link Specialist 5* and the **Mining Foreman Mindlink** plugged in, the effect of each link will be:

$$2\% * 5 * 1.5 * 1.5 = 22.5\%$$

There were many misunderstandings as to how the *Mining Director* skill worked. Simply put, the base effect of the link is multiplied by the level you trained *Mining Director* at, which explains the "5" multiplier in the equation, instead of putting a "6" to factor a 500% bonus as most people would do.

Now that we know what you can train to max the effect and what each link do, let's look at each in details and see how they truly affect miners.

11.1 Mining Foreman Link – Ice Harvesting

Ok so we know your cycle time will be reduced by 22.5%, but how many extra cycles does that give ? Again, the math to the rescue:

$$500 \text{ sec} * 1.25 * 0.75 * 0.75 * 0.95^2 * 0.775 = 245.90 \text{ sec}$$

Roughly this means almost 15 cycles per hour, which is 4 extra cycles. Here's our edited table from section 9:

Ship (affected by the Ice Harvesting link)	Ice units/hour	Cycle (in sec)	Cycles/hour
Mackinaw	60	245.90	14.64/15
Covetor	39	276.09	13.03/13

And our original table from section 9, for comparison's sake:

Ship (not affected by the Ice Harvesting link)	Ice units/hour	Cycle (in sec)	Cycles/hour
Mackinaw	44	317.28	11.34/11
Covetor	30	356.25	10.11/10

As you see the Mackinaw will roughly mine 16 extra ice units per hour. Hence we can all agree it's an important difference, which becomes even more important when a whole group of Mackinaw attach an ice belt !

And now on to the good stuff...

11.2 Mining Foreman Link – Laser Optimization

As I mentioned at the beginning of the section, the laser optimization link will reduce your cycle time (it doesn't affect ice harvesters by the way) instead of giving a direct bonus to your yield. Which means that a 22.5% reduction in cycle time translates into a yield increase overtime by $1/(1-0.225) = 1.29$ (29%)! Yes, it means a maxed command ship pilot will increase your yield by **29%** ! Yes, you can drool.

We could have treated this link as we did with the Ice Harvesting Link, meaning, calculate how many new cycles we get per hour and then compare the difference. However since we always treated ore mining with yield bonuses, introducing a cycle

time bonus could confuse many people, so as I've demonstrated, the 22.5% bonus to cycle time actually is a 29% bonus to your yield. This is how the bonus is factored in the next equation ...

Let's see how our pimped Hulk pilot from section 7 does now:

$$360 * 1.25 * 1.25 * 1.15 * 1.15 * 1.15 * 1.05 * 1.05 * 1.05^2 * 1.75 * 1.29 = 2347.48 \text{ m}^3/\text{cycle}$$

Using Omber, it means $2347.48 / 0.6 = 3912.47 \rightarrow 3912$ units of Omber/cycle (per strip)

Since you're fitted with 3 strip miners, you will be getting 11 736 units of Omber per cycle, or **234 720 units of Omber per hour**. We already know this is a 29% increase over our pimped Hulk, so no surprises there. How about our retriever from the very beginning? Well, it's a **254,99%** increase! Yes, you read right... amazing how efficient we can become when we know how everything works !

But what really interests us is how this affect us in an ISK/hour ratio ? Instead of spoiling it right away, section 13 will cover this in more details.

11.3 Making them work

Revelation brought a new gang system... which requires some understanding.

Fleet Commander

```

|
|_ Wing 1
|   |_ Wing Commander 1
|       |_ Squadron 1
|           |_ Squadron Commander
|           |   |_ Squadron Members
|           |_ Squadron 2
|               |_ Squadron Commander
|                   |_ Squadron Members
|
|_ Wing 2
    |_ Wing Commander 2
        |_ Squadron 1
            |_ Squadron Commander
            |   |_ Halada (set as fleet booster) ■
        |_ Squadron 2
            |_ Squadron Commander
                |_ Squadron Members
  
```

To be a squadron commander you need leadership V. After which, each level of Wing Commander (prereq: Leadership 5) allows for an extra squadron under your command. Finally, each level of Fleet Command (prereq: WC 5) allows for an extra wing under your command.

To boost the people in your squadron, wing or fleet you must be either a commander or be set as the booster. If you're the fleet commander you will boost the whole fleet. If you are a Wing Commander, you will boost everyone in your wing, etc. The fleet commander can set you as the squadron, wing or fleet booster you're in regardless of your leadership skills (as shown in the tree up there).

12. Rigs

Revelations didn't bring us miners so many treats... in fact, in all the newness, the only true new thing we got is the **Drone Mining Augmentator**, which acts as an implant for your ship (if removed will be destroyed) by increasing your mining drone's yield at the expense of your ship's CPU capacity.

Skills you will need: Drones Rigging 1, Jury Rigging, Mechanic 3

Before you do anything, you should make sure the CPU drawback (-10%, which can be further reduced by 10% for every *Drones Rigging* level you train) won't render your ship useless. For instance, a tanking Hulk won't have the CPU to use that rig. You can always remove it if you found out you made a mistake, however you will lose it (just like normal implants). Since rigs are very new, it's impossible to determine the price those rigs will sell for. Depending of what they'll cost, removing them or not will have to be a decision you make alone. At *Drones Rigging 5* the CPU drawback will only be 5% instead of 10%. It's not a big penalty, but it is something you have to look out for.

Two versions of the rig are available:

Rig version	Description
Drone Mining Augmentator I	Increases mining drone yield by 10%
Drone Mining Augmentator II	Increases mining drone yield by 15%

Funnily enough, they **are** useful. Even the Drone Mining Augmentator I will benefit high-ends (Bistot, Arkonor, Crokite) miners by adding an extra unit to each drone's yield (5 units instead of 4).

The next section will explain in more details what kind of ISK benefit those rigs bring. It's nothing to drool about, but the soon-to-be maxed miner or the already maxed miner will want those anyway, just for the sake of saying "I'm a mining god!".

13. Show me the money

This section will compare the different ships and the ISK/hour ratio they can achieve depending of what they are mining, as well as the values of the different ore types. First we must determine an average price for each mineral before we know the value of 1 unit of each ore.

13.1 Ore Values

Average selling price (over the past three months) on the 22/09/07								
	Tritanium	Pyrite	Mexallon	Isogen	Nocxium	Megacyte	Zydrine	Morphite
ISK/unit	3.00	5.00	27.00	95.00	225.00	3,580.00	2,100.00	11,000.00

Note that these average prices are just that : averages. The main goal of this section is to compare the general value of ores together. Mineral prices fluctuate on a daily basis, so feel free to come up with your own Excel sheet and change it as often as you need to to reflect the current market situation !

So section 1.2 explained which minerals are refined from each type of ore. Using that and the above selling values of each mineral, we can determine a pretty good approximate value for 1 unit of each type of ore.

Average values of all ores		
Ore	ISK/unit	ISK/m3
Veldspar	9.01	90.09
Scordite	13.75	91.67
Pyroxeres	25.65	85.51
Plagioclase	30.75	87.86
Omber	59.56	99.27
Kernite	143.85	119.88
Jaspert	148.67	74.33
Hemorphite	348.68	116.23
Hedbergite	423.97	141.32
Gneiss	989.47	197.89
Dark Ochre	1,595.63	199.45
Spodumain	2,016.00	126.00
Crokite	5,871.07	366.94
Bistot	6,627.75	414.23
Arkonor	6,166.56	385.41
Mercoxite	23,320.00	583.00

Don't forget...

Those values are for a refining yield of 100% and a tax rate of 0%. You need to factor those when doing your own calculations.

Ok so now we have an approximate value for 1 unit of each type of ore. First thing that strikes is that high-ends truly are worth more than low-ends, but remember that not all these ore have the same volume, therefore to make a direct comparison, it is more accurate to compare how many ISK you are getting per m3 you mine. In the practical world we don't give a tiny rat's ass, but for statistical purposes, we do.

You will also notice that Mercoxit is grayed out, as Mercoxit mining uses a different bonus system with its crystals and its equipment, therefore a direct comparison with units or m3 isn't possible.

How can we generally interpret that table ? At the time of the release of this guide,

- Omber is the best ore available in Empire
- Hedbergite is the best ore available in Low-sec
- Bistot and Arkonor are the best ores available in 0.0

Again, I cannot stress this enough: this is generally speaking and in 6 months from now this might not be true anymore. This is why I included the average selling values I used to determine that, so you can check for yourself if this table is still accurate or not. On a bigger scale of things, we can however conclude that Bistot, Arkonor and Crokite will always be the best ores available in 0.0. The price fluctuation of minerals in Empire might have them switch places among the top 3, but certainly not from second best to worse.

13.2 Ice Values

I've been asked this question way too often to ignore it. So we will do just like section 12.1 but this time for ice!

Average selling price (over the past three months) on the 22/09/07							
	Heavy Water	Liquid Ozone	Strontium	Oxygen	Nitrogen	Helium	Hydrogen
ISK/unit	40	375	2500	350	260	300	330

Again, I repeat before I get yelled at on the forum... these are average values. Since we know the value for each type of fuel, we can determine a price per unit of ice.

Average values of all ice types	
Ore	ISK/unit
Blue Ice	118,875.00
Clear Icicle	103,875.00
Dark Glitter	520,000.00
Enriched Clear Icicle	125,500.00
Gelidus	385,000.00
Glacial Mass	112,875.00
Glare Crust	290,000.00
Krystallos	347,750.00
Pristine White Glaze	111,500.00
Smooth Glacial Mass	136,000.00
Thick Blue Ice	143,000.00
White Glaze	91,875.00

Don't forget...

Those values are for a refining yield of 100% and a tax rate of 0%. You need to factor those when doing your own calculations.

There is no need to make a ISK/m3 column, as every ice type have the same volume (1000 m3). Marked in bold and in green for you is the best kind of ice available.

13.3 And the winner is...

This is probably the section most people will jump at before reading anything else. In this guide, we had a look at many different ships, so to make a general comparative chart, we will use the following ships on the evolution chain from noob mining recruit to mining god (me ! ☺)...

- ➔ Our Retriever from section 4
- ➔ Our Rokh from section 4
- ➔ Our Covetor from section 5 (with crystals)
- ➔ Our "Perfect Miner" Hulk from section 7 (refer to section 6)
- ➔ Our God Mode Hulk ("Perfect Miner" + pilot boosting him, refer to section 11.3)

Including ALL ore types in this table would be useless, as you can determine this by yourself. The point is to determine with a quick glance the differences between empire, low-sec and 0.0 mining, hence weighting the risks vs. the rewards. Drones aren't factored in this table.

ISK/hour ratio of the different ships covered in this guide

Ore	Retriever	Rokh	Covetor	Hulk - Perfect Miner	Hulk - God Mode
Omber	3,938,107.20	4,745,740.80	7,079,301.60	10,835,155.20	13,979,923.20
Hedbergite	5,596,430.40	6,715,716.48	10,073,574.72	15,415,621.92	19,892,766.24
Crokite	14,560,258.56	16,908,687.36	26,067,559.68	39,805,868.16	51,430,590.72
Arkonor	15,293,068.80	17,759,692.80	27,379,526.40	41,809,276.80	54,019,065.60

In bold is the best ratio you can get in the game ... give or take of course. This doesn't include drones naturally... let's not forget our Mackinaw and Skiff...

- ➔ Mackinaw "Perfect Miner" (Dark Glitter) : 22,880,000.00 ISK/hour
- ➔ Skiff "Perfect Miner" (Mercoxit) : 38,244,000.00 ISK/hour

13.3.1 Drones help

Since drones cannot mine ice nor Mercoxit, which is why we are calculating their ISK/hour ratio separately.

ISK/hour ratio for 5 Mining Drones for key ore types

Ore	T2 Mining Drones	T2 Mining Drones - God Mode+
Omber	1,858,272.00	2,608,728.00
Hedbergite	2,543,832.00	3,688,556.40
Crokite	5,283,964.80	8,806,608.00
Arkonor	5,549,904.00	9,249,840.00

As you can see drones DO make a difference ... of course those values do not reflect the traveling time factor, refer to section 8 for more information about that.

13.4 The Miner's Uberness

I admit, that's a lot of tables and information one two pages... the golden situation here, according to our tables would be a Hulk in God Mode boosted by a command ship pilot fitted with both the Laser Optimization and Drone Coordination Link (yes, a command ship can fit two links, as well as capital ships).

The **approximate** best ISK/hour ratio you can currently get at the moment, according to the theory, is around **63,000,000.00 ISK/hour** mining Arkonor (of course with drones). For a refresher, one year ago, this was 112mil/hour. As you can see, mining is no longer the huge ISK generator it used to be. This is due to many factors, notably the new drone regions, the bigger number of Hulk users now, and how easier it is to mine remotely now.

This of course is theory, doesn't take in account hauling time from belt to station, the drone's traveling time, mining lasers stopping prematurely because the asteroid is popped, etc. Nonetheless, suffice to say, mining can be a very lucrative profession when you put the ISK, time and effort in training your character(s) properly.

I can already see players rushing to 0.0 space to try and get access to the good stuff. Unfortunately for you, 0.0 mining has its drawbacks: getting a 100% refining yield is difficult as there aren't that many NPC stations in 0.0. Furthermore, it is dangerous (much more so than Empire), although many consider 0.0 to be less dangerous than low-sec. Even when your ore is refined, you still need to bring it back to Empire to sell it, which poses a logistic problem.

This ends our 13th section. Feel free to come up with your own excel sheets and tables to figure out your own ratios with your current skill tree. You have all the information you will need to do so !

14. The Rorqual – Big Mama ORE

The newest addition to the family by the Outer Ring Excavation, the Rorqual, is a capital class ship meant to support deep space mining ops. Suffice to say, it's an exciting addition for miners. With its whopping skill requirements and costly Capital Industrial skill cost (500mil ISK, ouchie!), is it worth it? Read on.



The role of the Rorqual was rumored for many months. As I said earlier, it's a support ship, and it excels at that. It will practically be useless solo, but drop in a few Hulks, maybe a carrier or two, you got yourself a party!

Its bonuses are listed as so:

- 5% reduction in fuel consumption for industrial cores per level
- 5% bonus to bonus to effectiveness of mining foreman gang links per level when in deployed mode
- 50% bonus to the range of Capital Shield Transporters per level.
- 20% bonus to drone damage and hitpoints per level.

- 99% reduction in CPU need for Clone Vat Bay
- 99% reduction in CPU need for Gang Link modules
- 99% reduction in CPU need for Industrial Reconfiguration modules
- 99% reduction in CPU need for Tractor Beams

Now let's see what kind of nice tools we got for big mama ORE.

14.1 The Industrial Core

It is possible to "siege" the Rorqual, using the Industrial Core I module, even inside a POS bubble. Fueled by Heavy Water, the Industrial Core's main advantage is allowing the Rorqual to compress ore directly on site using special BPO seeded on the market at the price of 100k each.

The compression rate is of 40 for empire low-end, 20 for other ore and 10 for ice – not negligible. Just like for a refining batch, you need an exact number of units to make a

compression batch, shown in the next table. The compression requires 1 minute per job without skill, or 48 seconds with Industry V, which you should already have by now.

Ore type	Ore Volume	Batch for compression	Uncompressed volume	Compressed volume	Compression ratio
Compressed Veldspar	0.10 m3	166,500.00	16,650.00 m3	417.00 m3	39.93
Compressed Scordite	0.15 m3	99,900.00	14,985.00 m3	375.00 m3	39.96
Compressed Pyroxeres	0.30 m3	49,950.00	14,985.00 m3	375.00 m3	39.96
Compressed Plagioclase	0.35 m3	33,300.00	11,655.00 m3	292.00 m3	39.91
Compressed Omber	0.60 m3	25,000.00	15,000.00 m3	750.00 m3	20.00
Compressed Kernite	1.20 m3	12,000.00	14,400.00 m3	720.00 m3	20.00
Compressed Jaspert	2.00 m3	7,500.00	15,000.00 m3	750.00 m3	20.00
Compressed Hemorphite	3.00 m3	5,000.00	15,000.00 m3	750.00 m3	20.00
Compressed Hedbergite	3.00 m3	5,000.00	15,000.00 m3	750.00 m3	20.00
Compressed Gneiss	5.00 m3	4,000.00	20,000.00 m3	1,000.00 m3	20.00
Compressed Dark Ochre	8.00 m3	2,000.00	16,000.00 m3	800.00 m3	20.00
Compressed Spodumain	16.00 m3	1,250.00	20,000.00 m3	1,000.00 m3	20.00
Compressed Crokite	16.00 m3	1,250.00	20,000.00 m3	1,000.00 m3	20.00
Compressed Bistot	16.00 m3	1,000.00	16,000.00 m3	800.00 m3	20.00
Compressed Arkonor	16.00 m3	1,000.00	16,000.00 m3	800.00 m3	20.00
Compressed Mercosit	40.00 m3	500.00	20,000.00 m3	1,000.00 m3	20.00
Compressed Ice	1,000.00 m3	1.00	1,000.00 m3	100.00 m3	10.00

Assuming you have Capital Industrial Ships IV, you'll need 750 units of Heavy Water (currently priced at around 20 ISK/unit) per activation. The Industrial core activation lasts 300 seconds, so every cycle costs 15,000.00 ISK per activation. In one Industrial Core activation, you have just about enough time to run 6 compression jobs if you're efficient. Each compression job will cost you around 2,500.00 ISK. Not too shabby, huh?

It will cost you approximately 180,000.00 ISK per hour to keep the Rorqual sieged (preferably safe at a POS) with Capital Industrial IV, which is not a lot, especially if you're running a mining op with multiple miners.

Foreman link bonus

Along the compression lines, the Rorqual also boosts the effectiveness of the Mining Foreman links, which are the Laser Optimization and Ice Harvesting links if you had already forgotten.

Without the Rorqual, we had determined the link's effectiveness was of 22.5% with maxed skills, which translated in a 29% direct yield bonus. With Capital Industrial IV: $2\% * 5 * 1.5 * 1.5 * 1.2 = 27\%$. This translates into $1/(1-0.27) = 1.3698$, so approximately 37%.

Worded differently, the Rorqual boosts the fleet some more by 8% compared to a carrier or a command ship. However, we can all agree that this 8% increase when using the Rorqual is an extra special feature on top of the main program, which is compressing.

14.2 Capital Tractor Beam

I admit that the idea behind them are great. With a tractoring range of 200KM, the Rorqual can comfortably sit in a belt, tractor can to itself and compress on site... no more hauling!

This is however rarely the case at the present time in the practical world. Since the Rorqual needs to be sieged for 5 minutes to be really efficient, it's also dangerous. For this reason right now, Rorquals are mostly seen within the security of a POS bubble.

14.3 Clone VAT Bay

By fitting a (or many) Clone VAT Bay in one of the Rorqual's 6 high slots, you can act as a cloning station and receive clones directly within the ship. Although this seems superfluous, it can be a huge strategic advantage if you set up a remote mining camp. Section 14.5 will cover this in greater details.

14.4 Fitting the Rorqual

The Rorqual has

6 High slots

7 med slots

3 low slots

And 3 rig slots (suggest using CCC rigs)

It should be apparent that it was meant to be shield tanked, as is the Hulk. Whether the Rorqual is left at the POS or not, it should always have a tank. Therefore, one Capital Shield Booster, as well as the best EM and Thermal Shield Hardeners you can afford should be part of the 7 med slots. The tests I ran showed that with 3x CCC rigs and 4x Cap Recharger II along the shield boosting modules, the tank is self sustainable.

As far as lows are concerned, CPR are out of the question since they reduce shield boosting. Therefore, one damage control II to further boost those resists with two faction PDU ought to make a good tank.

Finally, in the high slots, you absolutely need one slot for the Industrial Core and finally one for a foreman link, leaving four free slots to use for either VAT bays, capital tractors or remote hull/shield/armor repairers. Which you fit will depend of your skills and needs.

You must also realize the propositions I gave are standard and very conservative in nature. In my experience though, you will appreciate the quickest cap regen you can get, especially in tight situations when you need to repair or jump away. Since you need 70% capacitor to jump, if you need to travel through many systems, you'll also appreciate the shorter wait.

For a capital ship, I'd fit the best I can afford, Gist-X hardeners and shield boost amplifier even.

14.5 Strategies

There are many school of thoughts on how to use the Rorqual, but most of those can be reunited into two categories:

- 1- Using the Rorqual in belt
- 2- Using the Rorqual at a POS

If using the Rorqual in belt, the biggest advantage you get is the ability to use capital tractor beams and therefore practically eliminating the need for any haulers. For some, this is one hell of an advantage. If you are in a safe environment, I would definitely use it this way. However, in pirated low-sec or hostile 0.0 systems, you must remember that when sieging your Rorqual, you need to wait 5 minutes for the cycle of the Industrial Core to end. Rorquals, like freighters, are very juicy targets, and pirates or hostiles will react to its presence. The Rorqual isn't particularly agile, and it's easy to lock it into place with a fast captor long enough for the bigger guns to take it down.

If you use it at a POS, you can siege it within the bubble, and worry only about compressing the ore.

This however involves haulers bringing the ore from the belt to the POS. You will still boost the miners as long as your fleet is properly set up, and still be able to use it to compress. This is what we see the most at the moment, since owners pay more than what the ship is currently worth to be in the top 25 pilots to ever own such a nice ship, and, in my opinion, is what I would also do at the present time.

14.6 Setting up a remote mining camp

I won't even try to delude myself into thinking I was the first to have that idea, but it's a great one, and I'll share it with you.

A long time ago, when capital ships were not yet even on the drawing board, freighters could not load or unload cargo at a POS and hauling was a pain, you were either forced to mine near an Outpost or station, or haul your butt for hours on end.

Today we have an arsenal of logistic tools available for us to use. When I scout for a system to either set up in or to use for a mining op on a larger scale, I've come to grow and love Ombeve's amazing 2D Maps : <http://www.ombeve.co.uk/>

These maps will allow quickly to see which systems are dead-ends or easier to defend, the number of belts it has, presence of outposts and its security status. Remember, the closest to -1.0 a system is, the better the belts will be. What I do is, find a system far away from any outposts, with a good number of belts and low security status. I then compile a list, hop in a covert up, and go survey those systems. Once I've found the best system to set up in, the fun starts.

To make the most use out of that system, I will set a POS there, to act as a remote camp. I prepare a medium tower, some corp arrays, ship maintenance array, some hardeners and if you want guns. If your alliance has sov in this area, cyno generator/jammer will help a lot. This is the boring part, and for those who have no idea how POS work, I some reading on EVE-O might help you around, there are countless resources to help you.

Once the POS is ready, you have a ship maintenance array to refit and store your ships, some corp arrays to stock crystals, modules, ore, bpos, and fuel. Who needs a refinery there when you got a Rorqual?

The first time you set it up might require a few carrier trips (or freighter run), but once it's all set up, it's a bless. This is where the Rorqual's VAT bays come in. Once all the ships you need are already at the POS, you can have all your miners clone to the Rorqual there instantly, provided it is already at the POS of course. Then miners can dock the ships in the ship maintenance array and go mine their hearts away in a silent and juicy system. Finally, the Rorqual only needs to compress the ore, and jump it to some nearby refinery... how easy has remote mining become?

14.7 Logistics use

Although the Rorqual has a slightly smaller jump range than carriers, it can carry significantly more m3. Mine is set up like this:

2x Impel in ship maintenance bay (36000 m3 each with rigs and expanded cargo hold II)
1x Prorator in ship maintenance bay (10900 m3 with rigs and expanded cargo hold II)

Along the cargo room and corporation hangar, this is a total of 112 900 m3. A small freighter with jump capabilities, if you will. This will allow quite a big number of compressed ore to be transported, or any other ships or modules you might need to stock your POS. My Thanatos can only carry about 60 400 m3 for comparison's sake. So even though you might need to do an extra jump with the Rorqual to arrive to your destination, you can carry almost twice as much. You decide what works best for you!

In conclusion...

The Rorqual is a worthy addition to the ORE family. Surely, it isn't the solo pwnmobile some miners were hoping for, and it doesn't replace the need of Hulks, but it surely helps out in many areas and will make those remote systems a lot more attractive now.

The build cost of a Rorqual is around 1.4bil ISK. As any new items, the price they go at fellow supply and demand. Knowing what you know, it is your decision to take whether it's worth the price or not. It's quite apparent though that the Rorqual will not appeal to the solo miner, not without a private toon army at least. Solo the Rorqual is more than useless, keep this in mind when you train or want to get one.

Worth noting is its drone bay and damage output bonus. A skilled drone user can really do some damage with heavy drones II in this ship with Capital Industrial IV. 80% damage bonus? Ouchie...

15. The role of carriers

Is there is a section of the guide that was highly talked about in the last version it was this one. My previous position was that carriers should never be used as a mining platform, whereas I supported their use into supporting miners.

My position on the matter has more or less changed. Some people brought viable arguments to the table that were worth reconsidering my position.

Let's see what a carrier can bring in:

ISK/hour ratio for 13 Mining Drones for key ore types		
Ore	T2 Mining Drones	T2 Mining Drones - God Mode
Omber	4,831,507.20	6,782,692.80
Hedbergite	6,613,963.20	9,590,246.64
Crokite	13,738,308.48	22,897,180.80
Arkonor	14,429,750.40	24,049,584.00

Racial Carrier IV, with 4x DCU allows for total of 13 drones

Ok, so 24mil ISK/hour for little effort... worth it? Yes, I think it can be.

I think it is imperative that if you have a carrier on hand, you use it to tank the belt, first and foremost. Whereas I wouldn't use a carrier over a Hulk, if you have both, it's worth considering. You'll notice a Thanatos on the cover page... I now use both Rorqual and Carrier when overseeing mining ops, simply because the carrier is a good tanker, and can punch quite a pack with fighters. If you pay attention to your intel channels, you should have plenty of time to warp miners to safety, recall your mining drones and assign fighters to your PvPers.

As anything, there will also be useful for logistic purposes, like setting up remote camps or simply supplying them, since they have the biggest jump range or capital ships (motherships aside...)

A word of caution though: solo, it's dangerous. They're not particularly quick and agile, and fighters are useless against smaller and fast ships. Just like we see ratting dreads fall, we see mining or ratting carriers fall as well. Whereas I would definitely consider a solo low-sec mothership mining ship (seeing how unstoppable they are at the moment), the same can't be said for carriers.

I invite you to further discuss those pros and cons on the forums, they make for interesting discussions.

16. Exploration and Gas Cloud Mining

Although exploration does not fall within the scope of this guide, you should know there is a special area of EVE called exploration which requires you to probe exploration sites randomly across the universe to find various types of sites. Among those are mining sites, where you will often find juicy roids of all sort. Especially in 0.0, those are worth finding.

Finally, there is Gas Cloud Mining, a branch of mining that goes along exploration. Another area of EVE that can be highly profitable when proper skills are trained. The basics are: you fit Gas Cloud Harvesters on any ship with a turret slot (the Gas Harvesting skill allows the use of one harvester per level) to harvest gas from clouds found in gas cloud exploration sites and later use that gas in the process of manufacturing boosters (drugs). This can be apparently extremely lucrative, but it requires a lot of skills to begin with which have nothing to do with the mining profession, and you will also face nasty rats to begin with. Therefore some PvE is also involved.

I suggest you read Joerd's guide on exploration for a starter, and if you are further interested, seek out other resources. Eve-Online forums or EVE-Search.com are good places to start!

Joerd's Exploration Guide 2.0:

http://dl.eve-files.com/media/0705/Exploration_2.01.pdf

17. Ship Setups

This is an index of ship setups proposed in the guide, as well as some new ones.

Hulk 0.0 tanking setup

High-

3x T2 Strips

Med-

1x Gistii-A Small Shield Booster

1x Eutectic Cap Recharger

2x Gist-B NPC Specific Hardeners

Low-

2x MLU

Bantam setup

High-

2x Miner I

Med-

1x Survey Scanner

Low-

1x MLU

1x Co-processor I

Osprey setup

High-

3x Miners II

Med-

1x Survey Scanner

Low-

1x MLU

2x Co-Processor I

Dominix 0.0 tanking setup

High-

6x Miners II

Med-

5x Eutectic Cap Recharger

Low-

2x Capacitor Power Relay

2x Large 'Accommodation' Armor Repairer

3x Nanite Microcell NPC Specific Hardeners

Rokh mining setup

High-

8x Miners II

Med-

1x Survey Scanner

Low-

1x Co-Processors II

4x MLU

Dominix mining setup

High-

6x Miners II

Med-

1x Survey Scanner

Low-

5x MLU

2x Co-Processors II

Covetor/Retriever mining setup

High-

3x T2 Strips / 2x T1 Strips

Med-

1x Survey Scanner

Low-

1x MLU

1x PDU2

Skiff/Mackinaw mining setup

High-

1x MDCSM2/ 2x Ice Harvester II

Med-

1x Survey Scanner

Low-

2x MLU / 2x IHU

18. Links

This is an index of all links proposed in the guide and more, in no particular order.

- [2D EVE Maps](#)

An invaluable tool which allows for a quick glance at any system, its security status and number of belts.

- [Joerd's Exploration Guide 2.0](#)

A guide that covers exploration in details

- [ToxicFire's Ore Map](#)

List number of asteroid belts and the ore types in that system for every system

- [Eve-central](#)

Eve-Central is a nice website with reports on the current market situation, and allows to compare prices on all database items universe-wide

- [Refining yield calculator](#)

You can determine your refining yield (taxes excluded) depending of your skills and station equipment with this tool.

- [Ore calculator](#)

Battleclinic has an excellent ore calculator, which will help you know how much mineral you can expect for your refines depending of your skills and station equipment.

- [EVEgeek](#)

Nice website with general information about the game, with an industry section. Ore info, ore calculator and a mineral index are all available for you miners.

Conclusion

What is there to remember to all of this? Certainly not everything!

The guide followed a clear evolution path that you should adhere to if you want to achieve the "Perfect Miner" state. What I referred to as "God Mod" is even possible solo if you trained your alt toward a command ship pilot. When it comes right down to it, as Oma Desala would say, I can only show you the path, you must walk it on your own.

I strongly believe the guide gave you all the information you need to make the best decisions according to your play style. Whether you buy a Hulk or not, to go for a barge or not, what to train first, etc. I did proposed a training path, there is however no shame in stopping your mining training to gain some PvP skill in-between or vice-versa.

Finally, you should all know EVE is a MMORPG, which contains the word "multiplayer" in it. Mining can become addictive and it can burn you out quickly also, even more if you always play solo. Sometimes joining a corporation is what gives you the enjoyment and distraction you need, since mining doesn't really provide the adrenaline PvP does. Don't be afraid to watch a movie while you mine, chat with corpmates, or anything else. If you stare at your lasers mining the roid all day, I expect you'll be needing a shrink shortly.

Use the forums and the websites I suggested, they will help answer your questions and doubts whenever they arise. EVE has a nice and helpful community; you will no doubt find the guidance you need.

I thank you for reading my guide and your support. I hope I could give back a little of what was given to me in the past, by other helpful dedicated players.

Best of luck !

Halada

Credits and thanks

I want to thank those people in no particular order for their support, help and comments on this guide, or simply their input for the eve community:

Lucre, Sku1ly (not), Cassius, Helen, Bagger88, Feek, Defa, ToxicFire, Sara Finn, Tinoga Enterprises, Tolomea, Ivy, Fortior, Kitia, Cristal Ice, Bazan Kor, Isayo, Yurito, Mannakin, Markius, Kallion, Wanux and all the rest of MINC.

Donations

If you wish to donate ISK, please do so to Halada. All sums are welcome and will go toward keeping Halada running through GTCs! Thank you!

Building from Blueprints: A Visual Guide

To build an item you will need the [Industry](#) skill at least. Certain Blueprints will require other skills, and those will be listed under the Bill of Materials. The [Production Efficiency](#) skill is vital for building as well. Each level of **PE** will lower the amount of minerals needed to build an item. On the Bill of Materials you will see two numbers for each mineral required. [You: 74 - Perfect: 65] for example. The *You:* is what you need with your current skills. The *Perfect:* is what you'd need with **Production Efficiency V**. You can save a lot of ISK with a high PE skill.

Pre Build

In *Fig 1* you can see the Bill of Materials page for our example blueprint, [Bloodclaw Light Missile Blueprint](#). You can access this by **right clicking** on blueprint and using **Show Info**. You can see I'll need 3 [Mexallon](#), 54 [Pyrerite](#) and 85 [Tritanium](#) to build 100 [Bloodclaws](#). If I had PE V I'd only need 2 Mexallon, 43 Pyrerite and 68 Tritanium.

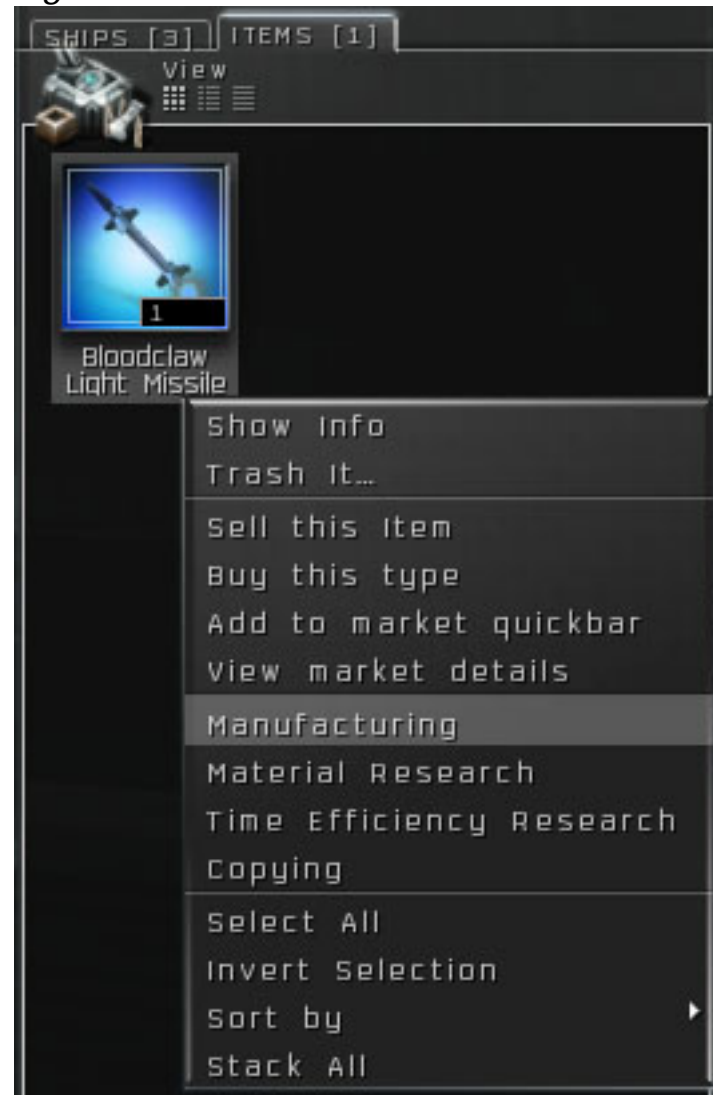
Fig 1 (click to enlarge)



Step 1

To begin building our Bloodclaws we'll **right click** on the blueprint and choose **Manufacturing** as seen in *Fig 2*

Fig 2



Step 2 (four parts)

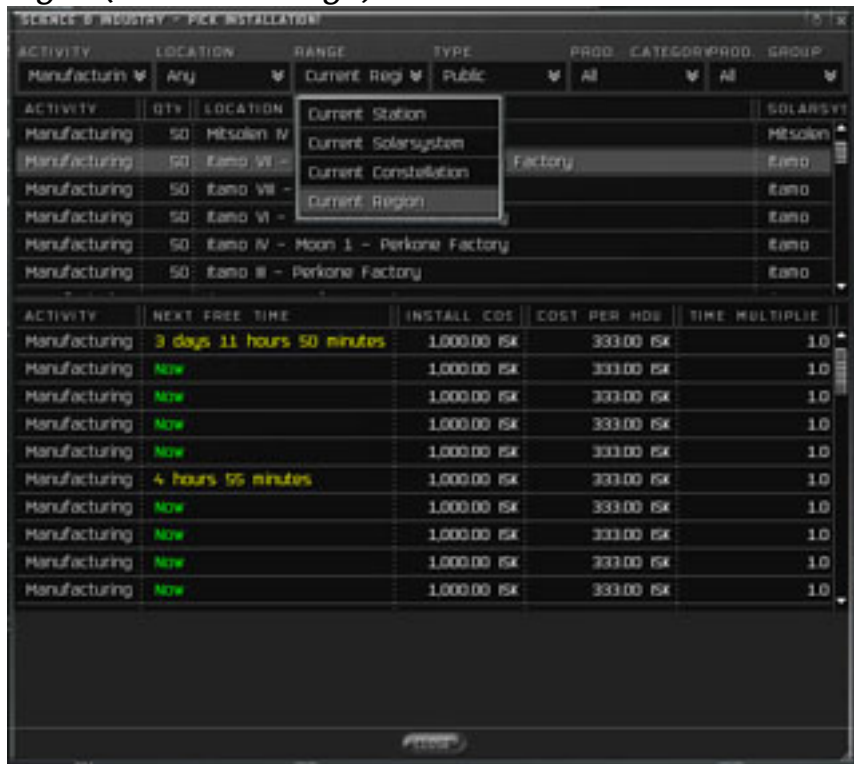
From the **Science & Industry - Manufacturing** page, *Fig 3*, we have four things to do. First **left click** on the **PICK INSTALLATION** button to open the **Pick Installation box**. Second **left click** on the installation listed for your current station. This will then display the available assembly lines in the bottom part of the window. Third **left click** on one of the bays listed as **Now** to choose that assembly line. If all the assembly lines are occupied you can choose any of them and it will queue up to build your item after the listed time. Fourth **left click** on USE ASSEMBLYLINE button to begin the quote process. Hopefully you'll be in a station with manufacturing bays available. If you aren't refer to *Fig 4* to find one and travel to that system and begin again.

Fig 3 (click to enlarge)



If you aren't at a station with available assembly lines, you can use the **RANGE** dropdown box to find available lines in your system, constellation or region as shown in Fig 4 . Skills are available that let you remotely use assembly lines, but the minerals and blueprints would have to be in place there first. Trying to use a remote location without the proper skills has been known to lock your client up.

Fig 4 (click to enlarge)



Step 3

After choosing the assembly line you'll be shown the **ACCEPT QUOTE** window. This will break down the build by minerals needed and minerals wasted. Also showing you how long the build will take and how much it will cost you. You can see in *Fig 5* that it will cost me **1,010.16 ISK** and **1 minute 55 seconds** to build 100 Bloodclaws. **Left click** the **ACCEPT QUOTE** button to accept the quote and begin the build. If you feel it'll take too long, or cost too much you can use **CLOSE** to exit from the build process.

Fig 5 (click to enlarge)



In Progress!

To check on your progress while building **left click** on your **Science and Industry** button from your **NeoCon**. Then **left click** on the **Get Jobs** button to display your current status. In *Fig 6* we can see we have **1 minute 52 seconds** left on our build.

Fig 6 (click to enlarge)



Time to Deliver!

When your build is finished **left click** on your **Science and Industry** button from your **NeoCon**. Then **left click** on the **Get Jobs** button to display your current status. When you see your status is **Ready** you can **left click** on the job and the **Deliver** button will appear as in [Fig 7](#) to return your blueprint and Bloodclaws to your hanger as seen in [Fig 8](#).

Fig 7 (click to enlarge)



Fig 8

Building from Blueprints: A Visual Guide



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Invention Guide - Main index page

These are designed to be ingame browser safe. If they aren't contact Ittey via evemail. Only click these links when you are docked or 100% certain you are safe, they may cause your client to lock up for a short while.

- [The Basics](#)

If you have no idea how any of this works, start here.

- [Graphical Guide](#)

Picture by picture guide on how to start an invention job. - Very out of date, update when I get the time.

- [Advanced topics](#)

More advanced information that is nonetheless useful

- [Decryptors](#)

List of decryptors that affect invention jobs.

- [Skills](#)

What skills you need and how the ones you have affect the jobs

My corp has been opened to recruitment, check out our [official recruitment thread](#).

Written by Ittey, donations more than welcome.

Last edited 12-01-2008

This page has been viewed 50217 times

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Invention Guide

- [Overview](#)
 - [Skills](#)
 - [Stuff needed](#)
 - [Steps to inventing](#)
-

Overview

Invention is the new system that came with Kali 1.5 which now allows every day people to produce tech 2 goods. Well, almost. It takes numerous specialized skills and expensive items to build. It takes a significant (by most player's standards) investment to undertake, but the potential profit makes it worth at least looking at.

Skills

The skills that you need fall in the science category. The invention specific skills are as follows (as well as the requirements).

- Electronics II
- Engineering II
- Electronics Upgrades V
- Science V
- Hacking II
- Racial Encryption Methods

The racial encryption skills are named obviously, Caldari Encryption Methods etc. The only problem is at current these skills are 75-250 mil apiece and you need all four if you want to keep your options open. These are just the skills for invention; you also need the skills for manufacturing of the tech 2 good if you want to build it yourself. Those are listed under the manufacturing tab on the blueprint

Unfortunately these are not the only skills you need. In addition specialized science skills are required. For this guide the Ballistic Control System I will be used throughout. This require the skills Electronic Engineering and Mechanical Engineering, not a coincidence that these are the same types as the datacores needed.

I should mention at this point that the higher the skills related to the invention the better your chances at a

successful job. How much better is a guess, but getting the skills to 4 is probably a good idea before you start blasting away. Note this includes the science skills that the datacores need. See [here](#) for a more in depth look at skills needed. When in doubt, check your blueprint for what it needs, the datacores each have a corresponding skill they require.

Materials

The first major item you need is an interface. There are three of each for each race, meaning twelve total. One type handles ship equipment, one is for ships themselves and the last is for rigs. You only need one of each type maximum, they last an infinite number of runs and can be used in all simultaneous jobs. Prices range from 25-300 mil depending.

Race: Amarr

Name	Used on
Occult Ship Data Interface	Ships
Occult Data Interface	Ship Equipment
Occult Tuner Data Card	Rigs

Race: Caldari

Name	Used on
Esoteric Ship Data Interface	Ships
Esoteric Data Interface	Ship Equipment
Esoteric Tuner Data Interface	Rigs

Race: Gallente

Name	Used on
Incognito Data Interface	Ships
Incognito Data Interface	Ship Equipment
Incognito Tuner Data Interface	Rigs

Race: Minmatar

Name	Used on
Cryptic Ship Data Interface	Ships
Cryptic Data Interface	Ship Equipment
Cryptic Tuner Data Interface	Rigs

Once you have the skills and the interface you need a bpc of the tech 1 good you want to invent. If the blueprint does not have an invention tab, like ammo at the moment, then you can't invent it. Also while you can invent tech 2 warp core stabilizers they are impossible to build so I would recommend against using your datacores in this manner.

A blueprint copy is a limited run version of a blueprint and you can't research them to improve the stats. For invention the only stat that matters is how many runs a bpc is. The material and production efficiency of the tech 1 bpc have NO effect on the final invented blueprint. The number of runs however does, so use max run bpc's for invention. This can be determined by looking at the production limit on the tech 1 bpc.

Each invention job will require two different datacores; the number of each will be different depending on the job. Some items only take 1 of each all the way up to tech 2 battlecruisers at 16 each. Ship equipment is between 1 and 3. Here is a list of all datacores that are in game. The related skill should be fairly obvious, i.e. Quantum Physics for Datacore - Quantum Physics and the like.

- Datacore - Amarrian Starship Engineering
- Datacore - Caldari Starship Engineering
- Datacore - Electromagnetic Physics
- Datacore - Electronic Engineering
- Datacore - Gallentean Starship Engineering
- Datacore - Graviton Physics
- Datacore - High Energy Physics
- Datacore - Hydromagnetic Physics
- Datacore - Laser Physics
- Datacore - Mechanical Engineering
- Datacore - Minmatar Starship Engineering
- Datacore - Molecular Engineering
- Datacore - Nanite Engineering
- Datacore - Nuclear Physics
- Datacore - Plasma Physics
- Datacore - Quantum Physics
- Datacore - Rocket Science

Steps

The first step after learning all the skills is to get a blueprint copy of the tech 1 version of the good you want to invent. The higher the run count the better. For all my jobs on ship equipment 300 is the norm. Then you check the invention tab on the bpc to get what datacores you need, which is under the material tab.

Now is the time to think of any optional components you may want to use. See the [advanced](#) page for more details on how they can affect the job. After you have all the stuff gathered it is time to start the job.

Starting the job is just like starting any other build job except for a few extra fields. The fields on the invention tab are as follows.

- Installation - Which queue you install the job in. Doesn't really matter which one, just choose an open one.
- Blueprint - What blueprint you are using. This should be fairly obvious.
- Input/Output - Where to get parts from for the job (blueprint must be in the same location I believe) and where to put the tech 2 bpc if the job succeeds.
- Base Item (optional) - Tech 1 item that can boost the odds of success. See [here](#) for more info.
- Decryptor (optional) - Decryptor that can affect quality of blueprint and/or success rate. See [here](#) for more

info.

It is worth mentioning that in the cases where multiple tech 2 items exist, such as ships, then it picks randomly between them. You can tell which it picked shortly after starting the job as it is listed in the job queue.

As an example we will use the Ballistic Control System I, pictorial guide now available [here](#).

1. Create a 1000 run blueprint copy off of a Ballistic Control System I blueprint original.
2. Read the invention tab off of the blueprint. Required items: Esoteric Data Interface, 2 Datacore - Electronic Engineering, 2 Datacore - Mechanical Engineering.
3. Either get the datacores from a R&D agent or purchase them off the market.
4. Bring up the invention job and choose a queue to use. Choose the input/output and blueprint. Add any optional items that you feel might help. I added a Ballistic Control System I, because it is pretty much always worth it to add at least the tech 1 item. No decryptor was used.
5. Start the job and wait.
6. After the job finishes and you complete it you get a message. There are several messages but the one you are looking for is research successful. This message tells you the stats of your new tech 2 bpc. Congratulations, you can now join the ranks of tech 2 manufacturing!

Tech 2 building is exactly the same as tech 1, except it requires more skills, a copy of the tech 1 good it is based on and R.A.M. modules. That is beyond the scope of this guide at the moment. Optional components are now covered in the advanced guide [here](#).

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Written by Ittey

Last edited 29-09-2007

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Invention Guide

This is a pictoral step by step how-to to creating an invention job. Not very impressive if you have ever done a build/research job but still worth a look.

Step 1

The first step is to get a blueprint original. Once again, the Ballistic Control System I is used throughout



Step 2

Then you need a blueprint copy made to do the actual invention.



Step 3

This is the blueprint copy page, press ok to be brought a page that confirms the build cost. Ok that and then wait for the copy to be made. In empire it can be a week or more for an open slot to appear. Note the run count at 1000, the maximum. This will affect how many of the tech 2 item we can build later on.



Step 4

Luckily for us I already had a blueprint copy made up. You may note the ME and PE are very unbalanced. Good thing it doesn't actually hurt us in any way. The 300 runs on the other hand is sub-optimal. Oh well.

BALLISTIC CONTROL SYSTEM BLUEPRINT INFORMATION

BALLISTIC CONTROL SYSTEM I
BLUEPRINT

ATTRIBUTES BILL OF MATERIALS

Blueprint Copy

Produces Ballistic Control System I [1]

GENERAL INFORMATION

MATERIAL LEVEL
0

WASTAGE FACTOR
10.0%

COPY
Yes

PRODUCTIVITY LEVEL
50

LICENSED PRODUCTION RUNS REMAINING
300

MANUFACTURING

MANUFACTURING TIME
8 Minutes

MANUFACTURING TIME (YOU)
6 Minutes

Step 5

Go to the Bill of Materials tab, then the invention sub tab to get a list of what you need to start the job. For some reason it doesn't list the skills here, or on any of the interfaces. I attribute this to oversight by the devs and is one of the main reasons people getting started inventing get blindsided when their jobs won't start. We need two of each the Electronic Engineering and Mechanical Engineering datacores as well as a Esoteric Data Interface.



Step 6

Once all those items, plus the optional ones you wish to use, are in the same place you can begin the invention job. Note that as far as I know the blueprint copy (bpc) must be in the same hangar as the parts being used. Not a big deal for individuals, but for corp jobs this may be a problem.



Step 7

Choose a location/slot to install the job, just like any other one. I blocked out the location so this isn't exactly what it looks like in game.

SCIENCE & INDUSTRY - PICK INSTALLATION

ACTIVITY: Invention | LOCATION: Any | RANGE: Current Bluepr | TYPE: Public

ACTIVITY	QTY	LOCATION	JUMPS	INSTALLATION TYPE
Invention	20	[REDACTED]	0	Station

#	ACTIVITY	NEX FRE TIM	INSTALL COST	COST PER HOUR	TIME MULTIPLIEF	MATERIAL MULTIPLIEF	AVAILABILITY
1	Invention	Now	10,000.00 ISK	416.67 ISK	1.0	1.0	Publicly Available
1	Invention	Now	10,000.00 ISK	416.67 ISK	1.0	1.0	Publicly Available
1	Invention	Now	10,000.00 ISK	416.67 ISK	1.0	1.0	Publicly Available
1	Invention	Now	10,000.00 ISK	416.67 ISK	1.0	1.0	Publicly Available
1	Invention	Now	10,000.00 ISK	416.67 ISK	1.0	1.0	Publicly Available
1	Invention	Now	10,000.00 ISK	416.67 ISK	1.0	1.0	Publicly Available
1	Invention	Now	10,000.00 ISK	416.67 ISK	1.0	1.0	Publicly Available
1	Invention	Now	10,000.00 ISK	416.67 ISK	1.0	1.0	Publicly Available

Good standing discount	1.5	Max. Character security	10.0
Bad standing surcharge	0.5	Min. Corporation security	-10.0
Min. standing	-10.0	Max. Corporation security	10.0
Min. Character security	-10.0		

USE ASSEMBLYLINE

CLOSE

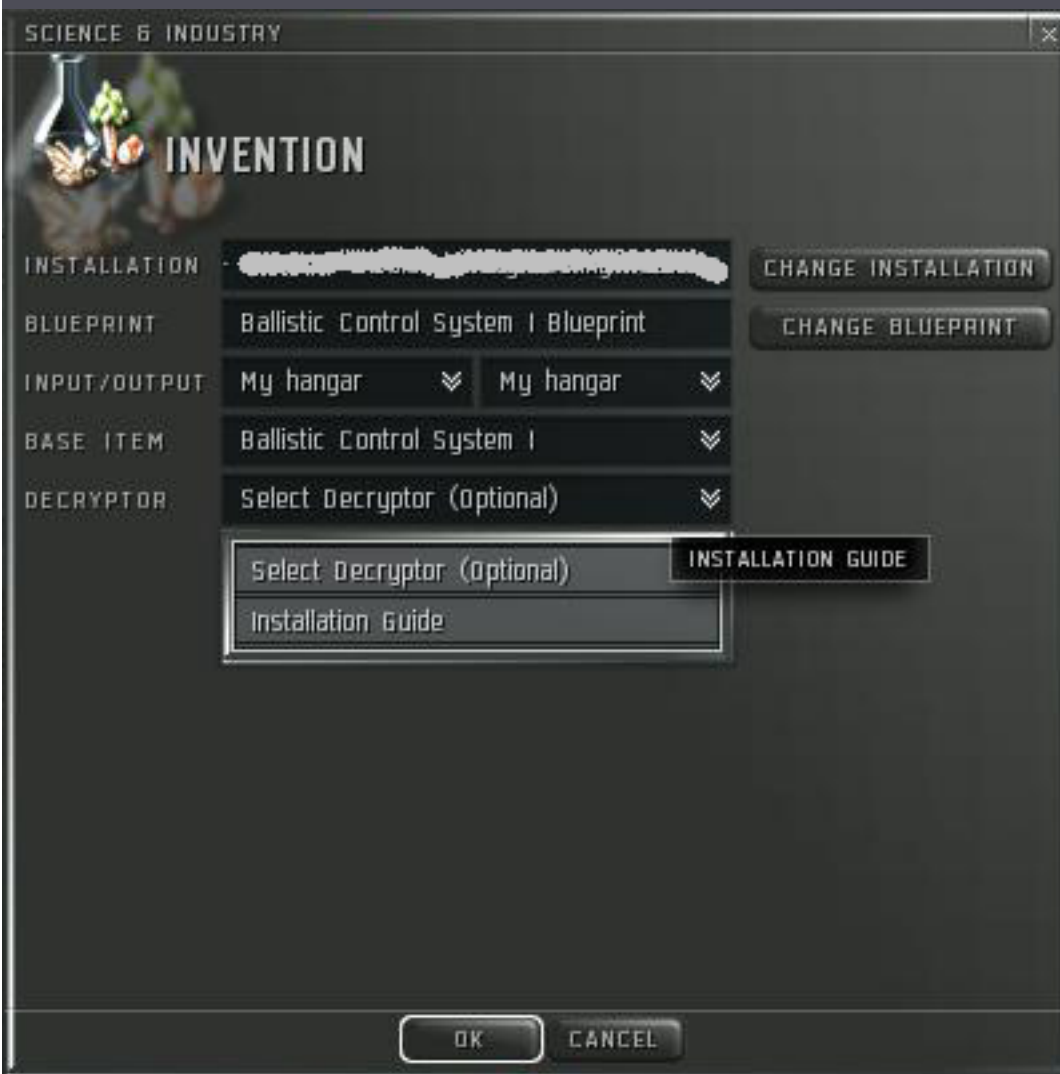
Step 8

Once you choose a slot the other required fields are filled out, at least if you got to the menu via right-click like I did here. Here an optional item is being chosen; although it is just the tech 1 version it is much better than nothing. This item will be destroyed no matter how the job turns out and only tech 1 named may be used; no tech 2, officer or factional.



Step 9

Then a decryptor is chosen. The drop down menu is much more impressive if you have lots of decryptors, honest it is.



Step 10

Once you press ok to get the confirmation window. This shows you what items are being used, how much the job will cost, how long it will take and what skills are required. Press accept quote and wait for the job to finish. The items will then all be pulled out of your hangar for the job, except for the interface. Those stay in the hangar so you can use them for multiply simultaneous jobs, good thing too considering their cost. Then you will either have a nice bpc for a tech 2 item or just a happy message saying the job failed.

ACCEPT QUOTE?

REQUIREMENT	QTY/LVL	TYPE	DMG/JOB	WASTE
Datacore - Mechanical Engineering	2	Extra Material	100.0 %	
Datacore - Electronic Engineering	2	Extra Material	100.0 %	
Esoteric Data Interface	1	Extra Material	0.0 %	
Ballistic Control System I	1	Extra Material	100.0 %	
Installation Guide	1	Extra Material	100.0 %	
Ballistic Control System I Blueprint	1	Extra Material	100.0 %	
Mechanical Engineering	1	Skill		
Electronic Engineering	1	Skill		
Caldari Encryption Methods	1	Skill		

Production Start	Now	Material multiplier (assembly line & item)	1.0
Production Time	2 Hours 30 Minutes	Material multiplier (skill based)	1.0
Total cost	10,665.31 ISK	Time multiplier (assembly line & item)	1.0
Install cost	9,659.15 ISK	Time multiplier (skill based)	1.0
Usage cost	1,006.16 ISK		

ACCEPT QUOTE

CLOSE

[Back](#)

Written by Ittey

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Advanced Invention Topics

There are three main items that can be used to affect your invention jobs to varying degrees. This is where those are covered. Items can be used to boost the chance of success; decryptors and blueprint copies are what determine how good your tech 2 blueprint copy comes out.

- [Items](#)
- [Decryptors](#)
- [Blueprints](#)
- [Negative bp stats and you](#)
- [How to get Datacores](#)

Items

The quality of the item used affects how much it adds to the job. The higher the meta level of the item the better the chance it adds. Tech 2 goods have a meta level of 5 and factional/officer's meta level is 5+. Since the meta level is above the meta level of what you are inventing (5 for tech 2 goods) they cannot be used. No matter how the job turns out this item is destroyed, so make sure it is worth it. How much this adds to the chance of success is still being determined and is currently unknown and subject to change. For an example of meta levels lets look at the Ballistic Control System I. You may notice how the quality of the item when placed in order of quality, better bonus's being better, they line up with their meta levels. Some parts may not sync up with this, but I doubt it is intentional. Update: Meta level is now listed in the blueprint creatively in the field called 'Meta Level'

Item	Meta Level
Ballistic Control System I	0
Cross Linked Bolt Array I	1
Muon Coil Bolt Array I	2
Multiphasic Bolt Array I	3
'Pandemonium' I Ballistic Enhancement	4
Ballistic Control System II - Cannot be used on invention jobs!	5

Items that only have a few versions, like shield hardeners still start their meta level at one and count up to the highest item. Ships have only one version so they always have a meta level of one. But one is better than zero.

Decryptors

Decryptors are one time use items that modify the stats of invented blueprints in certain ways. They vary greatly in cost, some being only a few hundred thousand, others upwards of 300 million. They affect four stats: the chance of a successful invention, the final material efficiency (ME), the final production efficiency (PE) and the number of runs you can get from the end result. The base ME and PE of any invention job is -4, the following show the modification to that number. So a job done with the War Strategon will come out with ME: -7 PE: -2.

The chance is the only thing that is different from any other bpc. It is exactly like it sounds, the higher the better. The best a decryptor can do is add 30%; the worst is make it 60% less likely. Once again, these are destroyed no matter the outcome of the job. The following is a chart the decryptors in game. Note they are located under the respective pirate faction on the market place: Amarr is Bloodraider, Caldari is Gurista, Gallente is Serpentis and Minmatar is Angel. Please note that these may change as the devs tweak things, I will do my best to keep this table accurate however.

Updated for Trinity with help from Aykido

Amarr

Name	Chance	ME	PE	Runs
War Strategon	1.8	-1	2	4
Classic Doctrine	1.2	2	5	1
Formation Layout	1.1	3	3	0
Sacred Manifesto	1.0	1	4	2
Circular Logic	0.6	-2	1	9

Caldari

Name	Chance	ME	PE	Runs
Installation Guide	1.8	-1	2	4
Prototype Diagram	1.2	2	5	1
Tuning Instructions	1.1	3	3	0
User Manual	1.0	1	4	2
Alignment Chart	0.6	-2	1	9

Gallente

Name	Chance	ME	PE	Runs
Stolen Formulas	1.8	-1	2	4
Test Reports	1.2	2	5	1
Collision Measurements	1.1	3	3	0

Engagement Plan	1.0	1	4	2
Symbiotic Figures	0.6	-2	1	9

Minmatar

Name	Chance	ME	PE	Runs
Assembly Instructions	1.8	-1	2	4
Advanced Theories	1.2	2	5	1
Calibration Data	1.1	3	3	0
Operation Handbook	1.0	1	4	2
Circuitry Schematics	0.6	-2	1	9

Blueprints

The final stats of the invented blueprint are determined in the following ways. Note the ME and PE are not in any way, shape or form related to what the original tech 1 bpc had. Final number of runs is affected only by the number of runs that the original bpc had and the decryptor bonus. At this point there is no randomness involved; if you perform multiple jobs with identical parts the results will always turn out the same, at least if they all succeed. Although hints from CCP indicate this may not always be the case. Thanks to Qual for posting these formulas.

ME = -4 + Decryptor bonus

PE = -4 + Decryptor bonus

The final number of runs formula is a doozy compared to the others, so I will explain.

Runs = max(1; Round.Down(((ActualRunsInputBPC / MaxRunsInputBPC) * MaxRunsOutputBPC) + DecryptorBonusRuns)

- ActualRunsInputBPC: The number of runs that are on the bpc to be invented on.
- ~~MaxRunsInputBPC: The maximum number of runs for the blueprint type (see following table):~~
- Now the 'Production Limit' on the blueprint. Table is still a good general guide.
- MaxRunsOutputBPC: 1 for ships, 10 for modules, drones and ammo.
- DecryptorBonusRuns: Just what it says, the bonus you get from the decryptor used.

max(...) means take the largest value of those and use that. So it will either use 1 or whatever the result of the Round.Down(...) formula returns. This is a bit nasty, so lets use an example to demonstrate. If you hadn't guessed it, the Ballistics Control System 1 will be used. The bpc is a 1000 run (max for this part) with ME and PE at 0 (not like it matters). We are also using an Installation Guide decryptor.

ME = -4 + -3 = -7 PE = -4 + 2 = -2
 Runs = max(1; Round.Down((1000 / 10) * 1000) + 4)
 = max(1; Round.Down(10) + 4)
 = max(1; 10 + 4)
 = max(1; 14)
 = 14

So we get a bpc with the following stats ME: -7, PE: -2 and 14 runs, not too bad. Ok compared to normal building the stats are terrible, but that can't be helped. At least we can make 14 of them.

The following is the max number of runs that a bpc can hold currently. I copied this from the forums so it may or

may not be 100% accurate.

When making your own bpc's for invention always make sure to max the number of runs with the 999999... trick. Trick no longer needed, just build the 'Production Limit' for max runs.

Blueprint type	Max runs
Frigates	30
Destroyers	20
Cruisers	15
Industrials	15
Battlecruisers	15
Battleships	10
Mining barges	10
Rigs	1000
Light missiles	500
Heavy missiles	750
Ammo	1500
Charges	1500
Probes	1000
Most modules	300
Some modules	1000
Cloaks, etc	100

Negative bp stats and you

This is how a negative stat on a blueprint affects your production time. You take your base speed and multiply it the constant. So if an item takes 2 hours to build with PE of 0 (what it lists normally) and the actual PE is -4 it now takes 3 hours per item you build.

PE	Multiply base speed by
0	1.1
-1	1.2
-2	1.3
-3	1.4
-4	1.5
-5	1.6
-6	1.7
-7	1.8
-8	1.9

Wastage is how much minerals are wasted (duh). The more wastage the more it will cost you. 70% wastage means that instead of 100 tritanum you use 170 units, trit is just an example it works the same for all build materials

needed. The formula for wastage on negative ME appears to be the following (blame Qual if this is wrong :P):

$$\text{Waste} = (-\text{ME} + 1)/10$$

The following table lists the ME, wastage and the constant to multiply the base mineral use by

ME	Wastage	Constant
0	0.1	1.1
-1	0.2	1.2
-2	0.3	1.3
-3	0.4	1.4
-4	0.5	1.5
-5	0.6	1.6
-6	0.7	1.7
-7	0.8	1.8
-8	0.9	1.9

How to get Datacores

So you know all about invention now, have run enough jobs to be comfortable with it and are looking for a way to reduce overhead. Then you start to wonder how all these other people get datacores. Look no further, the answers are here. Most of this info is taken from Jai Centarium's guide on the forums [here \(not IGB safe\)](#) so kudos to him for that.

Datacores, in short, are gotten by purchasing them from research agents, a specific type of agent. They have special standing requirements as well so we best take a look. To use a research agent you must meet all the regular requirements for a generic agent of their level, as well as have your corp or personal standing no more than 2.0 less than the requirement. An example will explain this better than words I think.

Example 1: High corp and high personal standing:

- Agent Level 4, Quality 0.
- Your corp standing: 7
- Your personal standing: 8.5
- Can use agent: Yes (Need standing of 6)

Example 2: High corp and low personal standing:

- Agent Level 4, Quality 0.
- Your corp standing: 7
- Your personal standing: 3
- Can use agent: No (3 is less than the required level (6) - 2.0)

There are two other possibilities but these are the most likely. In the previous example you would need to get your personal standing to 4 or more to use the research agent.

In addition to having more stringent standing requirements than regular agents, they also require skills. Luckily for you these just so happen to be the same science skills you need for invention (not the Encryption skills). The quality of the agent and what fields they can research affect these, so your best bet is to check the info on the agent you want to use and make sure your skills are up to snuff. Also you are limited to one (1) research agent at a time doing work for you, unless you train the skill 'Research Project Management' which gives you an additional agent per level, to a max of 6. The skill tags in at 40 mil, so it is up to you to determine if it is worth it or not. (Much like everything in Eve or rl for that matter)

So now you have found a research agent and have the standing to use them, now what? You talk to them silly. You choose the field of research that you want to go into, most agents have 3 different ones, and start research. Then you wait. And wait some more. You earn research points, more commonly called RP, at a given rate. How fast you ask? Well here is the formula.

$$\text{RpPerDay} = ((\text{AgentSkill} + \text{YourSkill})^2 * (1 + (\text{EffectiveQuality} / 100))) * \text{AreaBonus}$$

- RpPerDay: How many research points you get in 24 hours.
- AgentSkill: The agents level (Range from 0 to 4, not sure if there are level 5 research agents)
- YourSkill: The level you have the required science skill trained to for this agent/field (ex. Graviton Physics)
- EffectiveQuality: The quality of the agent (Range from -20 to 20). Note: this is after your skills are added, so it is possible to get above 20.
- AreaBonus: Depends on the research field. Most fields have a modifier of 1, weapon related research is 2, and ship research is 3.

Let's look at an example:

- AgentLevel = 3
- YourSkill = 4
- EffectiveQuality = 5
- AreaBonus = 1

$$\begin{aligned} \text{RpPerDay} &= ((\text{AgentLevel} + \text{YourSkill})^2 * (1 + (\text{EffectiveQuality} / 100))) * \text{AreaBonus} \\ &= ((3 + 4)^2 * (1 + (5 / 100))) * 1 \\ &= (7^2 * (1 + 0.05)) * 1 \\ &= (49 * 1.05) * 1 \\ \text{RpPerDay} &= 51.45 \end{aligned}$$

That's all very well and good you say, but I still don't know how to get datacores. Well it is simple, after all this anyway, you buy them from your agent. The cost is 50 RP multiplied by the same Area Bonus that you used to figure out how many RP you were getting. That's right, when buying datacores the Area Bonus affects nothing whatsoever. If you don't believe me look at this simple math:

$$(3*n)/(150) = (3*n)(3*50) = (3/3)*(n/50) = n/50$$

Why CCP decided to waste precious server time on unnecessary math is beyond me, guess they like bigger numbers for more important sounding things.

If you are thinking that can't be all there is to getting datacores you are wrong. Sort of. There are tricks to increasing the number of RP you get per day. Trick 1: Your agent will sometimes hit a "snag". This isn't nearly as bad as it seems, it is really just a mission. If you do the mission you double the number of RP you get for that day. Sometimes they are bugged and you never get the email until you talk to the agent in person. Trick 2: Train social skills. Negotiation boosts EffectiveQuality by quite a bit so very worth it if you are serious. Connections helps as well, but it is more useful fo getting to newer and better agents.

One more thing, make sure you cash out all your RP into datacores before you quit research with an agent. If you don't all your RP are gone FOREVER! That would suck, so make sure it doesn't happen to you. Once you have a good agent (or agents) just sit back and watch the RP roll in. Go by every so often to do the missions and collect datacores. Try and pick a good agent because you will likely be working with them for a while

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Written by Ittey

Last edited 10-01-2008

Decrytors

Updated for Trinity with help from Aykido

Amarr

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Written by Ittey

Last edited 9-12-2007



Invention Guide - Skills page

Since this is the area I get the most questions on by far it seems a good idea to talk about what skills you need to be a successful inventor.

- [Requirements](#)
 - [Science Skills](#)
 - [Other skills](#)
-

Requirements

The basic minimum skills to invent are as follows. Rank just means what level you have a skill at i.e. anywhere between 0 and 5. The level of these skills does not affect the chances of success in any way.

Name	Rank
Electronics	2
Engineering	2
Electronics Upgrades	5
Science	5
Hacking	2

In addition to this you need a racial encryption skill. There is one for each race and they are pricey, 150-250 mil per. The names of the interfaces and skill are related to the races in the following way, meaning that is the race needed. For Amarr you need the Occult interface etc. You only need the skill and interface for the race you are inventing on, no need to go buy them all if you are just making one races items.

Race	Interface name
Amarr	Occult
Caldari	Esoteric
Gallente	Inognito
Minmatar	Cryptic

The names of the invention skills are fairly obvious. Because I like tables so much we will list them here and what race stuff you can invent using it. This skill level is very important and directly affects your chance at success, 4 is a good place to start before you really get going on jobs. Again you only need the skills listed by the blueprints, if it takes the Occult Data Interface then you need Amarr Encryption Methods etc.

Race	Skill name
Amarr	Amarr Encryption Methods
Caldari	Caldari Encryption Methods
Gallente	Gallente Encryption Methods
Minmatar	Minmatar Encryption Methods

Science Skills

There are lots of skills that affect your chance of a successful invention job on top of just the racial encryption skills, and lucky for you we are now going to cover them here. These skills are needed to runs jobs and affect the outcome odds. I recommend getting the ones you use to 4 quickly and 5 can't hurt.

With the exception of four skills they are all in the science category, the Starship Engineering ones being in the mechanic group. All skills are now in the science category, way to go CCP breaking my guide. To figure out which skills you need check the invention page on the bpc you are inventing on. All the datacores are tied to a single skill, listed in the following table. Remember only get the ones you need but get them to 4 at least.

Skill	Datacore
Amarran Starship Engineering	Datacore - Amarran Starship Engineering
Caldari Starship Engineering	Datacore - Caldari Starship Engineering
Electromagnetic Physics	Datacore - Electromagnetic Physics
Electronic Engineering	Datacore - Electronic Engineering
Gallentean Starship Engineering	Datacore - Gallentean Starship Engineering
Graviton Physics	Datacore - Graviton Physics
High Energy Physics	Datacore - High Energy Physics
Hydromagnetic Physics	Datacore - Hydromagnetic Physics
Laser Physics	Datacore - Laser Physics
Mechanical Engineering	Datacore - Mechanical Engineering
Minmatar Starship Engineering	Datacore - Minmatar Starship Engineering
Molecular Engineering	Datacore - Molecular Engineering
Nanite Engineering	Datacore - Nanite Engineering
Nuclear Physics	Datacore - Nuclear Physics
Plasma Physics	Datacore - Plasma Physics
Quantum Physics	Datacore - Quantum Physics
Rocket Science	Datacore - Rocket Science

Hopefully you have figured out the naming convention by now. Coincidentally the skills which are needed to use the

datacores are the exact same ones you need to use a Research & Development agent to get those datacores, funny how things just work out some times. As far as skills that affect the odds of success for invention that is the list, everything after this point is just stuff I think you should have.

Here is an example of what you would see in game and what skills you would need to invent it. We go with our old standby, the Ballistics Control System 1.



Datacore - Electronic Engineering means we need the skill 'Electronic Engineering' at least at 1. Datacore - Mechanical Engineering means we need the skill 'Mechanical Engineering' at least at 1. Esoteric Data Interface means we actually need a Esoteric Data Interface lying around, plus the skill Caldari Encryption Methods at least at 1. These skills should be much higher than 1 of course, as I have been saying over and over shoot for 4 minimum. Datacores are pricey, no need to waste them when you could be much luckier in a few days.

Other Skills

- Production Efficiency rank 5 - There is no reason to not have this if you are building stuff. It takes 5% off your mineral waste per level. Translation: more profit.

- Laboratory Operations and Advanced Laboratory Operations - Gives you more research jobs that you can run simultaneously. Invention jobs also fall under this category so get Advanced lab ops to 4 and enjoy 10 queues of researchy goodness.
- Scientific Networking - Allows you to start research/invention jobs remotely. Get this to 1 at the very least if you plan on using a research POS.
- Mass Production and Advanced Mass Production - Same as the research skills except for building. T2 goods take a long time to build (especially with a negative PE bpc) so you will need extra queues.
- Research Project Management - Allows you to use more than one R&D agent at the same time. Since you have the science skills might as well get into the T2 bpo lottery (or at least get a few free datacores).

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Written by Ittey

Last edited 29-09-2007

Enlarge your wallet!

Written by: Fedjakeen

I probably forgot a few things, i'll add them later if i think about them.

You also must know that i won't talk much about global trading rules, basically don't undercut too much or you will kill your profit, fight the undercutting price wars until the other guy is bored by your 0.01 isk undercut, and give me money.

It's also nice to have a "price tag" when you're changing many prices, basically make all your prices ending with .55 or .66 to spot them easily in the trade list and see if you're the cheapest sell order (only item that will sell if someone buy it, even if he puts a higher price)

Tech II trading (50 to 300M profit each day)

It's quite easy, you need a transport ship or even better a freighter alt, and a trading alt (list of the trading alt with starter characters skills are available on my mineral trading post)

First you need to put the transport character in Jita, and the trade alt in any secondary hub you'll find fitting (Rens being the best in my opinion, Oursulaert, Amarr, and Agil are nice too, but you can find your own little trading heaven by yourself, i never went out of Rens the money was good here, around 200M each day)

Then, open the market with both characters (you need two accounts if you don't want to kill yourself for the next step), and search for " II". It will bring up a list of all tech II modules, after that you need to compare the prices of every popular tech II module, to ensure steady income the module you're buying in Jita need to have a volume of trading higher than 3 or 4 each day in the TARGETED REGION, this is not really necessary but it will help avoiding modules that won't sell, the longer it takes to sell, the longer your money is immobilized.

If you've got enough orders, buy anything which has a 10% margin or 200k margin at least between two regions, this may not sound a lot, but when you're selling 50 modules selling 20 times a day with 200k margin, you end up with 200M profit at the end of the day.

Be careful with high value modules, try to make at least 3 or 4% profit as the transaction tax + broker fees will be quite high, this won't be a 10% margin, but it will probably be 500k rough isk benefit.

Don't use industrial ships to transport your goods from Jita to the trade hub you're selling in, you'll be eaten alive by evil pirate using suicide ravens. You can use an hardened cruiser or battlecruiser at the beginning if you don't have a transport ship, tech II goods fit well even if you don't have that much cargo. If you've got a freighter, you can also trade tech II ships, feel free to explore other kind of items.

Mission hubs trading.

I used to do this to begin making money, basically find any mission hub by checking which agents are in fighting divisions with level 4 quality 10+ , and check the map to see if there are more than 50 or 100 people here.

You can make a lot of money by selling ammos, by buying mineral to sell it in Jita (you need a freighter for this if you start buying trit/pyerite/mexa, you can handle it without it if you're only buying rare minerals)

Use these systems to sell a few tech II modules too, armor and shield hardeners, tech II drones.

A nice gold mine is the Kernite, people need it for a level 4 storyline which give a +4 implant and will buy the 8000 units needed as long as they can make a decent profit on the implant without having to mine or haul anything.

0.0 Mission Hub trading (LOL Easy money !)

The Kernite trick works in some of the 0.0 missions hubs pretty well, but you'll need a carrier with a fully expanded impel + fully expanded prorator (or any other industrial ship you can fit) to transport the kernite, and you'll need several carrier jumps.

Is it worth it ? I guess it speaks for itself. You can even buy the Kernite in the low sec system you'll be using to jump, put a buy order for 600 ISK or something like that and it will fill within two or three days, and you'll still make an insane profit of it. As long as the 8 000 Kernite needed for the +4 implant storyline is cheaper than the price of this implant, people will buy it because they need the faction

standing boost to get their uber Rattlesnake BPC.
Also works with drugs, but not that much.

You can also trade a lot of other things in 0.0 hubs, use only mission running 0.0 hubs because you don't need standings to dock here, and everybody can access them, same as empire hubs try to aim for the most populated one, use an alt to scout the region and what's the most popular station if you don't have a clue, but it's not always the best place to sell.

- Ammunitions, people usually forget to bring their BPOs, bring antimatter L/M BPOs, Cruise Missiles BPOs, Torpedoes BPOs (or BPCs, they're not used that much), and try to product and sell them in the station where all the mission carebears hide, it should sell for a decent profit and you won't have too much competition to watch for, it's basically 30 minutes of work at the beginning for 1 month afk profit. Tech I drones are nice too.

- Anything you can fit on a Raven running missions (be careful with Cruise Missile Launcher II tho, it's quite a huge investment and you're not sure they will sell fast), tech II drones, power diagnostic systems, ballistic control systems, etc ...

- Anything else people in 0.0 running missions may need, just figure it out yourself i can't think of everything for you :(

Stupid things you can do with skills

Buy low cost and high demand skills, and haul them in 0.0, pick 20 or 25 skills "popular" skills, buy them in empire, haul them in 0.0 with a shuttle, sell them here. You'll be able to fill orders of two regions on a trade alt (53 orders available most of the time), and it will be a nice afk profit too as long as you're not selling at a too high prices, but don't sell too low.

Works quite nice atm with all the new rigs and salvage skills, but also works with some secondary gunnery/missile/navigation/engineering/electronics skills too, just make a choice.

That's all folks.

The Isk must flow! A guide to Eve Money Making.

As written by: Akita T

1. Introduction

Nobody can deny EVE has many different ways to MAKE or ACQUIRE the much-coveted ISK. Keywords being, those are two **separate** types of moneymaking, one siphons ISK from NPC sources, generating them out of nowhere (so-called "ISK faucets"), the other makes another player part with his hard-earned ISKies for something you have to offer.

The first type of income, "making ISK", is really simple.

Run missions for ISK rewards, kill NPCs for their bounty, sell NPC tags or overseer effects to NPC corps, run NPC tradegood routes, or get your own ship blown up for insurance money (arguably not the smartest thing to do, but nevertheless it's a valid alternative in some cases).

You don't need "bussinessman smarts" to do any of the above. You just make it, and cash in. There's nothing much to talk about here.

The other type of income, "aquiring ISK", requires a bit more mind-work... as it means you have to offer something that ANOTHER player might want.

This section covers miners, moon-miners, salvagers, manufacturers of all kinds, traders and certain subsets of them supplied by NPCers (PvPers, mission runners, belt ratters and complex runners selling loot and salvage, more precisely) on top of service providers (mercenaries and researchers).

Yes, you read right, miners, looters and salvagers too. They don't **make** ISK out of nowhere, they need to aquire them from other players.

From now on, we will not discuss "making" ISK at all (wih two exceptions, namely "insurance claiming" and a general concept "ISK profit per gameplay hour"), but instead focus on "aquiring" ISK from now on.

2. MARKET PvP

That's what everybody of the "ISK aquiring" people engages in each and every day, no matter what the "source" of their goods or services is.

It's the one thing most players fail to realize.

Are you mining ? Your income doesn't come from MINING itself, it comes from market PvP.

Are you manufacturing (be it T1 or T2) ? Again, income is from market PvP.

No matter how you put it, all of non-ISK-"makers" are traders (i.e. "market PvPers") wether they realize it or not.

So basically, no matter what you do, simply discussing TRADE itself (or EVE's economy in general, same thing really) will discuss everything there is to be discussed that is not NPCing or pew-pew-PvPing.

There are more than enough BASIC trade guides out there, much like there are a lot of manufacturing guides. They are a good starter point for all further discussions.

I'll just assume you know pretty much everything there is to know regarding the basic rules of all above mentioned activities (or for that matter, everything that's basic about everything except direct ship PvP). If you don't, you can read further, but you're encouraged to take a break first and cover the lacking knowledge there before you go on.

3. The competition

Market PvP is a pretty cutthroat area, probably even tougher as actual ship PvP due to the fact you can't always "know" your opponent (a trader alt is easily created nowadays)... and there's a lot of people involved. A LOT.

As everything with a huge number of involved individuals, you will also find a good deal of malice... but be careful, as one says, **"never attribute to malice that which is adequately explained by stupidity"**. Of course, the reverse is also true.

But there's good news... no matter how malicious/benevolent and stupid/smart somebody might be, the market makes sure that only the smart guys "survive" (in other words, "make a profit").

The bad news is that it's usually the malicious ones that survive most.

Also, here's our first corollary:

Everybody will end up doing eventually what brings more ISK per hour played.

Exceptions like "play for fun" exist, but "pew pew" fun needs to be funded too, so eventually you're back at the same common denominator.

So you can easily start with the assumption that the market is DOMINATED by smart, reckless (or downright malicious) individuals... the higher up the food chain you go (volume of ISK involved), the more likely it is to encounter such "opponents".

And as I was saying, it doesn't matter what you are doing, mining, manufacturing or anything else, you're in the same pot. The more ISK you hope to earn, the tougher the competition.

I might not seem to say anything new here, but it's again one of the things most people ignore: in the LOW VOLUME, LOW PRICE market, there's basically no serious competition, and the entry barrier is close to inexistant.

4. Types

There are FOUR types of "markets".

The first market is the **mineral** market (and mineral-driven market).

The second market is the **salvage and rigs** market.

The third market is the **luxuries** market (highend named, officer/faction loot and I even include the T2 market with all its corresponding subtypes in this category).

The fourth (and last) market type is the **service** market (mercenary contracts, research lab slots renting and even scamming is included here).

Of course, all are eventually influenced by the amount of ISK "per capita" in circulation indirectly (and "per hour" average income directly), but that's a story for a later post.

Suffice to say, all except the first one (the "mineral" market) are fully "free markets".

Explaining why that is the case for the second and third, I believe it's not necessary.

It should be obvious enough why (I assumed before, in my 2nd post, that you know the basics. If you don't understand why, either take my word for it or go study up).

There are no (practically reachable) limits either way in any direction (low price should not be a concern at all, and high price is free to fluctuate completely).

Doesn't mean they are FAIR or EASY markets, it simply means they are entirely in player hands, and prices can go as high/low as players are ready to pay for a "product".

Notable mention, even if they ARE completely player-driven, CCP can still influence the prices with astonishing ease, because they are the only ones that can tweak the "supply" side

So, for now, the only market that needs special attention is the "mineral" market and the corresponding subtypes (other than "general trading", that is): mining/reprocessing, lowend named modules, T1 ammo, T1 ships and capital ship manufacture.

5. The limitations of the EVE mineral market

Most people say "EVE is a free market economy".

While this is true for ALMOST everything and in most cases, there are two notable exceptions for the "mineral-driven" market.

The first exception is that we DO have a bottom price for minerals. It is derived from ship platinum insurance payout, an "ISK faucet" (i.e. money-making instead of money-trading).

The second exception is that we ALSO have a top price for minerals. It is derived from the reprocessing of NPC-sold items that **can** be reprocessed (more precisely some T1 frigates, shuttles, civilian modules and ORE-manufactured T1 stripminers).

Of course those two "exceptions" mentioned before are no secret to anybody (or at least, not for anybody with a bit of EVE experience), still most people downplay or just ignore their importance in the end-user price of minerals and all mineral-driven products.

In other words, **we CANNOT EASILY predict how exactly any individual mineral will evolve in price, we can only predict how they will evolve in relation to eachother**, as the only thing that is a "certainty" is the end-cost of ships... and again, it's CCP the one usually

pulling the strings, affecting the supply side by changes like loot makeup or introduction of the "mining with weapons" highend mineral source that is the new drone regions.

6. The fine print

Obviously, NOT ALL minerals are EQUALLY affected by these upper/lower limits, and any precise prediction attempt is made even worse by the following facts: all affected products have a low profit margin for high-volume trades, and only very localized low-volume high profit margin trades exist... while at the same time, most of the products being easily interchangeable through reprocessing and manufacture (so via minerals directly).

For instance, tritanium is the most obvious candidate for the "top limitation" via NPC-sold shuttles.

LATE EDIT: Actually, it was "coupling array" reprocessing prices, now it's back to shuttles unless somebody can find a better reprocessing NPC good, that yields cheaper tritanium.

The bottom limit will most probably never be directly reached (and there is no chance that will happend in the near future, as long as highend supply is plentiful), as there is too much trouble involved in manufacturing and blowing up shuttles (the only ship that uses ONLY/mainly tritanium).

The only reason I posted all of this is because most people seem to get it dead wrong... as they approach the problem from the wrong angle.

Simply put, longer-existing T1 SHIPS will never sell below 70% nor above 120% of the manufacture price, and they'll usually sell for a bit BELOW platinum payout. This in turn means the "typical basket" of minerals averaged out among T1 ships manufacture "perfect build" requirements will usually gravitate towards 90-100% of platinum insurance payout (or even above for a short while in case of heavy demand like a patch introducing new ship blueprints) or even as low as 70%-80% (in case of huge mineral volume influx and no new ship models).

This again means that whenever a highend mineral drops in price for whatever reason, the lowends rise in price to counterbalance the "typical basket" price. Also, lowends won't grow past a certain point, and that point is the NPC goods recycling lowend indirect price.

**It really doesn't matter where minerals come from.
It only matters WHICH minerals are suddently more easily available.**

We can talk more about this, but you have your "advanced" lesson primer right here already. I leave all further discussions and analysis for you, the community. I don't expect many of you to agree with me, as the WRONG basics or the wrong approach to the problem is too heavily engrained already, but I hope there's at least a small number of people that will grasp the problem... and either do something about it, or profit from it.

Either way, my work is done 🤖

Booster usage explained

There are 8 types of boosters, each giving its own unique bonus to specific attributes, at the expense of 4 penalty attributes which you might suffer called side effects. Each booster is treated as temporary implant and has a specific slot in which it is placed, after you consume a booster effects are shown under Augmentations tab in your character sheet indicating countdown of booster duration left. You can not consume more than one of the same booster to stack their duration, however as long the boosters you wish to consume do not use the same slot (each of 8 types has its own slot), you can consume multiple types of boosters.

They come in 3 strengths:

Standard 20% penalty, 20% chance side affect
 Improved 25% penalty, 30% chance side affect
 Strong 30% penalty, 40% chance side affect

Biology level	Booster duration
1	36 minutes
2	42 minutes
3	48 minutes
4	54 minutes
5	60 minutes

Let's take a look at random booster example:



Improved Frentix Booster

This Booster would give you +15% to your optimal range of gunnery. Original booster duration is 30 minutes, however each level of biology skill would extend duration for 20%, at level 5, booster duration would be 60 min. As this is 'Improved booster' the chance of side effect is 30%. There are four possible penalties as follows;

- Armor Hitpoint Penalty -25 %
- Velocity Penalty -25 %
- Shield Booster Penalty -25 %
- Turret Tracking Penalty -25 %

30% chance of side effect does not mean that you will get all 4 penalties, its 30% for every side effect. That means you may suffer from none to all four penalties to your ships characteristics.

There is a skill that reduces chance of side effect is called Neurotoxin Recovery, it removes 5% of negative side effect per level, 25% in total at level 5, this bonus applies in multiplicative way. Nanite Control reduces the strength of any negative side effects by 5% per level, at level 5 Improved Booster would have 22,5% chance of impact on you, this bonus applies in multiplicative way. Note that bonuses also work with capital ships. Keep in mind that boosters are contraband in empire space.

Booster types and their bonuses.

As mentioned before, there are 8 boosters. Amount of penalty depends from booster size.



Blue Pill Booster

- Shield Boost Bonus 20% | 25% | 30%
- Explosion Velocity Penalty
- Capacitor Capacity Penalty
- Shield Capacity Penalty
- Turret Optimal Range Penalty



Crash Booster

- Explosion Radius Bonus -20 | -25 | -30
- Armor Hitpoint Penalty
- Velocity Penalty
- Missile Velocity Penalty
- Shield Booster Penalty



Drop Booster

- Tracking Speed Multiplier Bonus 1.25x | 1.3125x | 1.375x
- Armor Repairer Penalty
- Velocity Penalty
- Shield Capacity Penalty
- Turret Falloff Penalty



Exile Booster

- Armor Repair Modifier Bonus 20% | 25% | 30%
- Armor Hitpoint Penalty
- Capacitor Capacity Penalty
- Missile Explosion Cloud Penalty
- Turret Tracking Penalty



Frentix Booster

- Optimal Range Modifier Bonus 10% | 15% | 20%
- Armor Hitpoint Penalty
- Velocity Penalty
- Shield Booster Penalty
- Turret Tracking Penalty



Mindflood Booster

- Capacitor Modifier Bonus 10% | 15% | 20%
- Armor Repairer Penalty
- Missile Explosion Cloud Penalty
- Shield Booster Penalty
- Turret Optimal Range Penalty



Sooth Sayer Booster

- Falloff Bonus 10% | 15% | 20%
- Armor Repairer Penalty
- Velocity Penalty
- Shield Booster Penalty
- Turret Optimal Range Penalty



X-Instinct Booster

- Velocity Modifier Bonus 10% | 15% | 20%
- Armor Hitpoint Penalty
- Missile Velocity Penalty
- Shield Capacity Penalty
- Turret Falloff Penalty

Calculations:

Negative side effect per level:

Nanite control	Standard	Improved	Strong
1	19%	23,75%	28,5%
2	18%	22,5%	27%
3	17%	21,25%	25,5%
4	16%	20%	24%
5	15%	18,75%	22,5%

Side effect chance per level:

Neurotoxin recovery	Standard	Improved	Strong
1	19%	28,5%	38%
2	18%	27%	36%
3	17%	25,5%	34%
4	16%	24%	32%
5	15%	22,5%	30%

Name	Type	Details
A		
Abaddon	Battleship	Amarr Tier-3 Battleship
<i>Absolution</i>	<i>Command Ship</i>	<i>Amarr T2 Cruiser</i>
Aeon	Mothership	Amarr T1 Capital
<i>Anathema</i>	<i>Covert Op</i>	<i>Amarr T2 Frigate</i>
<i>Anshar</i>	<i>Jump Freighter</i>	<i>Gallente T2 Freighter</i>
Apocalypse	Battleship	Amarr T1 Battleship
Arbitrator	Cruiser	Amarr T1 Cruiser
<i>Arazu</i>	<i>Recon Ship</i>	<i>Gallente T2 Cruiser</i>
Archon	Carrier	Amarr T1 Capital
<i>Ares</i>	<i>Interceptor</i>	<i>Gallente T2 Frigate</i>
<i>Ark</i>	<i>Jump Freighter</i>	<i>Amarr T2 Freighter</i>
Armageddon	Battleship	Amarr T1 Battleship
<i>Astarte</i>	<i>Command Ship</i>	<i>Gallente T2 Cruiser</i>
Atron	Frigate	Gallente T1 Frigate
Augoror	Cruiser	Amarr T1 Cruiser
Avatar	Titan	Amarr T1 Capital
B		
Badger	Industrial Ship	Caldari T1 Industrial Ship
Badger Mark II	Industrial Ship	Caldari T1 Industrial Ship
Bantam	Frigate	Caldari T1 Frigate
<i>Basilisk</i>	<i>Logistic</i>	<i>Caldari T2 Cruiser</i>
Bellicose	Cruiser	Minmatar T1 Cruiser
Bestower	Industrial Ship	Amarr T1 Industrial Ship
Blackbird	Cruiser	Caldari T1 Cruiser
Breacher	Frigate	Minmatar T1 Frigate
<i>Broadsword</i>	<i>Heavy Interdictor</i>	<i>Minmatar T2 Cruiser</i>
Brutix	Battlecruiser	Gallente T1 Cruiser
Burst	Frigate	Minmatar T1 Frigate
<i>Bustard</i>	<i>Transport Ship</i>	<i>Caldari T2 Industrial Ship</i>
<i>Buzzard</i>	<i>Covert Op</i>	<i>Caldari T2 Frigate</i>
C		
Caracal	Cruiser	Caldari T1 Cruiser
Catalyst	Destroyer	Gallente T1 Destroyer
Celestis	Cruiser	Gallente T1 Cruiser
<i>Cerberus</i>	<i>HAS¹</i>	<i>Caldari T2 Cruiser</i>
Charon	Freighter	Caldari T1 Freighter
<i>Cheetah</i>	<i>Covert Op</i>	<i>Minmatar T2 Frigate</i>
Chimera	Carrier	Caldari T1 Capital
<i>Claw</i>	<i>Interceptor</i>	<i>Minmatar T2 Frigate</i>
<i>Claymore</i>	<i>Command Ship</i>	<i>Minmatar T2 Cruiser</i>
Coercer	Destroyer	Amarr T1 Destroyer
Condor	Frigate	Caldari T1 Frigate
Cormorant	Destroyer	Caldari T1 Destroyer
Covetor	Mining Barge	ORE T1 Mining Barge
<i>Crane</i>	<i>Transport Ship</i>	<i>Caldari T2 Industrial</i>

¹ HAS – Heavy Assault Ship

Name	Type	Details
		<i>Ship</i>
<i>Crow</i>	<i>Interceptor</i>	<i>Caldari T2 Frigate</i>
Crucifier	Frigate	Amarr T1 Frigate
<i>Crusader</i>	<i>Interceptor</i>	<i>Amarr T2 Frigate</i>
<i>Curse</i>	<i>Recon Ship</i>	<i>Amarr T2 Cruiser</i>
Cyclone	Battlecruiser	Minmatar T1 Cruiser
D		
<i>Damnation</i>	<i>Command Ship</i>	<i>Amarr T2 Cruiser</i>
<i>Deimos</i>	<i>HAS</i>	<i>Gallente T2 Cruiser</i>
<i>Devoter</i>	<i>Heavy Interdictor</i>	<i>Amarr T2 Cruiser</i>
Dominix	Battleship	Gallente T1 Battleship
Drake	Battlecruiser	Caldari T1 Cruiser
E		
<i>Eagle</i>	<i>HAS</i>	<i>Caldari T2 Cruiser</i>
<i>Enyo</i>	<i>Assault Ship</i>	<i>Gallente T2 Frigate</i>
<i>Eos</i>	<i>Command Ship</i>	<i>Gallente T2 Cruiser</i>
Erebus	Titan	Gallente T1 Capital
<i>Eris</i>	<i>Interdictor</i>	<i>Gallente T2 Destroyer</i>
Executioner	Frigate	Amarr T1 Frigate
Exequor	Cruiser	Gallente T1 Cruiser
F		
<i>Falcon</i>	<i>Recon Ship</i>	<i>Caldari T2 Cruiser</i>
Fenrir	Freighter	Minmatar T1 Freighter
Ferox	Battlecruiser	Caldari T1 Cruiser
<i>Flycatcher</i>	<i>Interdictor</i>	<i>Caldari T2 Destroyer</i>
G		
<i>Golem</i>	<i>Marauder</i>	<i>Caldari T2 Battleship</i>
Griffin	Frigate	Caldari T1 Frigate
<i>Guardian</i>	<i>Logistic</i>	<i>Amarr T2 Cruiser</i>
H		
Harbinger	Battlecruiser	Amarr T1 Cruiser
<i>Harpy</i>	<i>Assault Ship</i>	<i>Caldari T2 Frigate</i>
<i>Hawk</i>	<i>Assault Ship</i>	<i>Caldari T2 Frigate</i>
Hel	Mothership	Minmatar T1 Capital
<i>Helios</i>	<i>Covert Op</i>	<i>Gallente T2 Frigate</i>
<i>Heretic</i>	<i>Interdictor</i>	<i>Amarr T2 Destroyer</i>
Heron	Frigate	Caldari T1 Frigate
Hoarder	Industrial Ship	Minmatar T1 Industrial
<i>Hound</i>	<i>Covert Op</i>	<i>Minmatar T2 Frigate</i>
<i>Huginn</i>	<i>Recon Ship</i>	<i>Minmatar T2 Cruiser</i>
<i>Hulk</i>	<i>Exhumer</i>	<i>ORE T2 Mining Barge</i>
Hurricane	Battlecruiser	Minmatar T1 Cruiser
<i>Hyena</i>	<i>EAF²</i>	<i>Minmatar T2 Frigate</i>
Hyperion	Battleship	Gallente Tier-3 Battleship
I		
Ibis	Rookie Ship	Caldari T1 Rookie Ship

² EAF – Electronic Attack Frigate

Name	Type	Details
Incurtus	Frigate	Gallente T1 Frigate
Imicus	Frigate	Gallente T1 Frigate
Impairor	Rookie Ship	Amarr T1 Rookie Ship
<i>Impel</i>	<i>Transport Ship</i>	<i>Amarr T2 Industrial Ship</i>
Inquisitor	Frigate	Amarr T1 Frigate
<i>Ishkur</i>	<i>Assault Ship</i>	<i>Gallente T2 Frigate</i>
<i>Ishtar</i>	<i>HAS</i>	<i>Gallente T2 Cruiser</i>
Iteron	Industrial Ship	Gallente T1 Industrial
Iteron Mark II	Industrial Ship	Gallente T1 Industrial
Iteron Mark III	Industrial Ship	Gallente T1 Industrial
Iteron Mark IV	Industrial Ship	Gallente T1 Industrial
Iteron Mark V	Industrial Ship	Gallente T1 Industrial
J		
<i>Jaguar</i>	<i>Assault Ship</i>	<i>Minmatar T2 Frigate</i>
K		
<i>Keres</i>	<i>EAF</i>	<i>Gallente T2 Frigate</i>
Kestrel	Frigate	Caldari T1 Frigate
<i>Kitsune</i>	<i>EAF</i>	<i>Caldari T2 Frigate</i>
Kronos	<i>Marauder</i>	<i>Gallente T2 Battleship</i>
L		
<i>Lachesis</i>	<i>Recon Ship</i>	<i>Gallente T2 Cruiser</i>
Leviathan	Titan	Caldari T1 Capital
M		
Maelstrom	Battleship	Minmatar Tier-3 Battleship
<i>Mackinaw</i>	<i>Exhumer</i>	<i>ORE T2 Mining Barge</i>
<i>Malediction</i>	<i>Interceptor</i>	<i>Amarr T2 Frigate</i>
Maller	Cruiser	Amarr T1 Cruiser
Mammoth	Industrial Ship	Minmatar T1 Industrial
<i>Manticore</i>	<i>Covert Op</i>	<i>Caldari T2 Frigate</i>
<i>Mastodon</i>	<i>Transport Ship</i>	<i>Minmatar T2 Industrial</i>
Maulus	Frigate	Gallente T1 Frigate
Megathron	Battleship	Gallente T1 Battleship
Merlin	Frigate	Caldari T1 Frigate
Moa	Cruiser	Caldari T1 Cruiser
Moros	Dreadnought	Gallente T1 Capital
<i>Muninn</i>	<i>HAS</i>	<i>Minmatar T2 Cruiser</i>
Myrmidon	Battlecruiser	Gallente T1 Cruiser
N		
Naglfar	Dreadnought	Minmatar T1 Capital
Navitas	Frigate	Gallente T1 Frigate
<i>Nemesis</i>	<i>Covert Op</i>	<i>Gallente T2 Frigate</i>
Nidhoggur	Carrier	Minmatar T1 Capital
<i>Nighthawk</i>	<i>Command Ship</i>	<i>Caldari T2 Cruiser</i>
<i>Nomad</i>	<i>Jump Freighter</i>	<i>Minmatar T2 Freighter</i>
Nyx	Mothership	Gallente T1 Capital
O		
Obelisk	Freighter	Gallente T1 Freighter
<i>Occator</i>	<i>Transport Ship</i>	<i>Gallente T2 Industrial</i>

Name	Type	Details
Omen	Cruiser	Amarr T1 Cruiser
<i>Oneiros</i>	<i>Logistic</i>	<i>Gallente T2 Cruiser</i>
<i>Onyx</i>	<i>Heavy Interdictor</i>	<i>Caldari T2 Cruiser</i>
Osprey	Cruiser	Caldari T1 Cruiser
P		
<i>Paladin</i>	<i>Marauder</i>	<i>Amarr T2 Battleship</i>
<i>Panther</i>	<i>Black Op</i>	<i>Minmatar T2 Battleship</i>
<i>Phobos</i>	<i>Heavy Interdictor</i>	<i>Gallente T2 Cruiser</i>
Phoenix	Dreadnought	Caldari T1 Capital
<i>Pilgrim</i>	<i>Recon Ship</i>	<i>Amarr T2 Cruiser</i>
Probe	Frigate	Minmatar T1 Frigate
Procurer	Mining Barge	ORE T1 Mining Barge
Prophecy	Battlecruiser	Amarr T1 Cruiser
<i>Prorator</i>	<i>Transport Ship</i>	<i>Amarr T2 Industrial Ship</i>
Providence	Freighter	Amarr T1 Freighter
<i>Prowler</i>	<i>Transport Ship</i>	<i>Minmatar T2 Industrial</i>
Punisher	Frigate	Amarr T1 Frigate
<i>Purifier</i>	<i>Covert Op</i>	<i>Amarr T2 Frigate</i>
R		
Ragnarok	Titan	Minmatar T1 Capital
<i>Rapier</i>	<i>Recon Ship</i>	<i>Minmatar T2 Cruiser</i>
<i>Raptor</i>	<i>Interceptor</i>	<i>Caldari T2 Frigate</i>
Raven	Battleship	Caldari T1 Battleship
Reaper	Rookie Ship	Minmatar T1 Rookie Ship
<i>Redeemer</i>	<i>Black Op</i>	<i>Amarr T2 Battleship</i>
<i>Retribution</i>	<i>Assault Ship</i>	<i>Amarr T2 Frigate</i>
Retriever	Mining Barge	ORE T1 Mining Barge
Revelation	Dreadnought	Amarr T1 Capital
<i>Rhea</i>	<i>Jump Freighter</i>	<i>Caldari T2 Freighter</i>
Rifter	Frigate	Minmatar T1 Frigate
Rokh	Battleship	Caldari Tier-3 Battleship
<i>Rook</i>	<i>Recon Ship</i>	<i>Caldari T2 Cruiser</i>
Rorqual	Industrial Capital	ORE T1 Capital
Rupture	Cruiser	Minmatar T1 Cruiser
S		
<i>Sabre</i>	<i>Interdictor</i>	<i>Minmatar T2 Destroyer</i>
<i>Sacrilege</i>	<i>HAS</i>	<i>Amarr T2 Cruiser</i>
Scorpion	Battleship	Caldari T1 Battleship
<i>Sentinel</i>	<i>EAF</i>	<i>Amarr T2 Frigate</i>
<i>Scimitar</i>	<i>Logistic</i>	<i>Minmatar T2 Cruiser</i>
Scythe	Cruiser	Minmatar T1 Cruiser
Sigil	Industrial Ship	Amarr T1 Industrial Ship
<i>Sin</i>	<i>Black Op</i>	<i>Gallente T2 Battleship</i>
<i>Skiff</i>	<i>Exhumer</i>	<i>ORE T2 Mining Barge</i>
Slasher	Frigate	Minmatar T1 Frigate
<i>Sleipnir</i>	<i>Command Ship</i>	<i>Minmatar T2 Cruiser</i>

Name	Type	Details
Stabber	Cruiser	Minmatar T1 Cruiser
<i>Stiletto</i>	<i>Interceptor</i>	<i>Minmatar T2 Frigate</i>
T		
<i>Taranis</i>	<i>Interceptor</i>	<i>Gallente T2 Frigate</i>
Tempest	Battleship	Minmatar T1 Battleship
Thanatos	Carrier	Gallente T1 Capital
Thorax	Cruiser	Gallente T1 Cruiser
Thrasher	Destroyer	Minmatar T1 Destroyer
Tormentor	Frigate	Amarr T1 Frigate
Tristan	Frigate	Gallente T1 Frigate
Typhoon	Battleship	Minmatar T1 Battleship
V		
<i>Vagabond</i>	<i>HAS</i>	<i>Minmatar T2 Cruiser</i>
<i>Vargur</i>	<i>Marauder</i>	<i>Minmatar T2 Battleship</i>
Velator	Rookie Ship	Gallente T1 Rookie Ship
<i>Vengeance</i>	<i>Assault Ship</i>	<i>Amarr T2 Frigate</i>
Vexor	Cruiser	Gallente T1 Cruiser
<i>Viator</i>	<i>Transport Ship</i>	<i>Gallente T2 Industrial</i>
Vigil	Frigate	Minmatar T1 Frigate
<i>Vulture</i>	<i>Command Ship</i>	<i>Caldari T2 Cruiser</i>
W		
<i>Widow</i>	<i>Black Op</i>	<i>Caldari T2 Battleship</i>
<i>Wolf</i>	<i>Assault Ship</i>	<i>Minmatar T2 Frigate</i>
Wreathe	Industrial Ship	Minmatar T1 Industrial
Wyvern	Mothership	Caldari T1 Capital
Z		
<i>Zealot</i>	<i>HAS</i>	<i>Amarr T2 Cruiser</i>

Class	Tech level	Type	Amarr	Caldari	Gallente	Minmatar
Rookie Ship	T1	Rookie Ship	Impairor	Ibis	Velator	Reaper
Frigate	T1	Frigate	Crucifier Executioner Inquisitor Punisher Tormentor	Bantam Condor Griffin Heron Kestrel Merlin	Atron Imicus Incursus Maulus Navitas Tristan	Breacher Burst Probe Rifter Slasher Vigil
	T2	Assault Ship	Retribution Vengeance	Harpy Hawk	Enyo Ishkur	Jaguar Wolf
		Covert Op	Anathema Purifier	Buzzard Manticore	Helios Nemesis	Cheetah Hound
		Electronic Attack Frigate	Sentinel	Kitsune	Keres	Hyena
Interceptor	Crusader Malediction	Crow Raptor	Ares Taranis	Claw Stiletto		
Destroyer	T1	Destroyer	Coercer	Cormorant	Catalyst	Thrasher
	T2	Interdictor	Heretic	Flycatcher	Eris	Sabre
Cruiser	T1	Cruiser	Arbitrator Augoror Maller Omen	Blackbird Caracal Moa Osprey	Celestis Exequor Thorax Vexor	Bellicose Rupture Scythe Stabber
		Battlecruiser	Harbinger Prophecy	Drake Ferox	Brutix Myrmidon	Cyclone Hurricane
	T2	Command Ship	Absolution Damnation	Nighthawk Vulture	Astarte Eos	Claymore Sleipnir
		Heavy Assault Ship	Sacrilege Zealot	Cerberus Eagle	Deimos Ishtar	Muninn Vagabond
		Heavy Interdictor	Devoter	Onyx	Phobos	Broadsword
		Logistic	Guardian	Basilisk	Oneiros	Scimitar
Recon Ship	Curse Pilgrim	Falcon Rook	Arazu Lachesis	Huginn Rapier		
Battleship	T1	Battleship	Apocalypse Armageddon	Raven Scorpion	Dominix Megathron	Tempest Typhoon
	T2	Black Op	Redeemer	Widow	Sin	Panther
		Marauder	Paladin	Golem	Kronos	Vargur
Tier-3	Battleship	Abaddon	Rokh	Hyperion	Maelstrom	
Capital	T1	Industrial Ship	Rorqual			
		Carrier	Archon	Chimera	Thanatos	Nidhoggur
		Dreadnought	Revelation	Phoenix	Moros	Naglfar
		Mothership	Aeon	Wyvern	Nyx	Hel
Titan	Avatar	Leviathan	Erebus	Ragnarok		
Industrial Ship	T1	Industrial Ship	Bestower Sigil	Badger Badger Mark II	Iteron Iteron Mark II Iteron Mark III Iteron Mark IV Iteron Mark V	Hoarder Mammoth Wreathe
	T2	Transport Ship	Impel Prorator	Bustard Crane	Occator Viator	Mastodon Prowler
Freighter	T1	Freighter	Providence	Charon	Obelisk	Fenrir
	T2	Jump Freighter	Ark	Rhea	Anshar	Nomad
Mining Barge	T1	Mining Barge	Procurer, Retriever, Covetor			
	T2	Exhumer	Skiff, Mackinaw, Hulk			

Detailed information on the exact calculations behind attributes and how they affect your training times can be found [here](#).

People who are very interested in training the various learning skills often ask what order it would be best to train the skills. Though it does vary slightly character to character, the following list will give you a pretty good idea for the most effective order to train the skills. When you finish this list, you'll have all five basic skills at level 5, Learning at level 5, and all five advanced skills at level 4. (If you do not want, or cannot afford, to train the **advanced learning skills**, simply omit them from this list.)

Instant Recall 1
Analytical Mind 1
Learning 1
Instant Recall 2
Analytical Mind 2
Learning 2
Instant Recall 3
Analytical Mind 3
Learning 3
Instant Recall 4
Analytical Mind 4
Learning 4
Instant Recall 5
Eidetic Memory 1
Eidetic Memory 2
Eidetic Memory 3
Eidetic Memory 4
Analytical Mind 5
Logic 1
Logic 2
Logic 3
Logic 4
Learning 5
Spatial Awareness 1
Spatial Awareness 2
Spatial Awareness 3
Spatial Awareness 4
Spatial Awareness 5
Iron Will 1
Iron Will 2
Iron Will 3
Iron Will 4
Iron Will 5
Empathy 1
Empathy 2
Empathy 3
Empathy 4
Empathy 5
Focus 1
Clarity 1
Presence 1
Focus 2
Clarity 2
Presence 2
Focus 3
Clarity 3
Presence 3
Focus 4
Clarity 4
Presence 4

For the average player without implants, this process would take about 60 days and you'll be training 2.36 times as fast as you were to begin with. Though it would eventually be worthwhile to train the advanced learning skills to level 5, it can literally take years to make up the time spent training them. That said, many people do actually max them all out, myself included.

Implants

Implants, like learning skills, can also boost your attributes and save you significant training time. At the moment it is possible to get implants that add anywhere from 1 to 5 points to any given attribute. You can only plug in one implant per attribute. Implants are destroyed if you try to remove them from your head, so once you have plugged one in it cannot be taken out and reused. Removing the implant will destroy it. Implants are also lost if you are pod-killed.

To be able to use implants you first need to have trained the "cybernetics" skill. (In order to train Cybernetics you need the "Science" skill at level 3). Implants can be obtained by doing agent missions (a lot of them) or by buying them off the market from other players.

Remember, implants will be lost if you get pod-killed; therefore, you may want to think twice about buying and installing a full set of implants if you are likely to be operating in dangerous areas.

General Tips

To date, charisma is generally considered one of the less useful attributes in EVE. Currently there are relatively few skills that have Charisma as a primary attribute. It is likely that this attribute will become more useful as the game progresses and content is added, but at this point it is easily the least useful. Right now, it is good for people who wish to make a living doing trading and running agent missions, but its usefulness doesn't extend very far beyond that, especially when compared to attributes like Intelligence and Perception.

Try to maximize your attributes in any areas where you will be doing lots of training. For example, Navigation skills all have Intelligence as their primary attribute and Perception as their secondary attribute, so if you are about to embark on training all your Navigation skills to level 4 or 5 then boosting your Intelligence and Perception will save you a substantial amount of time.

Another thing that people often wonder about is the "Rank" of a skill. It is actually very simple what the Rank of a skill implies. The higher the rank, the longer it will take you to train. Now, it's not that it takes you longer to gain 1 skill point, it's that it takes more skill points to finish a level of a skill. A Rank(2) skill will take exactly twice as long to train as a Rank(1) skill because it requires twice as many skill points.

Always have a skill training. If a skill is due to complete in 2 hours and you know you are going to be away for 14 hours, then switch the training to another skill that will take 14 hours or more (you do not lose and progress if you stop training skills or start training other skills). When you get back home you can switch back to finish the original skill and then you will have avoided losing any skill training time.

Here are the various skill groups and which attributes are typically **primary** and secondary for them:

- Corporation Management: **Memory** / Charisma
- Drones: **Memory** / Perception
- Electronics: **Intelligence** / Memory
- Engineering: **Intelligence** / Memory
- Gunnery: **Perception** / Willpower
- Industry: **Memory** / Intelligence
- Leadership: **Charisma** / Willpower
- Learning: **Memory** / Intelligence
- Mechanic: **Intelligence** / Memory
- Missile Launcher Operation: **Perception** / Willpower
- Navigation: **Intelligence** / Perception
- Science: **Intelligence** / Memory
- Social: **Charisma** / Intelligence
- Spaceship Command: **Perception** / Willpower
- Trade: **Charisma** / Memory

Personally, I think a balance of attribute points in Intelligence, Memory, Perception, and Willpower will serve you best in the long run. Even if you intend to be an ace fighter which requires high Perception and Willpower, a lot of the secondary skills that are required to make a really good fighter (such as Engineering and Electronics) require good Intelligence and Memory. Intelligence and Perception are, in my opinion, the most important attributes in the game.

I hope that you will find this information helpful. I always welcome questions and comments. I'll try to keep this information up to date for y'all.

EVE ONLINE TRINITY SKILLTREE

Version 1.07 - Last Updated 27. February 2008.

Created by Diver
Inspired by the work of Heather Stangard and Buttz Taki
Brought to you by 12 employees
BCK donations for this free work are welcome :)

Skilltree statistics

Quality Assurance
(in order of appearance in the Forum thread)

General Leadership: 12

Horsthan	Level 100
Lavos	Level 100
Mackay	Level 100
Kraus	Level 100
Travis	Level 100
Imerson	Level 100
Toro Apollon	Level 100
Vicent Law	Level 100
Formosa	Level 100
Keira Kowack	Level 100
Myra Rodan	Level 100
Juan Carlos	Level 100
Midnight Halo	Level 100
Zakusneen	Level 100

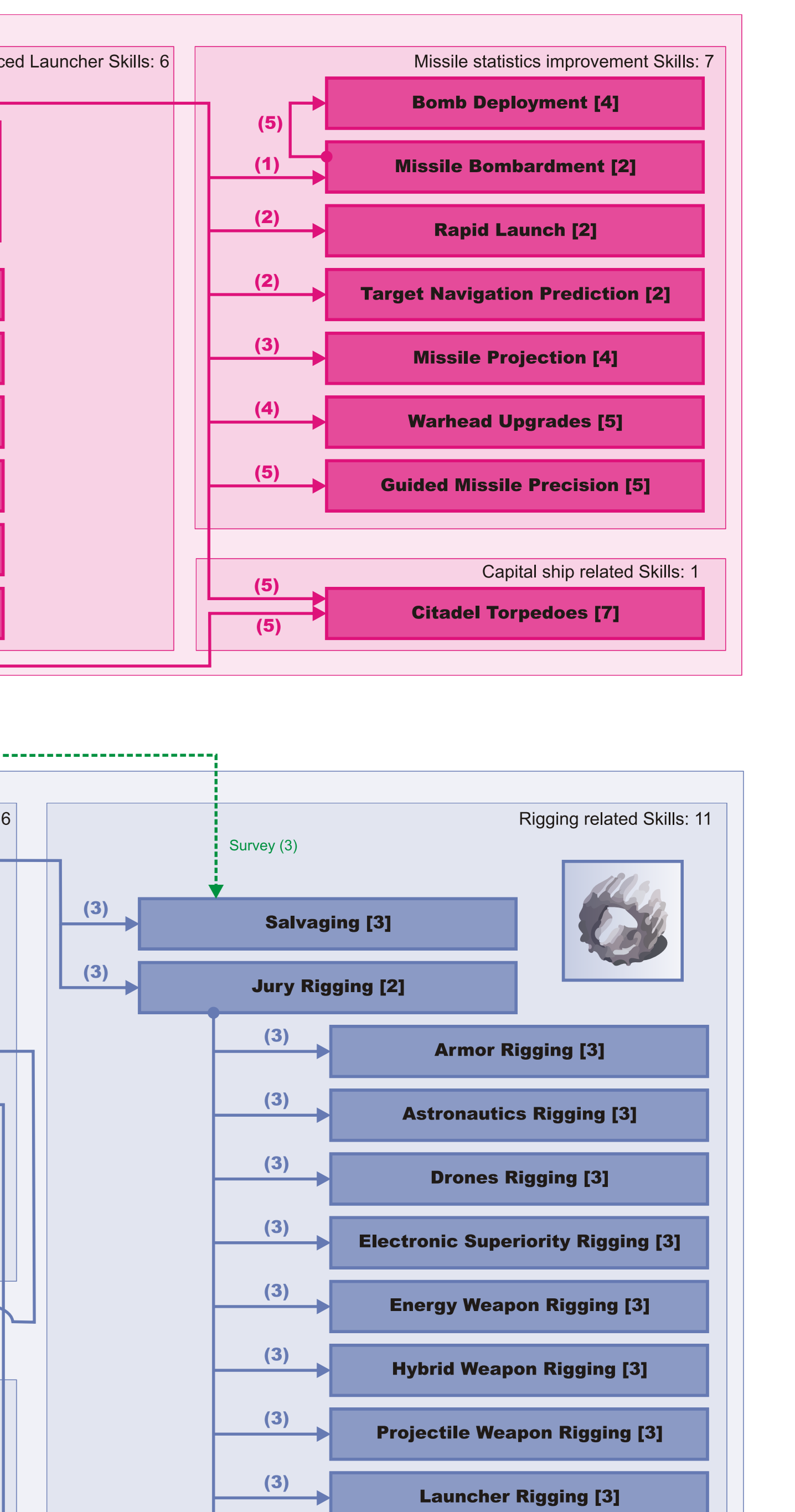
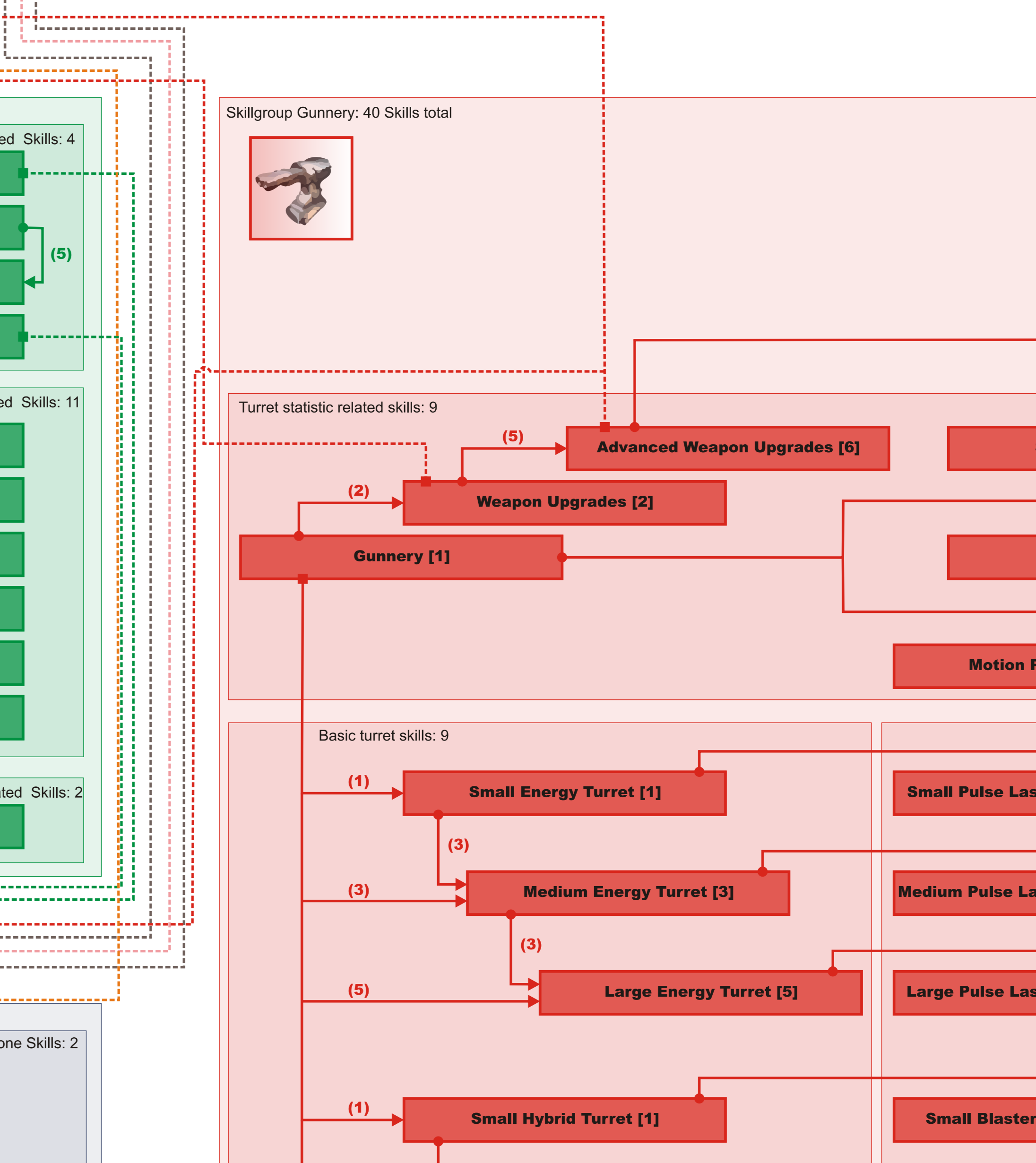
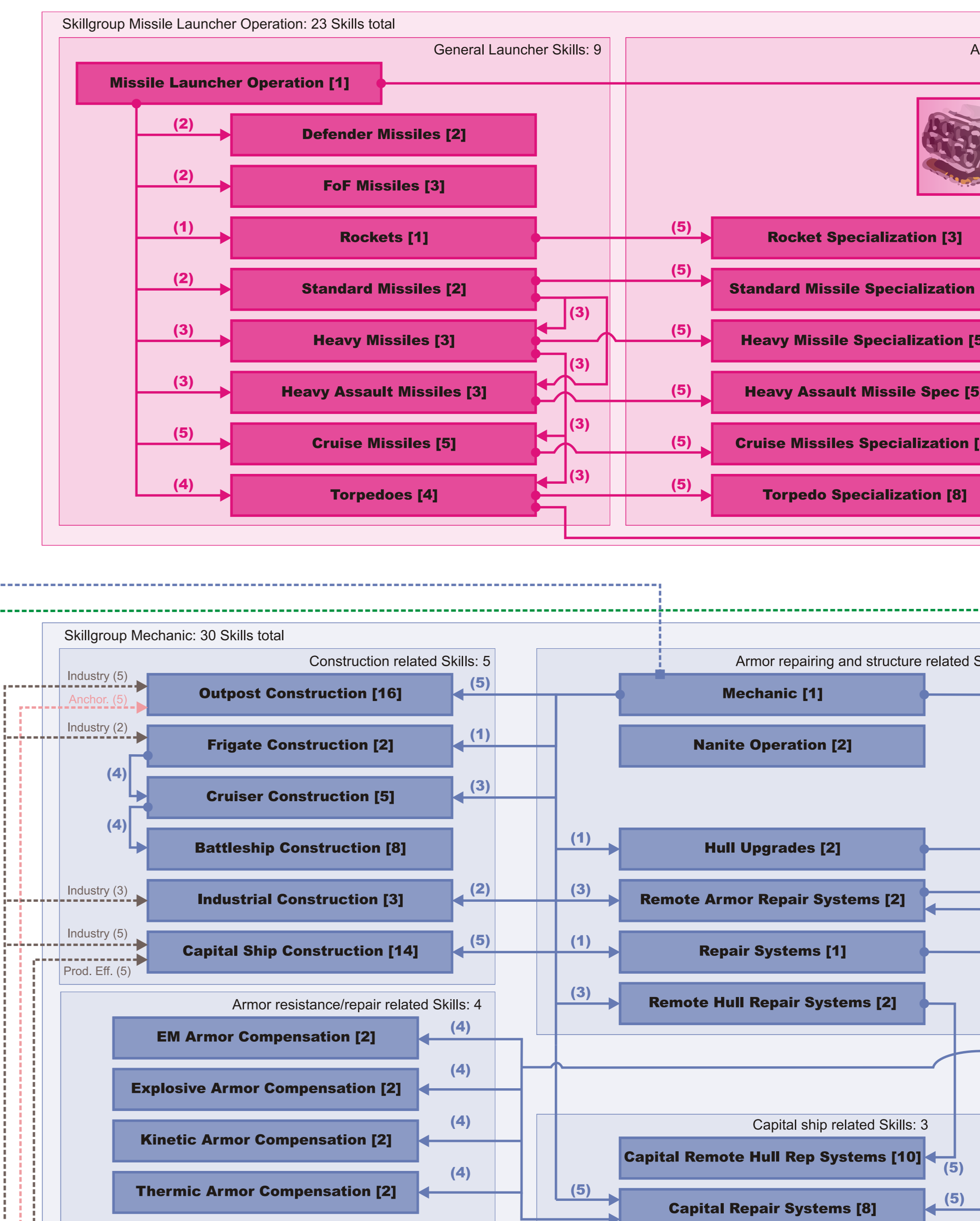
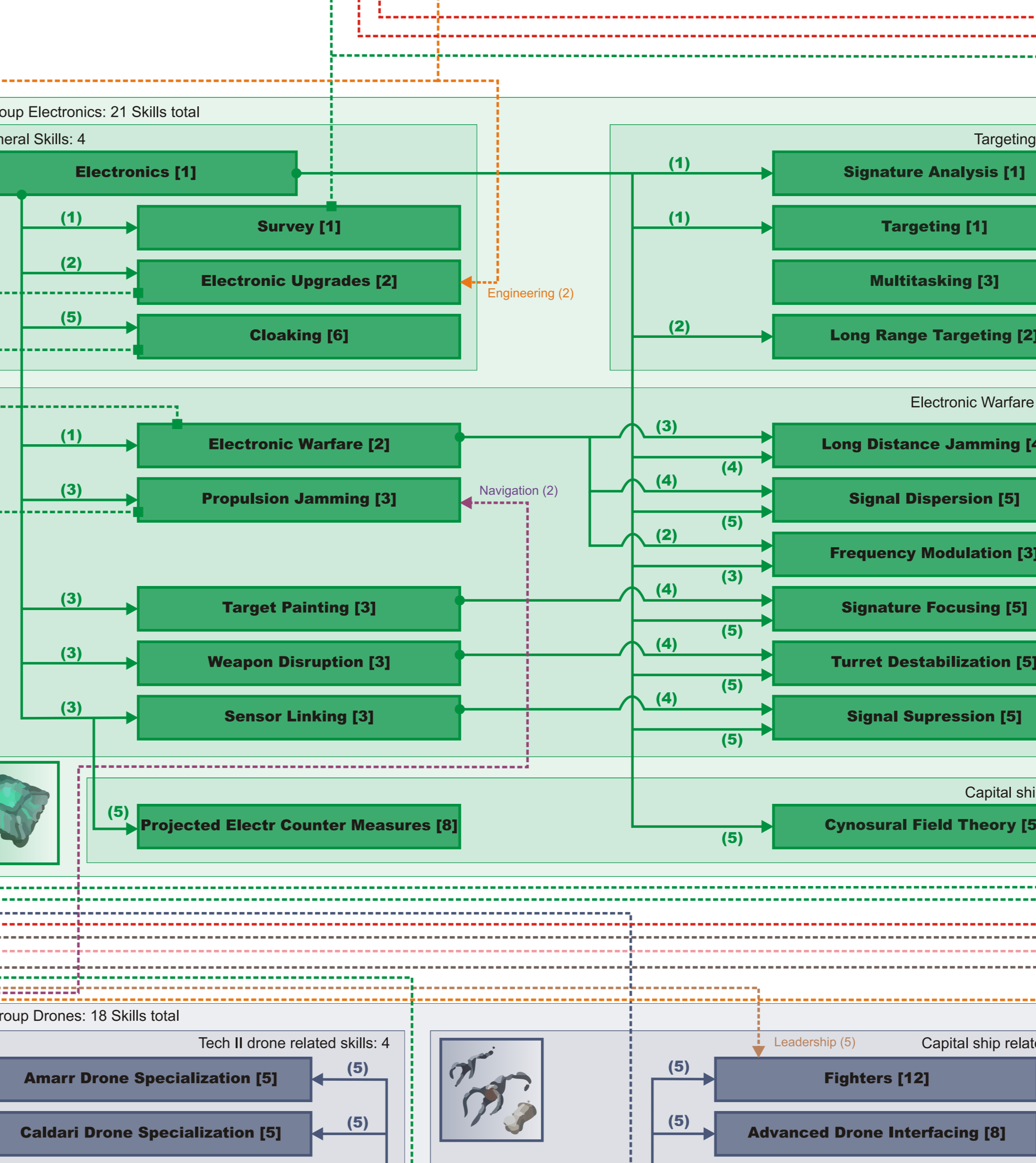
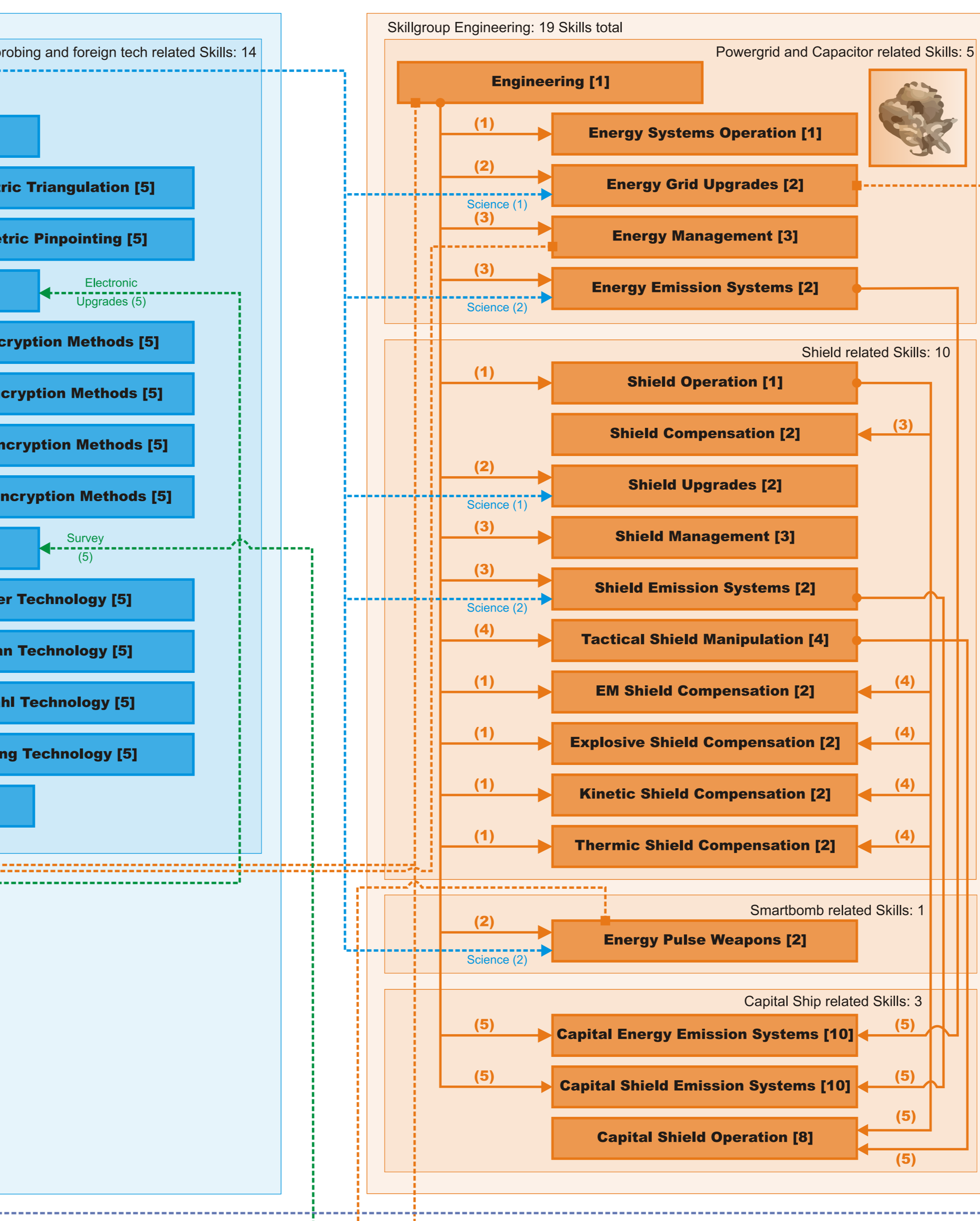
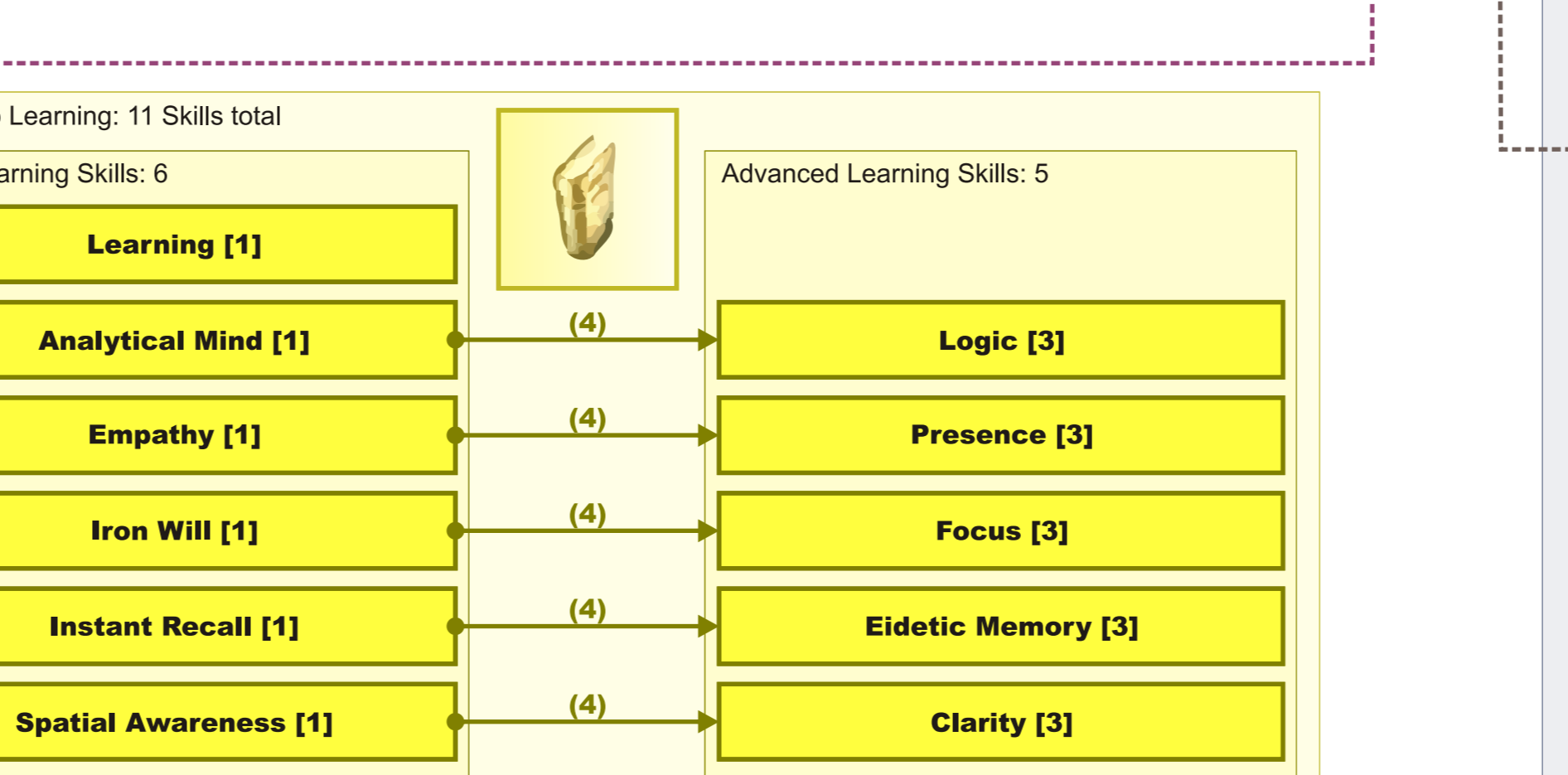
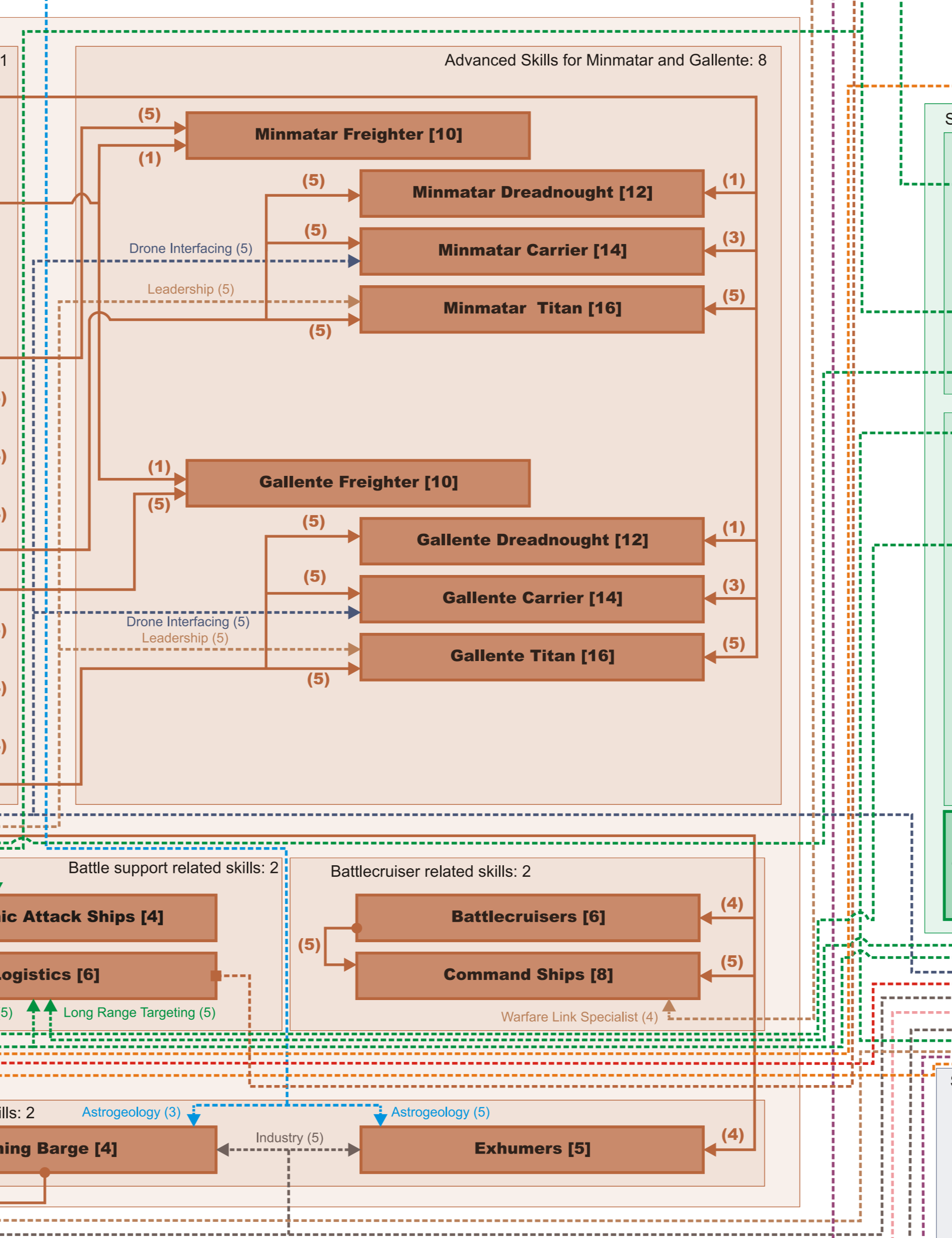
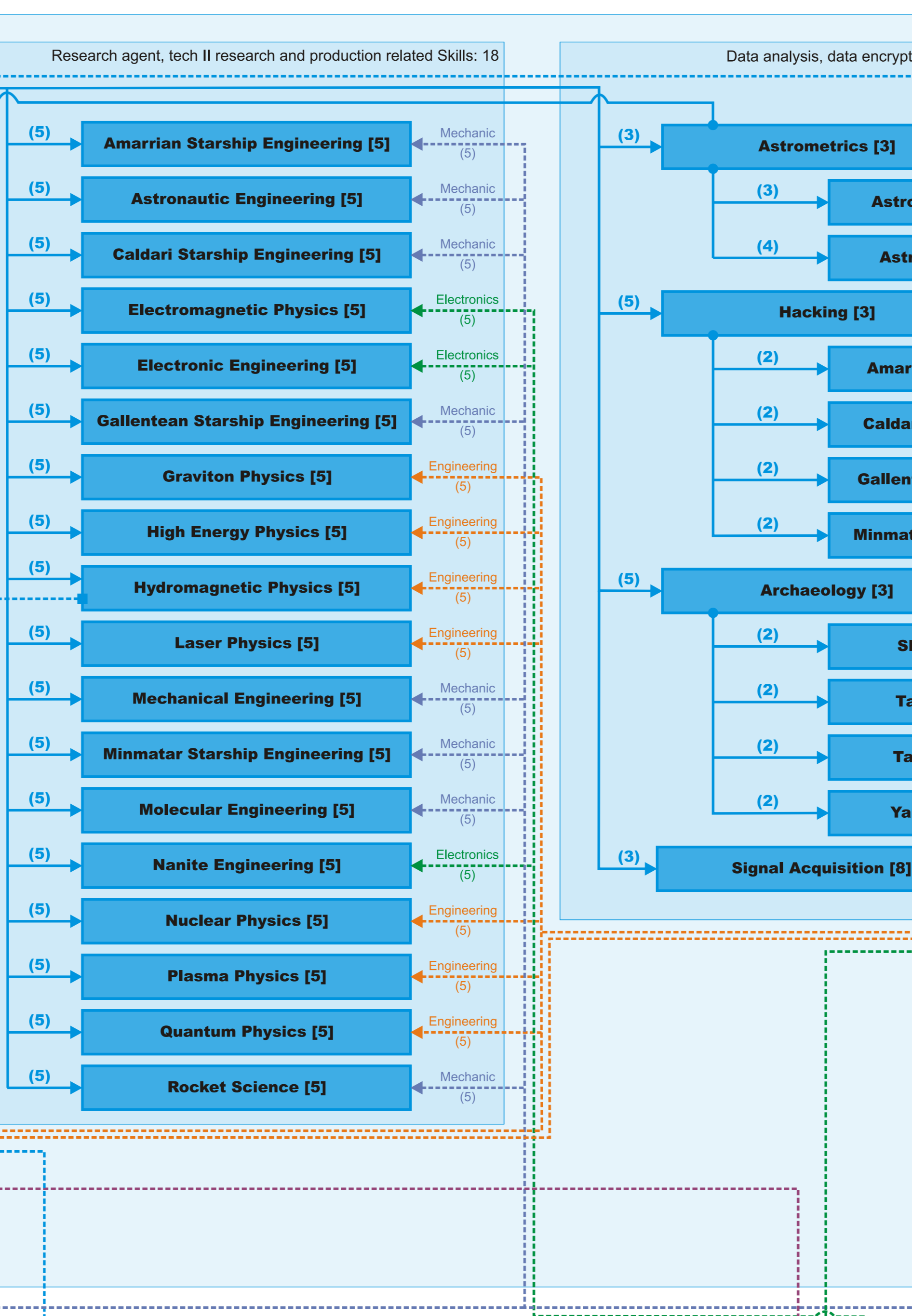
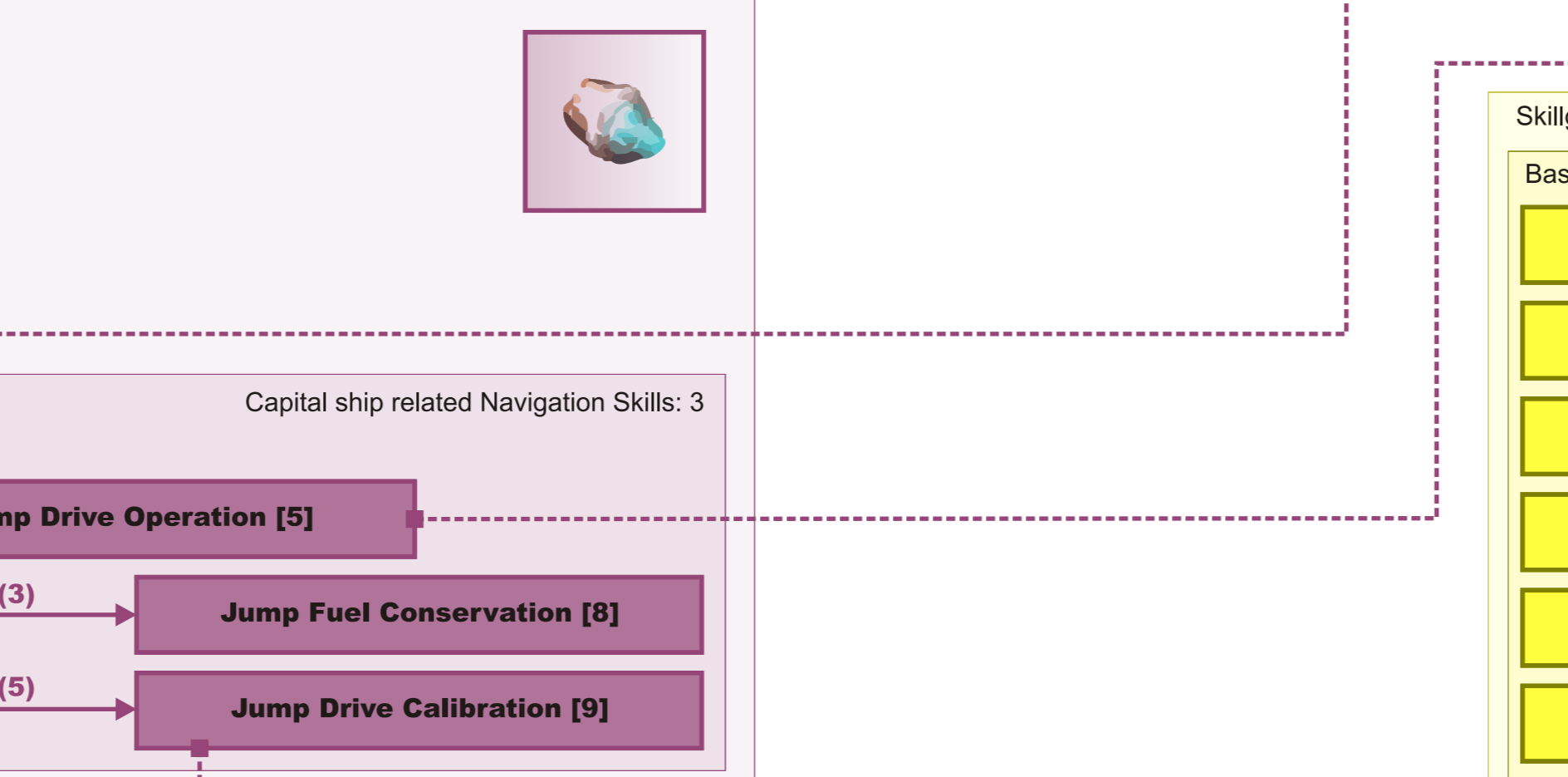
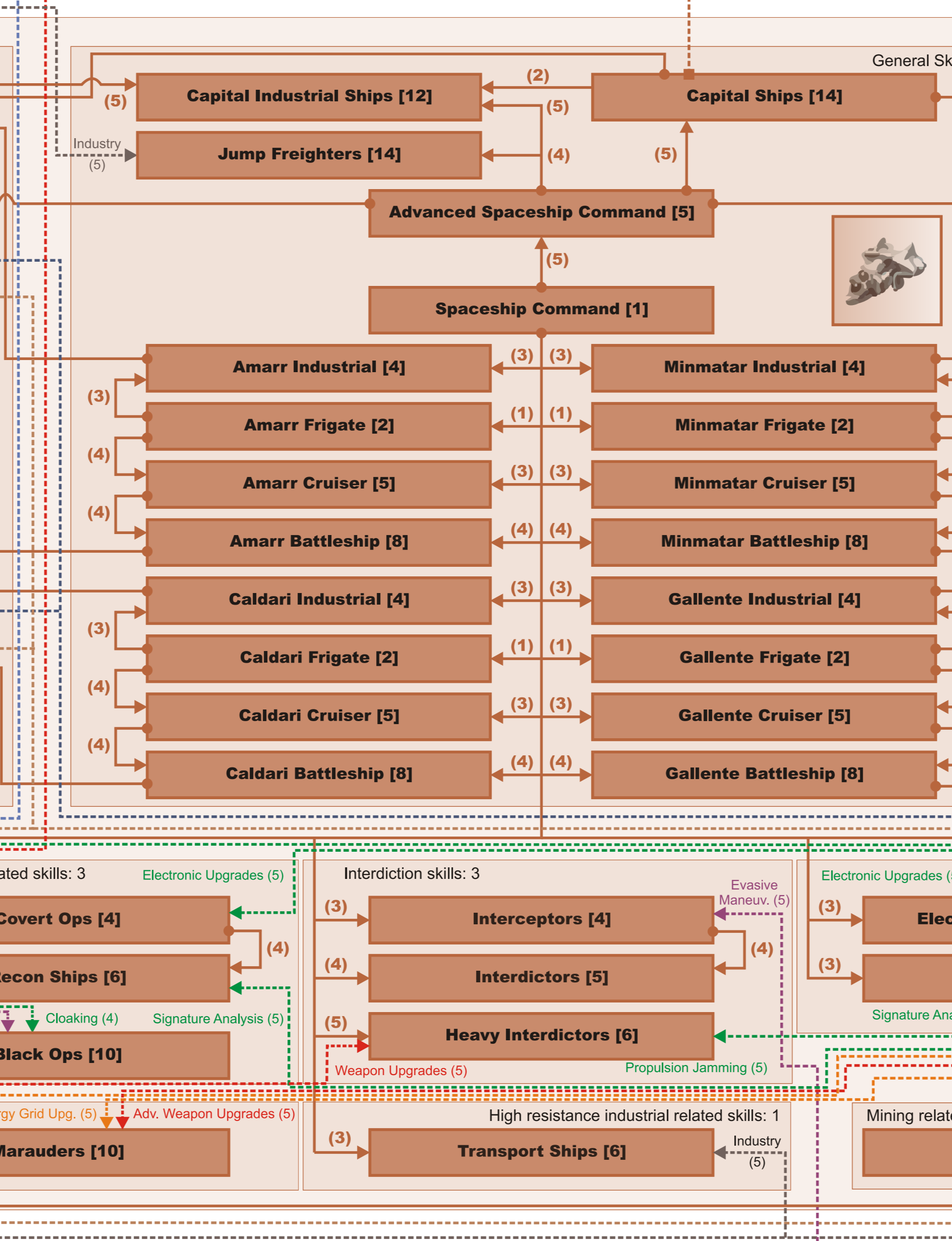
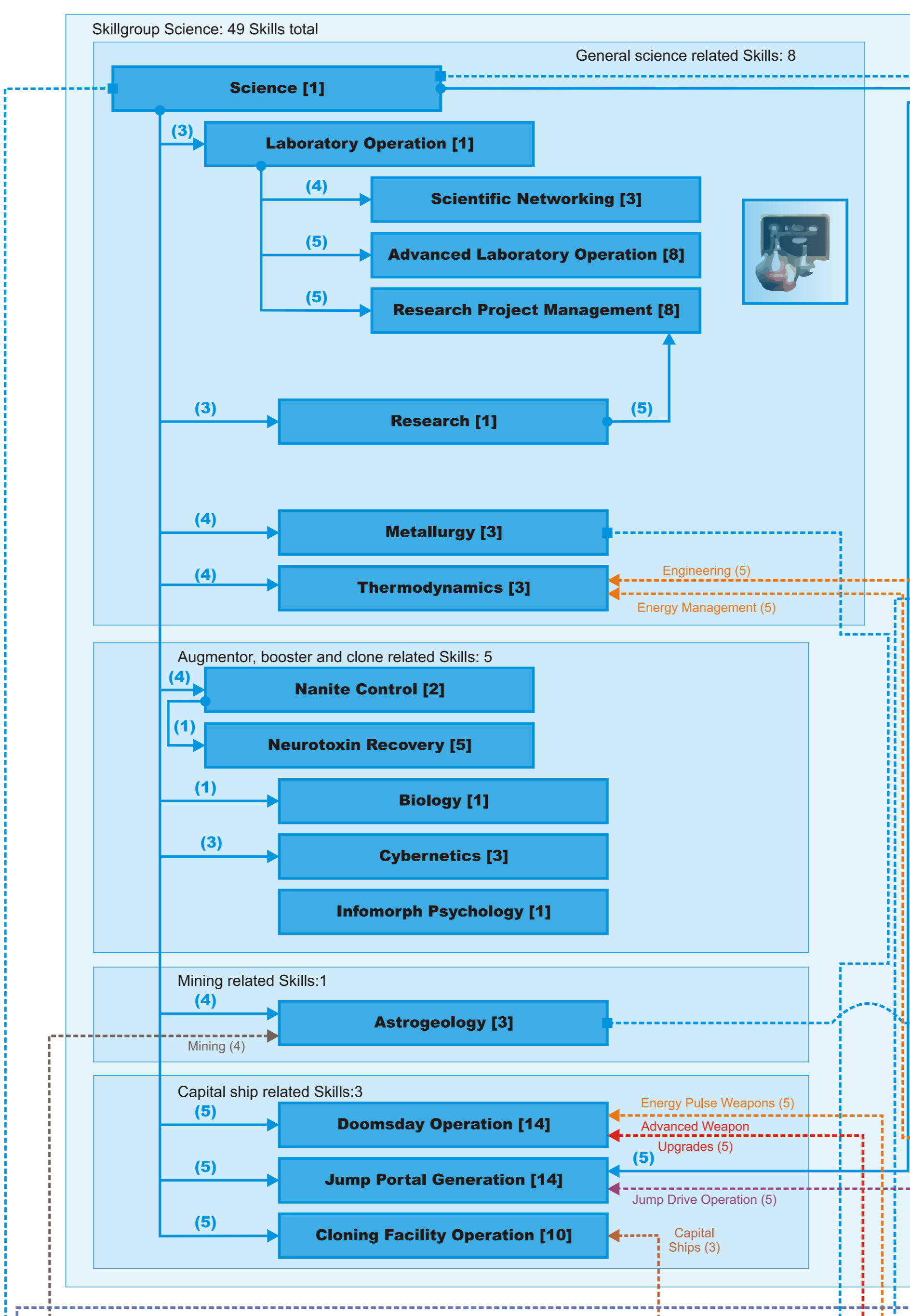
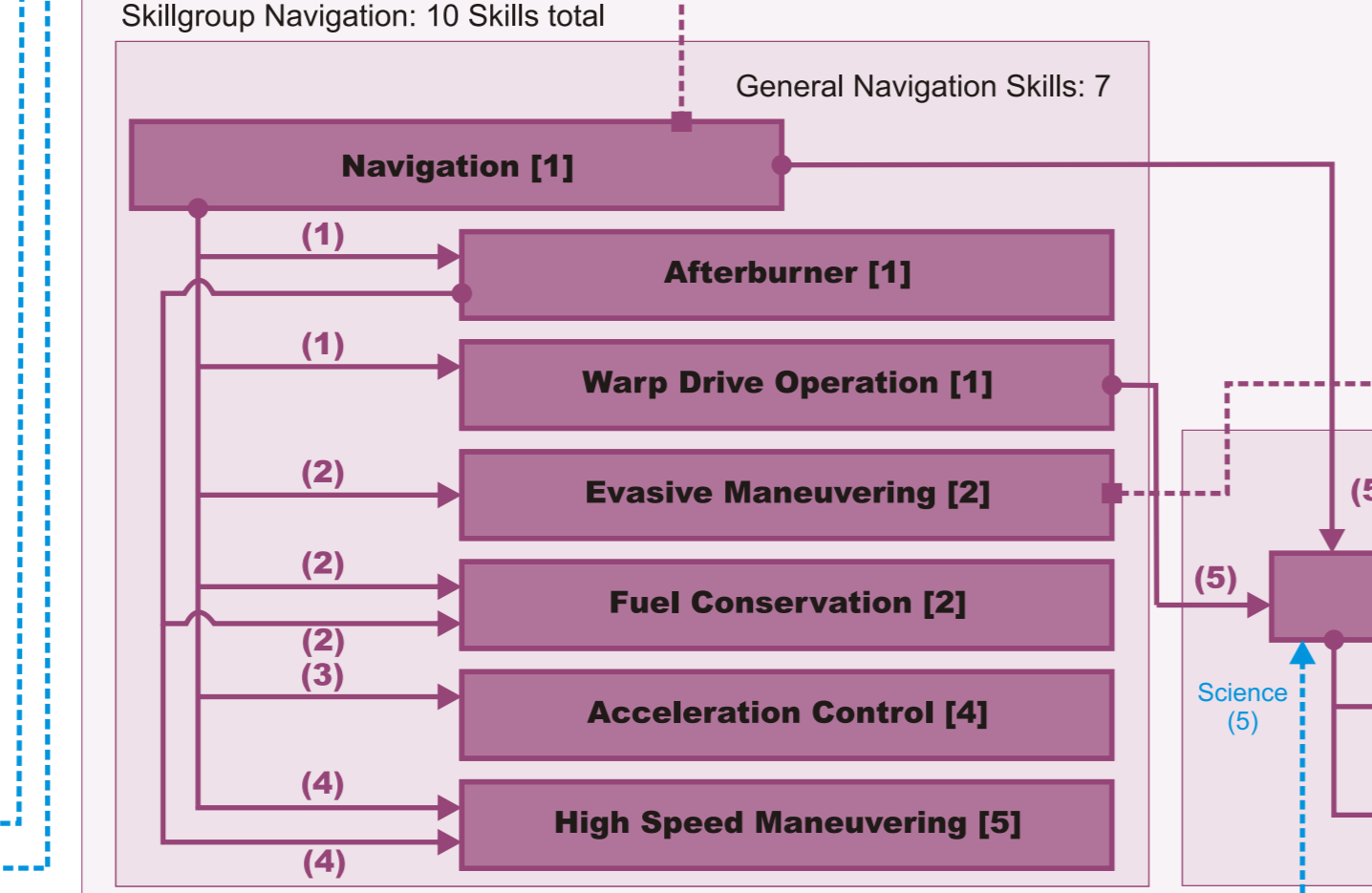
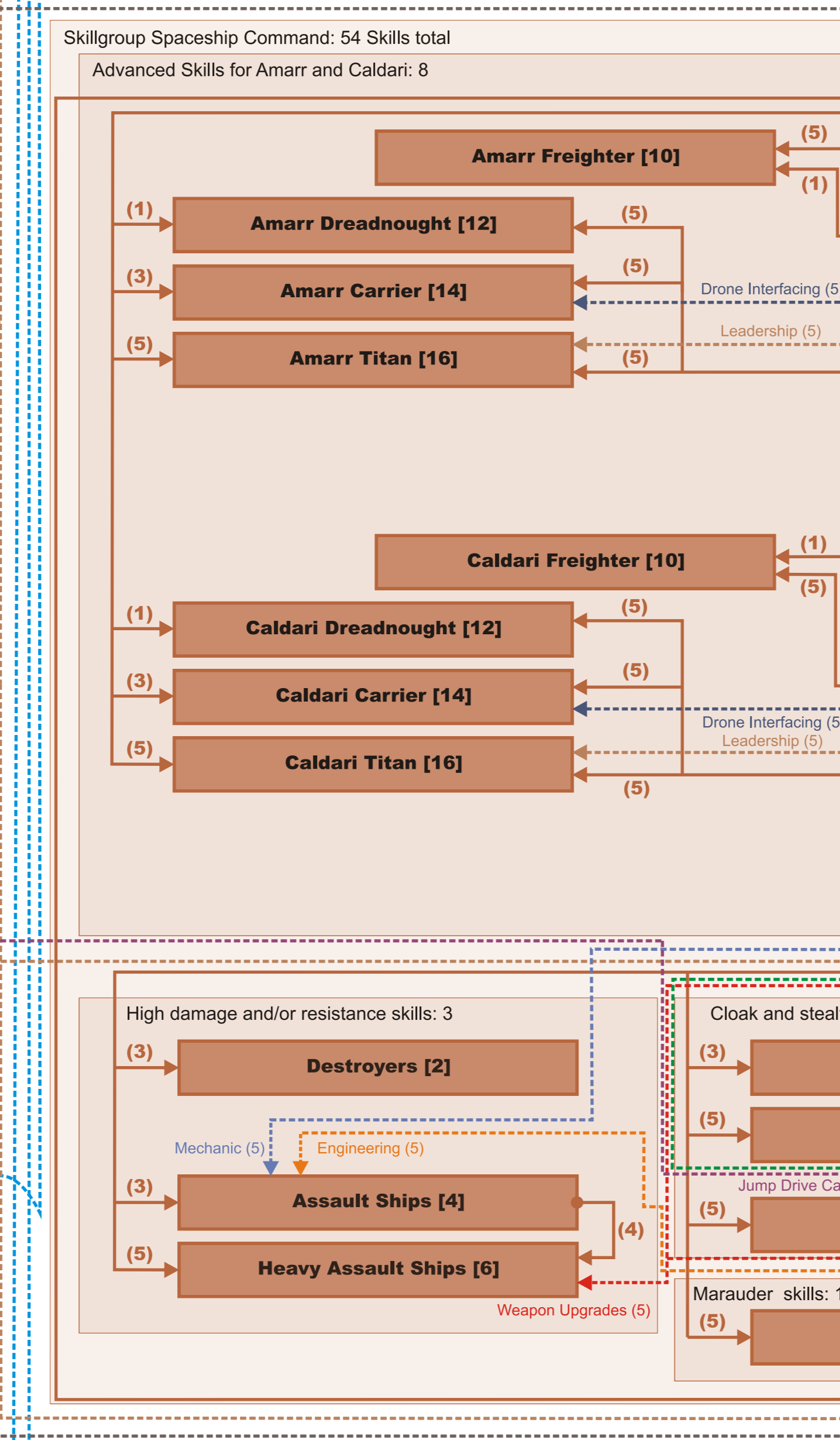
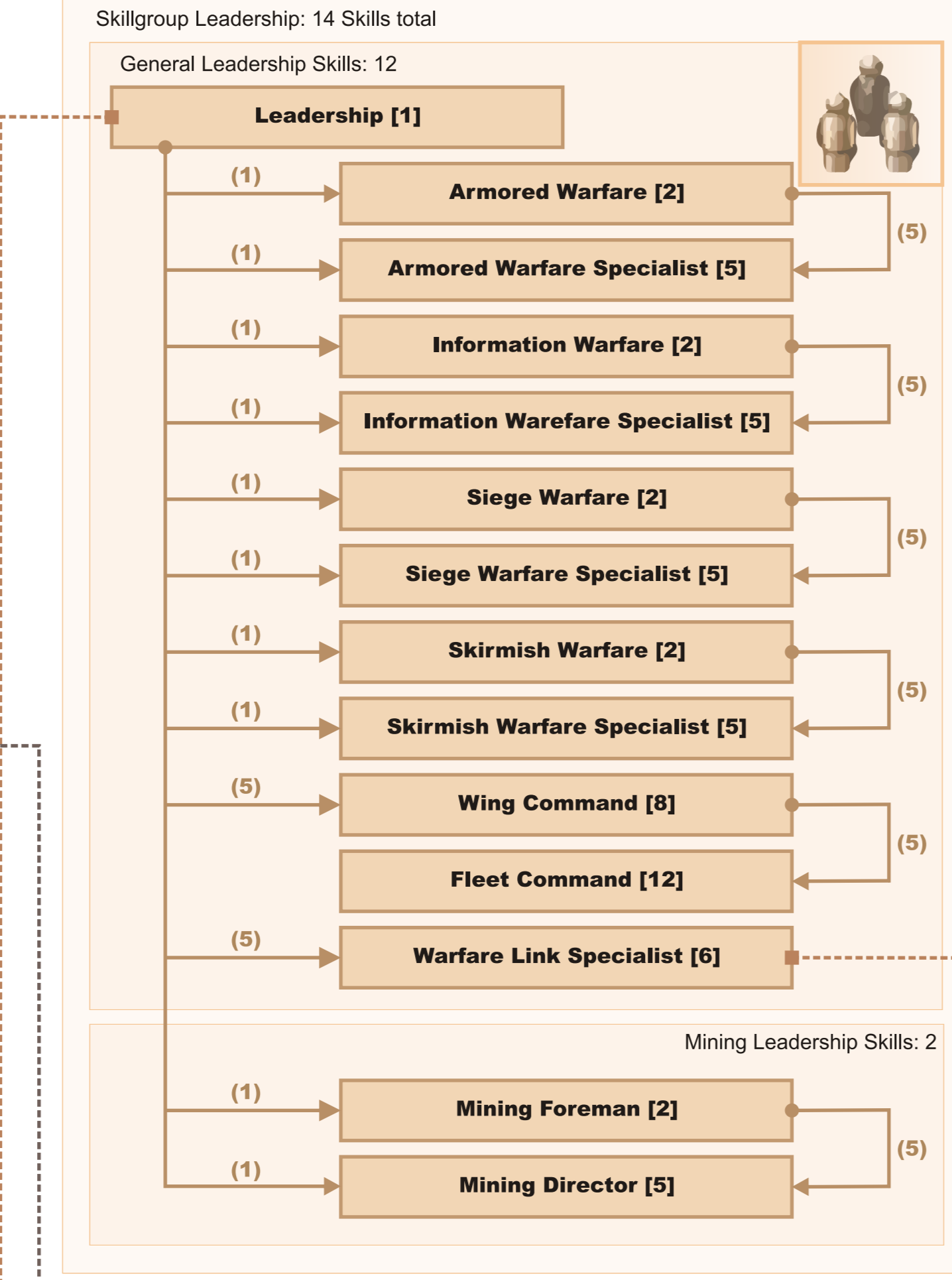
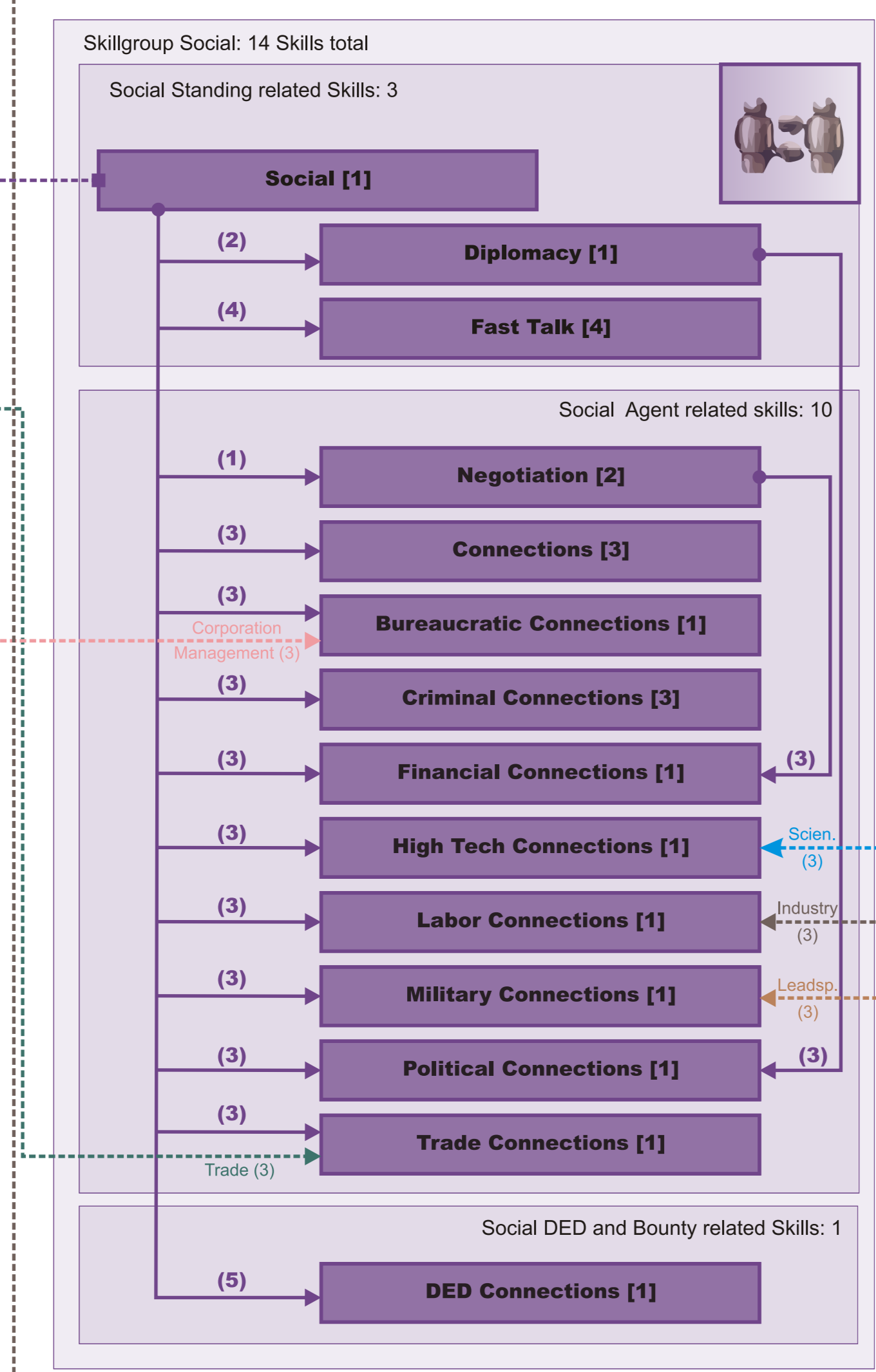
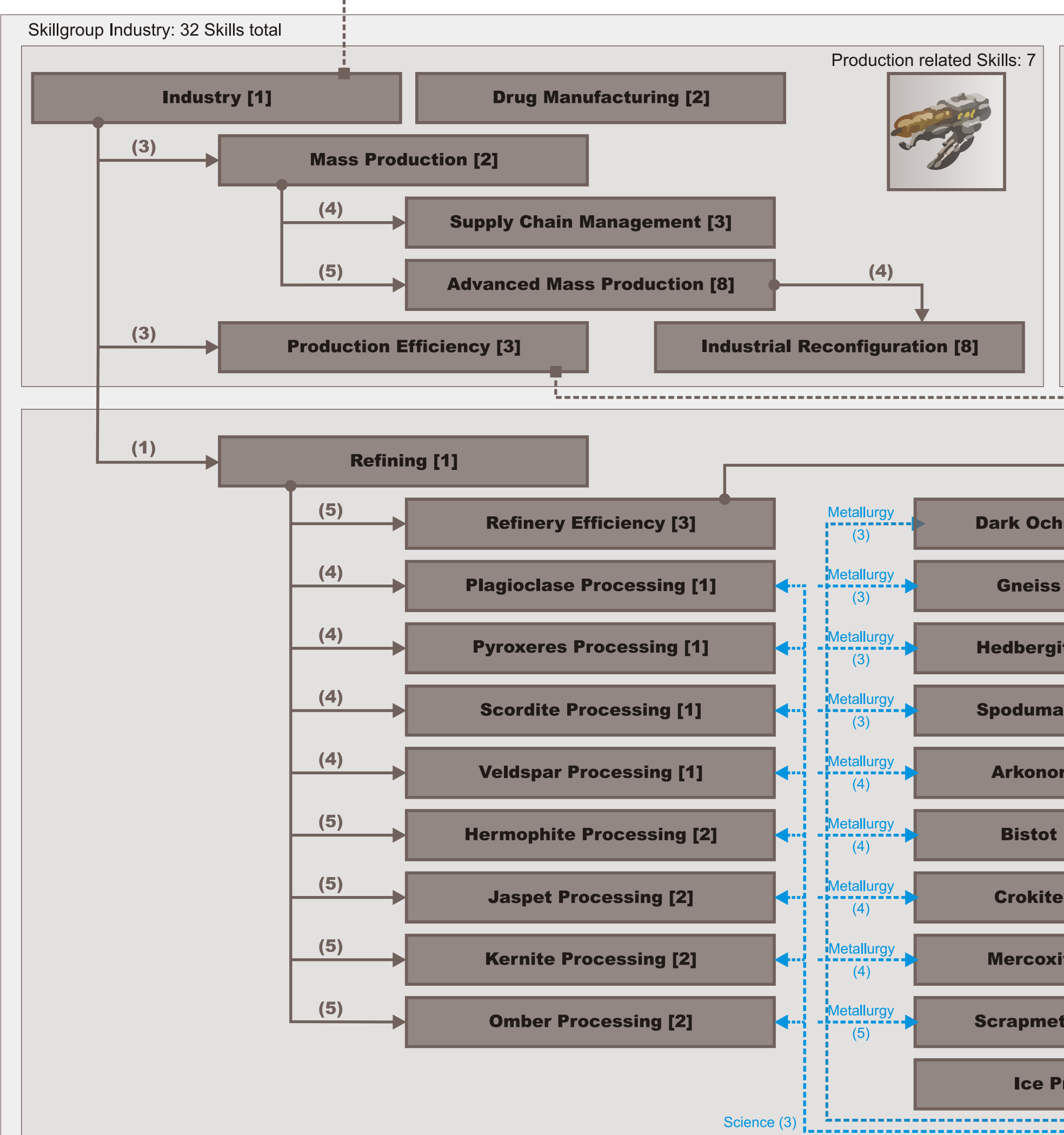
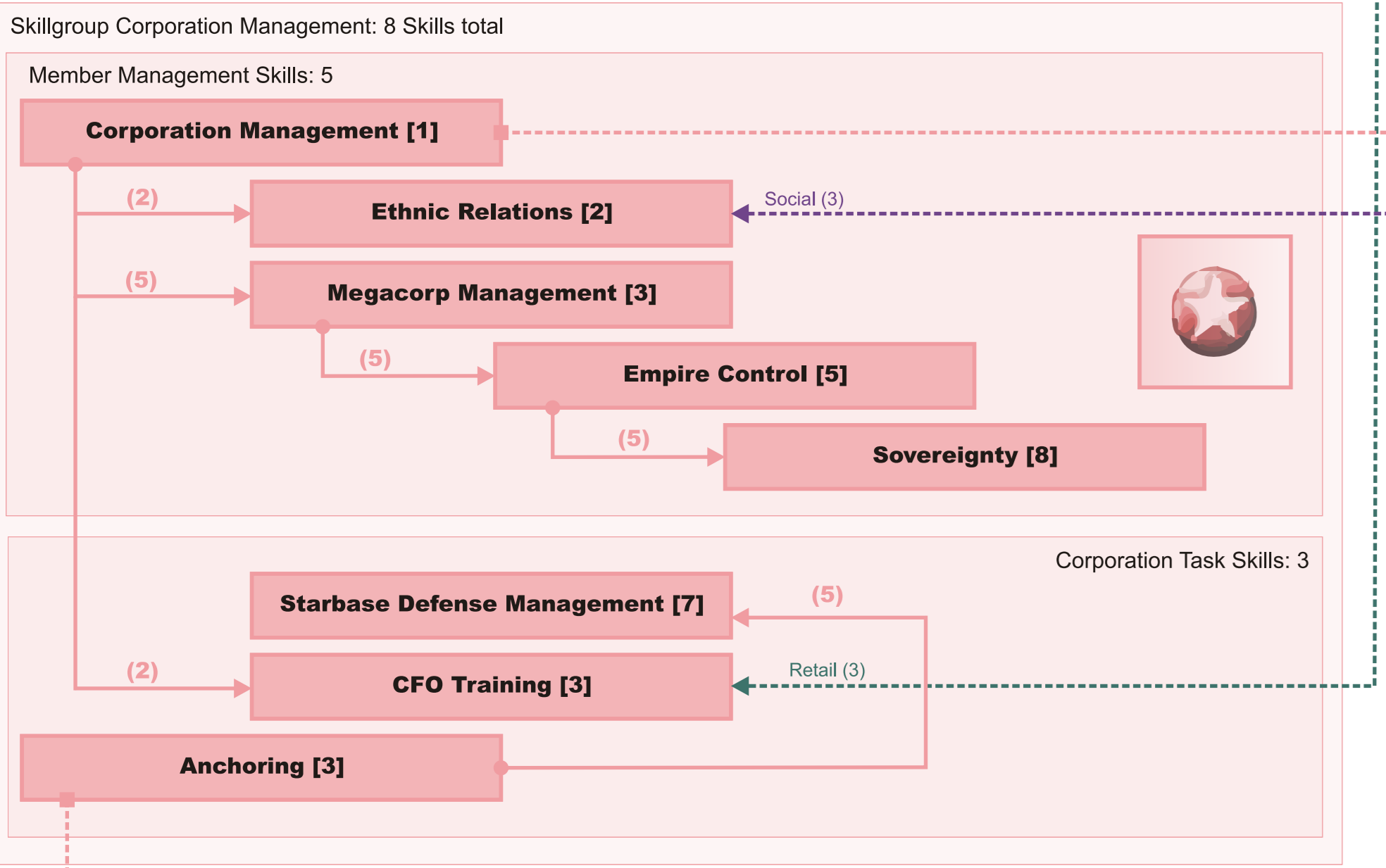
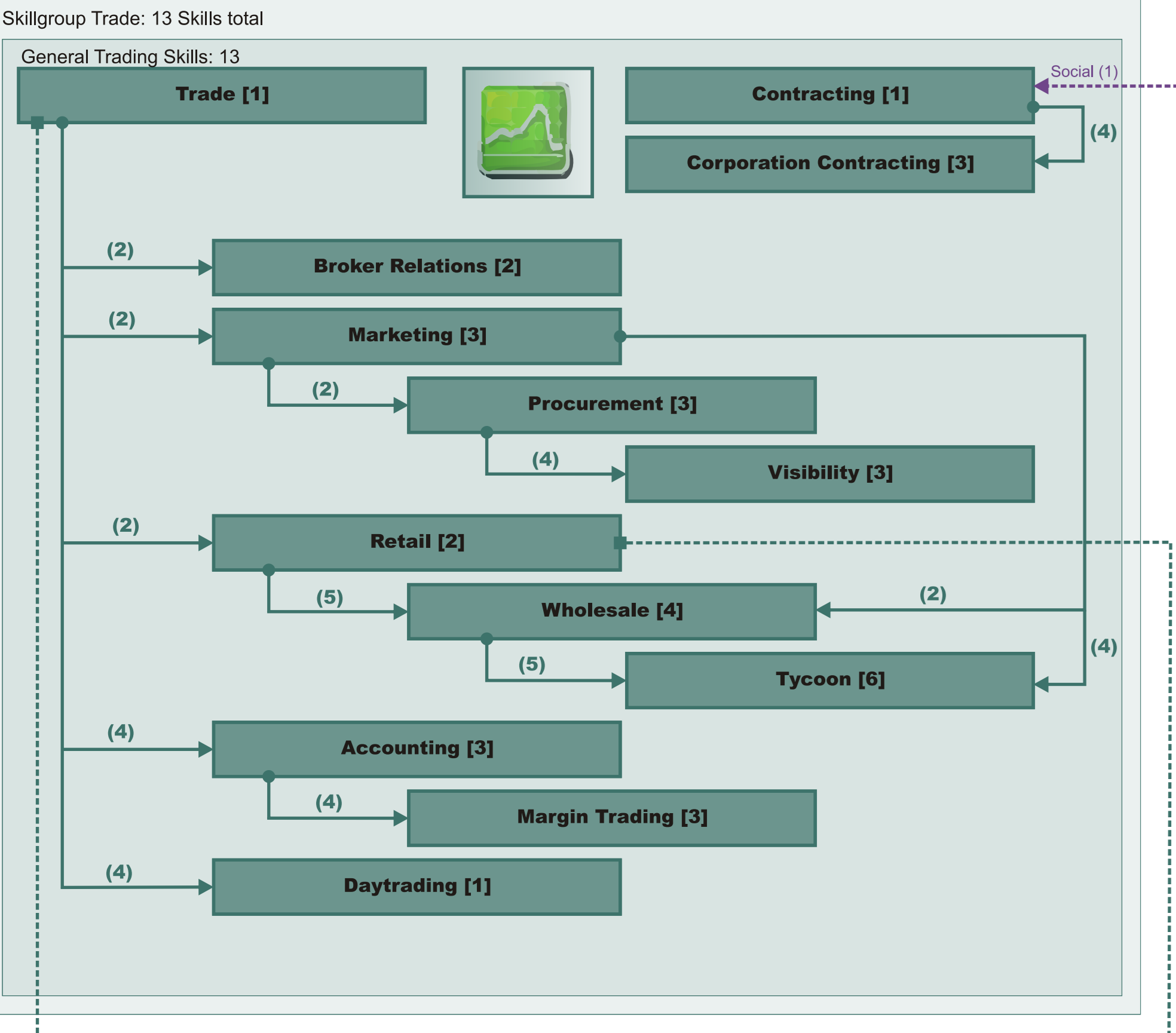
Creative Suggestions
(in order of appearance in the Forum thread)

Vanora Time	Level 100
Lavos	Level 100
Vicent Law	Level 100
Victor Law	Level 100
Lindsay Fox	Level 100

Project Funding
(in chronological order of the donations made)

Lavos	250,000,000 ISK
Levada Rose	13,000,000 ISK
Mackay	25,000,000 ISK
Spender	1,000,000 ISK
Peters Lurman	10,000,000 ISK
Lunder	2,000,000 ISK
Munavara	5,000,000 ISK
Shikora Avesta	1,000,000 ISK
Lindsay Fox	25,000,000 ISK
Takhar	1,000,000 ISK

Useless Skills (Skills out in Game):
Salvage Drone Operation, Mobile Factory Operation, Mobile Refinery Operation, Diagnostic Interface, Remote Interfaces, Gunny Interfaces, Reverse Engineering, Smuggling, Memorics.



Right, so there's these new pirate implants that add nice bonuses. So how do they work? This post is intended to dispell rumours and present you with verified facts on their behaviour.

Q: Does the set bonus also affect the +2 or +3 character attributes of the implants?

A: No, they do not. They are just the bog standard attribute buffs.

Q: Can I mix low-grade with normal versions and still get the benefits?

A: Yes, they mix, and the bonuses will be slightly better (or worse) accordingly.

Q: Ok, so, what will my bonus be?

A: This is the tricky part. Like most bonuses in this game, they are multiplicative, and the full set is quite something! Here is how it works:

Multiply all "set bonus" multipliers together:

$$\text{multi} = 1.15 \times 1.15 \times 1.15 \times 1.15 \times 1.15 \times 1.5 = 3.01703578125$$

Note: the 1.5 comes from the 6th implant (Omega)

Calculating final bonus:

- Multiply each implant's special bonus (velocity, shield boost, armor, etc) percentage value with the combined set bonus multiplier calculated above.
- Convert the result to a multiplier.
- Multiply the five figures to get the final multiplier (which is the actual bonus).

For the Snake, Crystal and Slave sets:

$$\text{Alpha} = 1\% \times \text{multi} = +3.01703578125\% = 1.0301703578125x$$

$$\text{Beta} = 2\% \times \text{multi} = +6.03407156250\% = 1.0603407156250x$$

$$\text{Delta} = 3\% \times \text{multi} = +9.05110734375\% = 1.0905110734375x$$

$$\text{Gamma} = 4\% \times \text{multi} = +12.06814312500\% = 1.1206814312500x$$

$$\text{Epsilon} = 5\% \times \text{multi} = +15.08517890625\% = 1.1508517890625x$$

$$\text{Total} = \text{Alpha} \times \text{Beta} \times \text{Gamma} \times \text{Delta} \times \text{Epsilon} = 1.5363x = +53.63\%$$

For the Talisman set (this set reduces a figure, the multipliers are inversed!):

$$\text{Alpha} = 1\% \times \text{multi} = -3.01703578125\% = 0.9698296421875x$$

$$\text{Beta} = 2\% \times \text{multi} = -6.03407156250\% = 0.9396592843750x$$

$$\text{Delta} = 3\% \times \text{multi} = -9.05110734375\% = 0.9094889265625x$$

$$\text{Gamma} = 4\% \times \text{multi} = -12.06814312500\% = 0.8793185687500x$$

$$\text{Epsilon} = 5\% \times \text{multi} = -15.08517890625\% = 0.8491482109375x$$

$$\text{Total} = \text{Alpha} \times \text{Beta} \times \text{Gamma} \times \text{Delta} \times \text{Epsilon} = 0.6188x = -38.12\%$$

For the Halo set (this set uses different figures and is also a reducing type):

Alpha = 1.00% x multi = -3.01703578125% = 0.9698296421875x

Beta = 1.25% x multi = -3.77129472656% = 0.9622870527344x

Delta = 1.50% x multi = -4.52555367188% = 0.9547444632813x

Gamma = 1.75% x multi = -5.27981261719% = 0.9472018738281x

Epsilon = 2.00% x multi = -6.03407156250% = 0.9396592843750x

Total = Alpha x Beta x Gamma x Delta x Epsilon = 0.7930x = -20.7%

Notes:

- Incomplete sets still give amplified bonus. E.g. one low-grade and one regular implant plus the regular omega would give a $1.1 \times 1.15 \times 1.5 = 1.8975$ set bonus multiplier.
- Mixed low-grade and regular implants yield figures somewhere between the low-grade and regular ones.
- Some implants may be bugged on TQ, not having the correct set bonus or simply not working at all. My calculations are based on properly working implants, so don't be alarmed if the values presented here do not match what you are getting ;-)
- A freshly inserted pirate implant does not show the correct amplified bonus figure. Relog to see the correct stats.

SUMMARY

Regular sets:

Snake: 53.63% velocity and smuggling chance bonus

Slave: 53.63% armor hp bonus

Crystal: 53.63% shield boost bonus

Talisman: -38.12% energy emission systems duration bonus

Halo: -20.7% signature radius bonus

Low-grade sets:

Snake: 33.83% velocity and smuggling chance bonus

Slave: 33.83% armor hp bonus

Crystal: 33.83% shield boost bonus

Talisman: -26.94% energy emission systems duration bonus

Halo: -14.3% signature radius bonus

Nomad: -26.94% agility bonus

Centurion: +33.83% ewar optimal range bonus

Edge: -26.94% reduction to booster side effects

Harvest: +33.83% mining laser range bonus

Virtue: +33.83% probe scan strength

Project Rebirth aka Jump Clones

Written by: Jaabaa

What are "Jump Clones" and how do I use them ?

"Jump Clones" give you the ability to activate them at will and move your character to that clone at will.

What do I need to use "Jump Clones" ?

You need a science skill called "Infomorph Psychology", which allows you to have +1 jump clone per level. You also need a personal standing of 8+ to the corporation that owns the station in order to install a jump clone.

How do I create a "Jump Clone" ?

You have to be in an installation (station/outpost/mothership/titan) with a medical facility to create a "Jump Clone", there is a second tab there in the window to install and destroy them.

To create a "Jump Clone" the owner of the installation must have at least +8 standings to you and your corporation.

How do I activate a "Jump Clone" ?

You have to be docked in a station with no training active, then in the character sheet there is a tab for jump clones, select the one you want to jump to, and right click on it the select "CLONE JUMP".

You can only clone jump once every 24 hours, so use it wisely.

Can I "Jump Clone" to a clone in the same station ?

Yes, and no. You can do it, but the game only allows 1 "Jump Clone" per station, so one of them will be destroyed. Currently it looks as though the "target" clone is destroyed

How do "Jump Clones" and normal clones relate to each other ?

They don't, they are two separate parts of the game, even if they deal with the same topic of clones. Your clone contract (destination and skill points covered) are transferred to any "Jump Clone" that you activate.

What happens to my current clone when I "CLONE JUMP" ?

Your current clone becomes a "Jump Clone" target even if you are in a station without the required standings or a medical facility. Any implants that that clone might have are preserved in the clone and you don't get any benefits from them because they are not in your active clone.

What happens to my "Jump Clone" contract after activation then ?

It is transferred to where your old clone was before jumping. If your activated clone is in a location with the required standings you can then create another "Jump Clone" there if you want to.

So I can create a "Jump Clone", go to empire and then bounce back and forth between the two ?

Yes but don't forget there is a 24 hour time limit between clone jumps.

What happens if I get podded in my "Jump Clone" ?

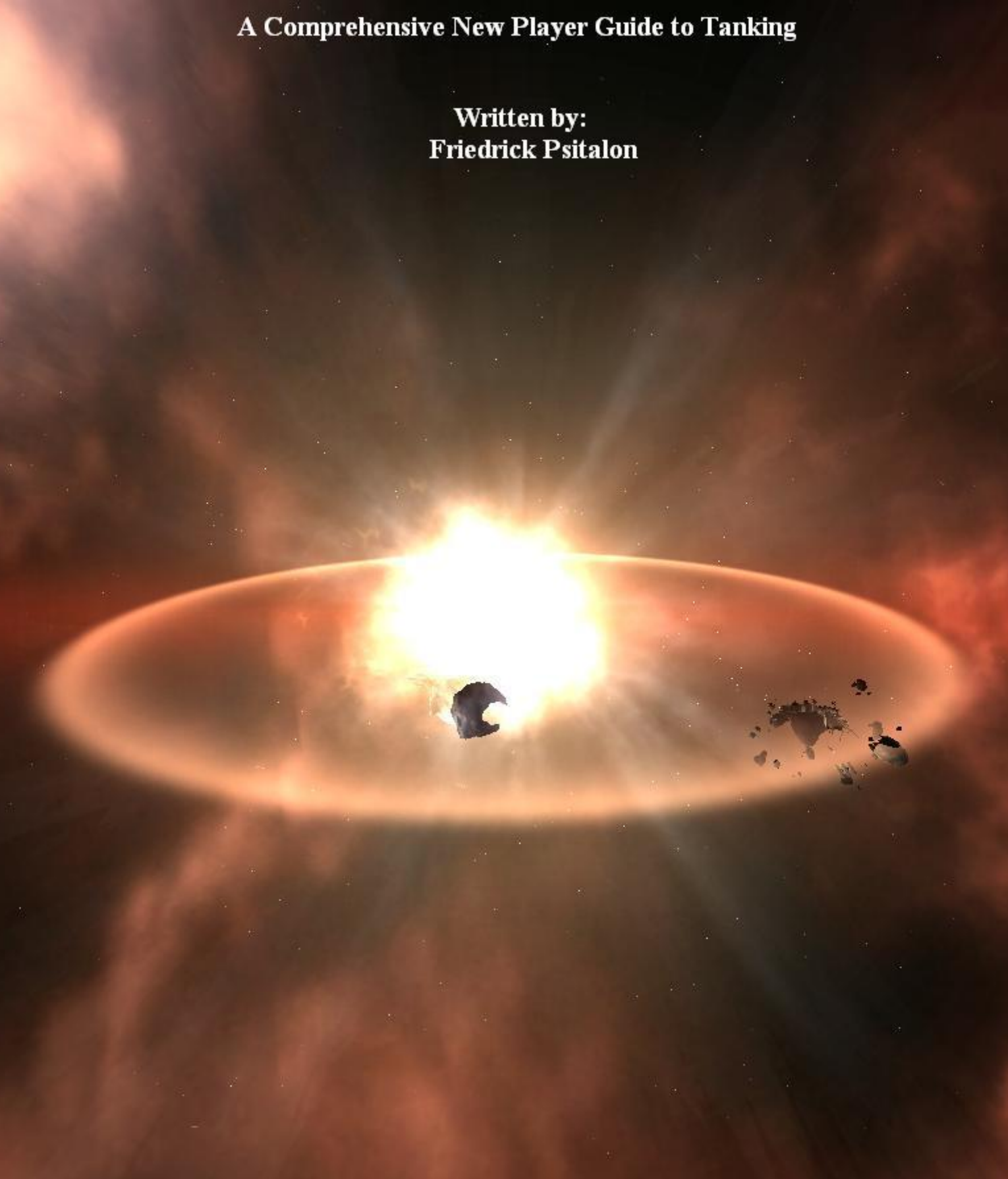
You can never get podded in a "Jump Clone", they are targets that you can jump to. If you get podded your normal clone contract applies. So for example, if you are in empire and clone jump to a 0.0 installation and get podded, your empire clone still remains as a "Jump Clone" target.

Can I still train skills after activating a "Jump Clone" ?

Yes, you can start training again right away, but the clone will only get the benefits from any currently installed implants.

A Comprehensive New Player Guide to Tanking

Written by:
Friedrick Psitalon



Author's Note: This article is not intended for "advanced" readers – it is more of an intermediate and basic player's guide. It is as exhaustive as such a guide can be, and to the best of my knowledge contains no inaccuracies. If you think something should be added or is in error, please feel free to post about it. This article is the result of a great deal of board reading, and if this work is helpful to other players, it is because I have merely stood on the very high shoulders of some excellent members of the Eve Forums, and reformulated/garnished much of what is found on the forums with my own observations and thoughts. The example fittings provided are by no means the last word, but unlike many on the forums, the fittings are all inexpensive and Tier 1, and the assumption is that the player does not by any means have every skill maxed-out, and possibly some not trained at all.

One of the simplest tasks in Eve, yet also the most critical, is staying alive. If this comes as a surprise to the reader, please stop reading now. There are three ways to ensure that you stay alive:

1. Be able to sustain more damage than the other fellow can.
2. Be able to do more damage than the other fellow can.
3. Be able to evade hostile contact or break that contact.

The first of these criteria will be the focus of this article. Sustaining damage effectively can mean the difference between collecting a bounty or a trip back in your pod... or worse. The ability to sustain major amounts of damage without being destroyed/killed is referred to in nearly all MMORPG's as being a "tank" or "tanking."

The Nature of Tanking in EvE

In most games, tanking is the ability to greatly reduce the amount of damage you take and/or absorb a large amount of punishment to begin with. In EvE, the strength of a tank tends to be more resistance-based than high-health based, because of the immense damage potential of the game's combat system. Technically, there are four methods of tanking in EVE, but only three are actually used. The four methods are: Active Shield Tanking, Passive Shield Tanking, Armour Tanking, and Structure Tanking. Of these four, structure tanking is not used, because a failure of the structure tank even for a moment would lead to the player's demise (amongst other reasons.) Each of the three tanking systems has some benefits and some disadvantages. None of the systems is "better" – simply different, and utilizing different skills. Shield tankers enjoy the fact that, should their tank fail, they can still flee while armour protects them. Armour tankers enjoy the fact that they can rush in and engage in combat, and their shields protect them from even having to engage their tank right away. Below, each of the three major tanking systems is discussed. After the three tanking systems, a vital component of all three – resistance to damage – is covered.

Active Shield Tanking

Active shield tanking (AST) relies heavily on two items – shield boosters, and shield

boost amplifiers. The AST name comes from the nature of the defensive style – you use your shields as your main source of damage absorption, and you actively reinforce them as they take damage. Both a shield booster and a shield boost amplifier use mid-slots; active shield tanking does not utilize low slots.

Shield boosters grant a very quick boost in shields for (usually) a similar amount of capacitor energy. Boost amplifiers increase that amount gained by a percentage, thereby allowing you to “heal” more per boost – considerably more energy efficient than using two boosters. While the overall healing rate may not be as fast as two boosters, the energy usage makes it superior in efficiency. For players who may not be able to afford the burn of two boosters, this is a viable option.

Medium Shield Booster (x2) uses 120 energy to give 120 shields every 3 seconds. (40 energy per 40 shields per second)

Medium Shield Booster and Shield Boost Amplifier use 60 energy to give 78 shields every 3 seconds. (20 energy per 26 shields per second)

Thus at the 30 second mark, the pair of boosters will have repaired 1200 shields, but also burned 1200 capacitor in the process. The booster and amplifier will have repaired 780 shields, but done so at a cost of 600 capacitor. If your tank is sufficient so that a little more than 600 shields per 30 seconds will suffice, you can save yourself a lot of capacitor this way. (Alternatively, you can simply leave 1 booster on automatic and manually trigger the other, but that requires more attention than many players would prefer to devote.)

AST users should seriously consider investing in a Capacitor Booster. Cap Boosters are a sort of “gun” for your capacitor – requiring cap booster ammunition, this injects raw capacitor energy into your cap, giving you more juice to funnel into your shields. Cap Boosters take a mid slot, and have a pretty significant cost in CPU and Grid as they increase in size, however. The larger your Cap Booster, the larger (or more) ammunition you can put in it, and the longer/faster you can inject energy into your capacitor before it needs to reload., temporarily stopping the “refuelling” process.

Active Shield Tankers should train in...

- Shield Compensation: this cuts the amount of capacitor energy used per boost. Essential!
- Shield Upgrades: this cuts the amount of grid needed to install your extender, but not the booster, sadly. Still somewhat handy for keeping fitting manageable.
- Energy Management: this grants you more capacitor. Not vital for small ships, but it can make a real difference in bigger ones.
- Energy Systems Operation: This may not grant you lots of extra boosts, but in longer fights, faster capacitor regeneration might come in quite useful.

Advantages of Active Shield Tanking – Defensive regeneration “on demand.” Boosters

are very quick reacting. Their regeneration speed as a result is very customizable; on precisely when you need it, off precisely when you don't. Unlike armour tanking, it is very difficult to overestimate or underestimate your needs, and it responds much more quickly than armour tanking to a "panic" situation (most armour repairers take 9-12 seconds, vs. a shield booster's 3 seconds.) Of the three major types of tanking, AST is the most micro-manageable. AST grants much faster regeneration, on average, than the same number of modules allocated to Passive Shield Tanking. As a rule, a good AST can use as few as three modules, all of them middle slots; making it far superior than a PST in this regard, which can use several mids and lows when really optimized.

Disadvantages of Active Shield Tanking – You pay a price for your regen-on-demand. Active Shield Tanking is inherently less damage-efficient than Armour Tanking, as the total base resistance on Shields is 120% - 0% Electro Magnetic, 60% Explosive, 40% Kinetic, 20% Thermal. Armour Tanking, in contrast, has a base value of 140% - 60% EM, 10% Exp, 35% Kinetic, 35% Thermal. Active Shield Tanking uses a great deal more capacitor energy than Armour Tanking, as well – Armour is repaired at least a 2 armour to 1 capacitor ratio or better, often as high as 3-to-1. Since Passive Shield Tanking uses no capacitor at all, it is vastly superior in this regard.

An Example of an Active Shield Tank System:

Cyclone (Minmatar Battlecruiser) – bonus to shield boosting per BC level
3x Assault Missile Launcher (anti-frigate)
5x 650mm Artillery Cannon I (anti-larger)
1x Large Shield Extender I (Damage Padding)
1x Large Shield Booster I (The tank regen tool)
1x Medium Capacitor Booster I (For refreshing the capacitor)
2x Damage-Specific Hardeners (See last section for notes on resistance)
2x Power Diagnostic System (Increase regen rates, total shield, and provide more grid for above grid-hungry modules)
1x Co-Processor (More CPU for all above)
1x Gyrostabilizer (Increased damage mod to compensate for no heavy launchers)

Passive Shield Tanking

Passive Shield Tanking is a rather unorthodox strategy probably best suited for PvE combat, but is very noteworthy in that situation. PST works on a rather bizarre principle of EVE: no matter how much shields (or capacitor) you have, it always regenerates in exactly the same amount of time, unless you have modified your regen rate. A Vexor's shields will always regenerate in 900 seconds, no matter if it has 900 shields, or 9,000,000 shields. In the first situation the regeneration of the ship is unimpressive – 900 shields in 900 seconds is merely 1 shield per second regenerated. In the second situation, though, the rate of regeneration is staggering – 10,000 shields per second!

Obviously, no one is going to get 9,000,000 shield points on a cruiser – there simply aren't modules impressive enough, enough slots, or enough CPU and power grid

available. The concept, though, of decreasing regen time and increasing maximum shielding to take advantage of this “golden rule” is a relatively sound one.

Typically, a PST'r may use:

- Shield Extenders; these use a lot of CPU (at any size) and grid (the amount of grid used depends on the extender size), but grant you a great deal more shield points, thereby raising your total shields, and increasing your regen rate. These are mid-slot items.
- Shield Rechargers; these use a lot of CPU, but very little power grid. Their purpose is very simple: they increase shield recharge rates. These are also mid-slot items, and good for increasing regen when you can't afford the grid drain of an extender.
- Shield Flux Coils; these use a moderate amount of CPU, and no grid, but actually take AWAY from your maximum shield total. In exchange, they provide a larger recharge rate. These are low-slot items.
- Shield Power Relays; Relays use a very small amount of CPU and no grid, but have very serious impacts on your capacitor recharge rates. These, too, are low slot items.

Mid slots, then, give you more regen for CPU and Grid, and the low slots give you more regen in exchange for max shields or capacitor regen. How does one decide which to use when?

The Mids: Extenders vs. Rechargers: Generally, it's never a bad idea to have at least one significant extender anyhow, because a passive shield tanker will not be able to control his regeneration rate, and so will want some extra “padding.” After that first extender, though, some math comes into play. For a ship that has 1000 shields regenerating in 500 seconds, an extender that adds 500 more effectively increases the shield regen rate by 50%. (1000 in 500 seconds = average of 2 per second; 1500 in 500 seconds = average of 3 per second.) There aren't any Shield Recharge Units that can add anywhere near that amount of recharge; the best commonly available only adds 15%. Adding a shield extender to a ship that only increases its 1000 shields by 100, though, is not as good as simply adding a recharger. Unfortunately, very few ships (realistically, probably none) can afford to slot as many Shield Extenders as they might like, so Shield Rechargers become a very good option for those lacking grid but having CPU, and wanting a faster regeneration rate, rather than using a smaller-size extender.

The Lows: Flux Coils vs. Relays Frankly, neither of these modules are for the faint of heart. If you're using these, you're robbing some part of your ship's total abilities in order to improve another part; too much of this can leave you in a bad place. Judiciously used, though, both of these devices can be quite potent. Both of these devices require knowing what your ship is good at, and where it is weak. Shield Power Relays strip a large chunk of your capacitor regeneration for shield regeneration (35% Cap Regen for 20% Shield in the biggest ones), but if your ship doesn't use much in the way of capacitor, this may not be a big deal. Ships that use no shield boosters, little/no propulsion boosters (Afterburner/Microwarp Drive), and few other cap requiring devices can usually get away with slotting as many as two of these, lowering their cap regen by a frightening 70% - but if you're a missile firer or projectile user, it may very well be that

your only cap uses are warping in and out and the occasional shield boost or web. If that's the case, Shield Power Relays may be for you. Flux Coils, on the other hand, are for players who are very confident that they have enough shields to get them through (maybe you have 3+ extenders onboard) and don't mind crippling that to increase their regeneration rate. A Flux coil usually pulls 10% out of your maximum shield capacity, and in exchange gives you 25% more regeneration; a net benefit for you of 15% regen, in exchange for 10% of your total shield. Again, using these is a question of judgment – experiment carefully.

One passive shield tanking school of thought would suggest NOT using Flux Coils; instead relying on shield extenders and boosters, and, where possible, power relays. The other, slightly more maniacal school of thought takes advantage of a strange fact about Eve: regeneration rates are not a flat slope. Simply: If your average shield regen rate is 10 shields per second, at 90% shields you will get much less than 10/sec, and at 30% shields you will get much more than 10/sec. Approximately 25-35% shields seems to be the region of maximum possible regen/sec. This “sweet spot” is where your passive shield regeneration is at its finest.

The truly brave hybrid passive-and-active shield tanker, then, would do this:

Put one extender, perhaps two, to extend the “range” of shields that falls between 25-35%. (With 100 shields, 25-35% is only 10 points. At 1000 shields, 25-35% is 100 points.) Then, install one shield booster, and load up on Flux Coils. Enjoy your high-speed regeneration with the Flux Coils (and anything else you have installed) and use the booster to keep your shields hovering at 25-35%. Since they're naturally going to fall faster (you have less), they will be spiking up and down rather quickly – you have very fast regen and loss. The shield booster can be used to push a shield system that has fallen below optimum (say, to 10%) back up to the 25-35% range, keeping shields at maximum regeneration per second. It should be noted that this strategy is quite risky unless you have mastered it, and is only for NPCs, where the damage rate is highly predictable, and requires a rather insane attention to detail in order to keep ideal. Over-boosting to above the 25-35% range isn't a big deal, but not boosting and letting your armour get chewed up is never a good thing for a shield booster. Hybrid Shield Tanking is NOT for the faint of heart. It might, though, be the best option for players also looking to take advantage of shield resistance amplifiers, which take mid slots, but not low (since Flux Coils are low slots), and as a result tend to take less damage and stay in that regen “sweet spot” for even longer.

Passive Shield Tankers should train in...

- Shield Management: 5% more shield capacity per level, which results in 5% faster regen, too! Essential.
- Shield Operation: 5% faster regen – not as good as Shield Management, but close!
- Shield Upgrades: Let's face it – Extenders HURT your grid. This one's vital for cutting down the pain.
- Engineering/Electronics: More Grid and more CPU can come in handy when slotting

these hard-to-fit modules.

Advantages of Passive Shield Tanking – Unless we're talking about the Hybrid tankers, Passive Shield Tanking is very, very easy on the brain when in combat: when the shield goes under 10%, initiate warp and leave. Simple! No boosting, no capacitor to worry about, nada. Speaking of which, PST'ing means your capacitor isn't being hurt at all. You can use your cap for much more intensive activities; afterburners, microwarps, high energy-usage weapons, etc. This isn't suggesting you throw lasers on your favourite non-Amarr ship, but you can be a lot more free with the juice. If your PST has very high resists (say, on a Ferox, or if you've done a hybrid and put extenders/resist modules in your mids and fluxes in your lows) the regen rate can be pretty darn impressive. (20 shield per second is unimpressive in most cases, but if you've got 80% resist to Electromagnetic, it would require 100 damage/second to equal the regen rate your 20/per is pulling in.) For attention-monitoring purposes and capacitor-using purposes, nothing beats a Passive Shield Tank.

Disadvantages of Passive Shield Tanking Again, Hybrids aside, PST'ing means your regeneration rate is absolutely out of your control... and that can be pretty scary. It means you can't pour on the juice if you're getting clobbered, and it means you can't divert energy elsewhere if you're not being hammered. That regeneration rate can be quite swift, but generally is not as fast as a Shield Booster or Armour Repairer would be. Passive Shield Tanking usually requires more slots to do effectively than AST or Armour Tanking, or cross-level slots. (AST requires all mid, Armour all low, but Passive dips into both.) As a rule, the fact that you can't heal as quickly, and that the healing is uncontrolled, means that PST'ing is more a tactic for those who fight NPCs, rather than other players.

An Example of a Passive Tank System

Ferox (Caldari Battlecruiser)– bonus to Shield Resistance Levels

3x Heavy Missile Launcher (major targets)

2x Assault Missile Launcher (frigates)

1x Medium Nosferatu (regain energy you're not getting from the crippled capacitor to operate hardeners)

1x Small Tractor Beam (you've got a turret slot, but not a lot of "Free" capacitor in this build, and the Ferox is slow... bring cargo to you!)

3x Large Shield Extender (this is somewhat overkill, you can swap out one for a Web or Painter if you're having damage-dealing problems; don't swap two unless you're quite confident of yourself)

2x Shield Hardeners (see last section for notes on resistance)

2x Shield Power Relay (slaughters cap regen by 70%, but gives you 40% more regen)

1x Shield Flux Coil (A small hit to max shields, but worth it since you have so much)

1x Ballistic Control System (for all those missile systems you're using)

If you have skills with drones, you could substitute in light drones to deal with frigates and lower/remove the number of Assault Missile Launchers.

Armour Tanking

People who tank using their armour as their source of protection/regeneration follow a different philosophy. They accept that their shields will be chewed away swiftly, and call that “borrowed time” before they have to engage their tank – saving their capacitor for later. The risk involved is not insignificant; armour tankers who “lose their tank” are immediately taking damage on ship structure, and the end of THAT is a trip to your pod.

Armour tanking is a fairly easy concept: slap an armour repairer on your ship and turn it on. What makes an armour tank effective is the relatively low cost “per point” of armour repair (a shield tank repairs 1 shield for 1 energy, typically, while an armour tank can give as much as 2 or 3 armour for 1 energy.) No boosters exist for armour repair, except in the case of the Brutix – a ship type with a bonus to armour repair.

Armour repairers, armour plates, and armour resistance enhancements are all “low slot” items, which also makes them rather popular for players who have other uses for their mid slots – afterburners, webbing modules, warp scramblers, etc.

Typically, Armour Tanking is supplemented by resistance enhancers, but some players choose to install extra plating. Plating requires a specific, relatively minor amount of CPU and greatly increasing amounts of Power Grid as you increase plate density. Repairers likewise tend to take a moderate amount of CPU and greatly increasing grid. Hardeners tend to take very little grid, and a moderate amount of CPU.

While Active Shield Tankers tend to rely on Capacitor Boosters to supply them with large amounts of capacitor, Armour Tankers have another, more efficient option: capacitor regeneration items. A total of four items exist – two for the medium slots, and two for the low slots. (Sound familiar to shield regeneration items?) The medium slot items are simple Capacitor Rechargers (just like Shield Rechargers) and Capacitor Batteries (which function in the same way as Shield Extenders, including their affect on recharge rates.) The low slot options are (again, these may sound familiar) Capacitor Flux Coils and Capacitor Power Relays. Much like Shield Flux Coils, Capacitor Flux Coils lower the maximum capacity in exchange for faster regeneration. In this case, though, the other option is nearly always better: Capacitor Power Relays. A CPR lowers the shield boost rate (basically, the opposite of a Shield Boost Amplifier) in exchange for faster capacitor regeneration. This is rarely an issue for armour tankers, though, who usually do not even fit a shield booster module!

Armour Tankers should train in...

- Hull Upgrades; required for higher end armour plates, and also grants more armour to the vessel.
- Mechanic; required for you to use more effective armour repairers, and grants more structure... handy if your tank fails.
- Repair Systems; decreasing your repair time makes your healing cycle faster, allowing you to handle damage at faster pace.

- Energy Management; more capacitor means more times you can repair.
- Energy Systems Operation; since armour tanking can potentially extend for quite a period of time, faster regeneration of your capacitor can grant you several additional repairs.

Advantages of Armour Tanking – Speaking in capacitor terms, Armour Tanking is a middle ground between Passive and Active Shield Tanking methods. Obviously, it uses more capacitor than Passive Shield Tanks, but it is considerably more efficient than Active Shields. Armour tanks take their bites of capacitor every 10 seconds or so, allowing a ship more time to regenerate capacitor between bites. Armour tankers also have a much easier time increasing their resistances to very high levels. Armour tankers have a slower rate of “healing” than an Active Shield Tanker, but usually much quicker than a Passive Shield Tanker.

Disadvantages of Armour Tanking – The middle ground is just that: the middle ground. Your rate of healing may not be as swift as is needed in extremely high damage situations. It is still possible to run out of capacitor, though it may happen more slowly than an Active Tanker. Lastly, you have to be ready to move fast if your Armour Tank should fail – structure doesn’t tend to be very durable!

Brutix (Gallente Battlecruiser) – bonus to armour repair rate

6x 200mm rail I (Most favour blasters over rails, but until you have significant drone skills, this will cause problems in dealing with cruisers that like to hang at 22km and run away when you close. Once you have significant drone skills, or you don’t mind switching guns between missions, switch to blasters.)

1x Small tractor beam (Same as Ferox- handy, and you can’t afford another rail anyhow; discard this when you switch to blaster)

1x Stasis Web I (There aren’t any mid-slot items to assist with an armour tank, so work to increase your damage – this helps a lot with frig)

1x Painter I (Same as above, nice for long-range targeting.)

1x 10mn AB I (Useful for keeping distance as best you can, and for closing when you get blasters, swap for another capacitor battery or recharger if you like)

1x Capacitor Recharger I (to help keep your tank running)

1x Medium Armour Repairer I (get this to Repairer II ASAP)

2-4x Resistance Hardeners (This is up to you; the more hardeners you use, the less damage you take. I’ve used pairs of two hardeners for NPC missions quite well, but when the damage finally DOES start stacking up, you burn cap a lot quicker.)

0-2x Capacitor Power Relay (weakens shield boosting in exchange for more capacitor recharge...but do you see a shield booster on this ship?)

Hopefully you do have SOME drone skills by the time you’re in a Battlecruiser and need a real tank, as drones are one of your best tools for dealing with frigates in a Gallente vessel.

Below we will cover a section of very great interest to Armour Tankers, and some

significant interest to Shield Tankers as well.

Making Life Easy On Your Tank – Resistances to Damage

Shields and armour both have a natural base resistance to damage:

Shields: 0% vs. EM, 60% vs. Explosive, 40% Kinetic, 20% Thermal.

Armour: 60% vs. EM, 10% Explosive, 35% Kinetic, 35% Thermal.

The way this resistance works is very simple: if you were to take 100 points of explosive damage and your shields were still up (they have not already been destroyed), your shields would ignore 60 of those 100 points; only 40 would actually be applied to your shield total. If those 100 points were Electro Magnetic, however, your shields would not ignore any of the damage, and all 100 would be applied to your total remaining shields!

Similarly, armour has a strong suit – EM does little to harm it – and a weak suit – explosives do nearly full damage. The question that quickly arises to any intelligent player then: “What can I do to increase my resistance to X in my shields/armour?” Resistance upgrades go by several different names, depending on if they are armour or shield units, and passive or active in nature. A passive resistance module never needs to be turned on, and uses no capacitor, but usually uses a little power grid. An active resistance module uses no grid, but does actually need to be activated, and once you do activate it, your capacitor will begin to experience some drain. The benefit of an active resistance module, though, is that it tends to do a great deal more for your defences.

Passive shield resistance modules are called “Shield Resistance Amplifiers,” while passive armour resistance modules are either “Membranes” or “Plating” depending on which variety you choose. Active shield and armour resistance modules both go by the same name: “Hardeners.”

Why should I use a resistance module when I can just slap on another extender/armour plate?

Two reasons: first, extenders and armour plates tend to be quite hard on the grid and CPU, and in the case of armour plates, they also add to the total weight of the ship – slower, clumsier ships get hit more often! Secondly, many times, a resistance module actually adds more to the “true” hit point total of the ship than another armour plate would.

A ship with 3000 shield points actually has four different shield hit point totals. Since shields have no natural resistance to EM, the ship’s EM hit point total is exactly what it starts with: 3000. Shields have a 60% resistance to explosive damage; 60% of all explosive damage is ignored. Thus, to do 3000 points of explosive damage to a ship, you would actually have to do a great deal more. When 3000 explosive damage is applied, only 40% of that - 1200 gets through. You would have to do 7500 points of explosive

damage to actually breach a 3000 point shield! A 3000 shield ship can actually withstand almost eight thousand points of explosive damage before the shield is defeated!

Using this knowledge, then, it is not always better to add an extender or an armour plate. A ship with 1000 shields/armour that added 100 more shields/armour is only adding another 100 points of total resistance, or 10% more “true” hit points. If, instead, the player added a kinetic resistance module that granted 50% (which most actives do) the ship would have a “true” hit point total of a great deal more.

Why shouldn't I just use two kinetic hardeners? Then I'm immune to all kinetic damage, right? 100% added to my base 35, woo!

Not quite. When you add 50% resistance, it doesn't actually stack perfectly with your base resistance. A 50% resistance hardener takes the amount of damage you would normally have taken after your ship's base resistance (40 or 35, depending on shields/armour) and then cuts that damage by 50%. Another 50% hardener takes the total after the first hardener, and cuts that by 50% - effectively adding another 25% to your “true” resistance. (Half your damage removed, and then half of your half remaining.)

More modules are never bad, but in terms of “true” hit points added, you get the most defence by adding hardeners where you are weakest. 50% hardener to your shield EM resistance (base of 0) really does cut all incoming EM damage in half. 50% hardener to your armour EM, though, only cuts in half the damage that gets by your armour's base level of 60%... half of the remaining 40% of damage, basically. There is also a penalty for stacking multiple modules of the same type of resistance – diminishing returns exist. Sparing the reader the painful math, the “best” number of a module that stacks you can use is three – more than that, and the stacking penalties become brutal enough that nearly anything would probably be more useful.

So which ones do I use?

The first decision to be made is the one between active and passive hardeners. Passive hardeners have the advantage of using no capacitor, but typically, they grant only a 32% bonus; while active hardeners grant 50% in exchange for using capacitor energy. Balanced against this, though, are the “Compensation” skills: Armour and Shield compensation skills grant 5% to passive hardeners per level, per type. (Kinetic Shield/Shield Compensation increases your passive hardener bonus by 5% per level, and so on. Due to how the math works, these bonuses will never allow you to reach the same levels as Active Hardeners, but you can come fairly close with “X” Compensation Level V. The ultimate question involved here is one of capacitor use when choosing Active or Passive hardeners – Passive Shield tanks can almost certainly handle the capacitor use involved in using Active Hardeners. Active shield tanks may or may not; armour tanks usually can. Much depends on what guns you are using, other active modules, etc. Experimentation is key here – you want a tank that can last long enough for you to

accomplish whatever your task is, but if the tank would last far longer than your needs require, you probably could be using some modules or capacitor differently.

After you make the decision between passive or active hardeners, you will need to decide precisely which modules to use. Both shields and armour have an active and passive hardener for each type of damage. Armour also has an “all in one” passive hardener (Adaptive Nano Plating) and active hardener (Damage Control.) Shields, on the other hand, have only an active “all in one” hardener – Invulnerability Fields. Damage control units cannot be stacked, but Invulnerability Fields and Adaptive Nano Plating can (subject to stacking penalties.) Which ones you fit are dependent on what kind of fighting you’re doing and what kind of damage you expect to take. Against other players, it can be difficult to predict what you will face, but NPCs always do a specific kind of damage, based on what faction you are facing. (Serpentis, for example, always do kinetic and thermal damage. Rather than fitting two “all in one” fields or hardeners of each type, fitting as many kinetic and thermal hardeners can be very effective in dealing with that faction. With two kinetic and two thermal hardeners, the Serpentis are nearly “defanged.”)

Putting It All Together

Obviously, a pure tank without resistances isn’t going to be as effective as a combination would be, and a pure resistance setup will falter as well. An effective tank will have enough hit points to make properly utilize resistance bonuses, and enough resistance bonuses to make sure your opponent doesn’t just plow through your hit points. Most ships will have a pretty clear indication of which way they are intended to tank – Amarr and Gallente are usually armour tankers (though a few can be shield tanked), while Caldari and Minmatar ships tend to be better as shield tankers. Most ships have more shielding as a base than they do armour or vice versa, and more mid-slots than low-slots, or vice versa. Ships with more base armour or low slots tend to be better armour tankers, and ships with more base shielding and mid-slots tend to do better at shield tanking. None of these is a hard and fast rule, but provides a good rule of thumb. Experience is the best teacher – this article can give you the background, but ultimately, you’ll need to take a few ships out there (hopefully, but not certainly, without being shot down) to determine the combination that works best for you.

Concluding Notes

Hopefully this article has been useful to you. If there’s something missing, incorrect, or badly stated, feel free to let me know – the hope of this article is that more players will pick up EVE that much more swiftly, and as a result, more pilots will be in EVE space to interact with. If you enjoyed the article, please feel free to send an encouraging EVEmail or ISK – the problem with being an experimenting pilot is that you end up sampling a lot of gear, and unlike many of the excellent posters in this forum, I’m far from a grizzled veteran of vast financial sums. ;)

Weapons 101 – Turrets

By: Sham

This guide is meant as an introductory overview of the different turret types in EVE, comparing the basic strengths and weaknesses of all turrets, basic skills that affect their performance and general tips of usage. Also be sure to check out the [flash-based guide](#) on the official EVE website, which demonstrates in detail how things like tracking, transversal and signature work.

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I. Introduction to Turrets

Turrets in EVE are mounted damage dealers that share several important characteristics. First of all, their projectiles are instant, and do not have to cross a distance to reach a target like missiles and drones. Their chances to hit are dictated by their respective tracking value, range and signature resolution. Also, like other modules in EVE, they take up Powergrid and CPU when fitting. Turrets fit into High Slots, and can only be put on ships with free "Turret Slots". For example, a ship with 5 high slots but only 3 turret slots can only ever fit three turrets at the same time.

General characteristics of all turrets are as follows:

- **Optimal Range**

The range at which your gun will not receive a range penalty to hit. Optimal is affected by ammo type, with specific ammo giving penalties or bonuses to optimal ranging from -50% to +50%.

- **Falloff Range**

Once past optimal, the accuracy of a turret will decrease gradually. At maximum falloff range, chance to hit the target is decreased by 50%. At double falloff, the chance to hit is at 0%.

Example: A gun's optimal range is 15 km, and falloff 5 km. At 15 kilometers, the gun receives no penalty to its chance to hit. At 20 km (optimal + falloff), the gun receives a 50% penalty to hit. At 25km (optimal + 2x Falloff), the gun cannot hit a target (chance to hit has been reduced to 0%).

- **Damage Multiplier**

The base damage a turret will do. This multiplier comes on top of the damage done by loaded ammo type. Note that damage done is further affected by how well the target is hit.

*Example: A 150mm Railgun (small hybrid turret) has a modified damage multiplier of 3.75x after skills and modules have been calculated. It has Thorium Charge S loaded, which does 5 kinetic damage and 4 thermal. This means that the actual base damage of the Railgun is 18.75 kinetic ($5 * 3.75$) and 15 thermal ($4 * 3.75$).*

- **Rate of Fire**

How often a turret fires, measured in seconds. Differs greatly between weapon classes and sizes, but is otherwise straightforward.

- **Activation Cost**

How much capacitor it costs to fire the weapon. This is affected by skills and sometimes by ship bonuses (mostly in the case of Amarr ships).

- **Tracking Speed**

Tracking Speed is the rate at which a turret can turn, and is measured in radians per second. This means that a turret with 0.5 rad/sec value could rotate 180 degrees in one second, although the fastest turrets in the game generally have a base rad/sec rating of 0.1-0.2. There is a fair bit of math behind tracking calculations, but essentially, the faster a turret is, the easier it can track faster ships.

- **Signature Resolution**

A turret's signature resolution is the weapon's ability to "see" targets. This is a further modifier to a gun's ability to hit a target, and works by comparing the signature resolution to the target's signature radius. All ships in EVE have a signature radius, with frigates sitting in the range of 35-45, cruisers around 95-120 and battleships hovering around 400. Similarly, small turrets generally have a signature resolution of 40, medium turrets a resolution of 100 and large turrets 400. If the turret's signature resolution is larger than the target's, it will receive a penalty to hit.

Example: A large turret is trying to hit an average frigate. The turret has a signature resolution of 400, and the frigate a radius of 40, meaning the turret receives a 90% penalty to hit ($40/400 = 0.1 = 10\%$ chance to hit).

II. Laser Turrets

In EVE, laser turrets are favored by the Amarr, and their ships frequently give various bonuses to laser turrets. Laser turrets, unlike projectile and hybrid turrets, do not consume ammunition, but use focusing crystals as ammo (note that faction crystals and tech 2 crystals gradually deteriorate over time, and cannot be repaired). In addition to not consuming ammunition, saving on cargo space and greatly improving their longevity in combat situations, laser turrets can instantly change their crystals while projectiles, hybrids and missiles require 10 seconds to change ammo types. This gives them a certain edge when it comes to respond to new tactical situations.

However, of all the turrets, lasers consume the most power in use, both in terms of powergrid and capacitor. This is partially addressed by the fact that many Amarr ships (such as the Apocalypse-class battleship) give bonuses to the capacitor use of laser turrets, on top of the fact that Amarr ships tend to have bigger base capacitors and more robust powergrids. They are also limited to just doing EM and Thermal damage, making them more effective against shield systems than armor. Laser turrets do very decent damage regardless, especially when using tech 2 variants with advanced ammo types and have good refire rates.

Laser turrets are divided into two categories, Pulse and Beam lasers. Pulse lasers are easier to fit, require less energy to fire and have better refire rates, but do less damage and have less range. Beam lasers are often preferred when engaging at a range. Furthermore, there exists the Tachyon Beam Laser, a sub-group of Large Beam lasers, which does massive damage at great ranges, but is extremely difficult to fit, has a low tracking speed and consumes a lot of energy with every shot.

III. Projectile Turrets

Projectile Turrets are weapons used mainly by the Minmatar in EVE, and are divided into two groups; artillery and autocannons. Both these groups consume little or no cap with each shot. An artillery cannon is meant for long ranges and does a lot of damage per shot. In fact, artillery cannons tend to do the most damage per shot in EVE, and while they have relatively small optimal range they have massive falloff, making them less vulnerable to the range at which they engage. This is however balanced by their long refire rates and low tracking speed. This makes them ideally suited for quicker, long-range skirmishes where initial punching power is more important than sustained damage potential, where their alpha strikes (first volley of fire) can make a real difference.

On the other hand, autocannons do little damage per shot and have a very short range, but have significantly lower refire and some of the best tracking speeds in the game.

One defining characteristic of projectile weapons, besides not requiring energy to fire, is their tendency to need to be reloaded frequently. The fact is that projectile weapons consume ammo very rapidly, and with the 10 second reload time this can cause a pilot using them some problems. There is also the problem of the actual quantity of ammo, as minmatar pilots tend to run the constant risk of simply

running out of ammunition. This is because almost all Minmatar ships, which are the primary users of projectile weapons, are designed as skirmishers rather than sustained damage platforms, specializing in hit-and-run tactics. Understanding this fact can be crucial to proper use of the projectile turret.

IV. Hybrid Turrets

Hybrid turrets are a weapon typically used by the Gallente and Caldari, with the Gallente focusing on Hybrid Blasters and Caldari on Railguns. The difference between the two hybrid turret classes are very similar to that between the two projectile turret classes; Blasters excel at close ranges and have a high damage output, while railguns sacrifice some power for greater ranges.

Blasters are possibly the most damaging weapon class in the game between traditional weapons. They have relatively high damage modifiers, but also enjoy rapid refire and decent tracking. However, the range on blasters tend to be abysmal, forcing users into extreme close quarters. Since blaster-fitted ships tend to be sitting ducks if caught outside their optimal range, it is recommended to make sure that one has the speed required to close any gap between your ship and the target quickly enough.

Railguns, on the other hand, are arguably the best fleet battle weapons in the game. They do not suffer from the lower damage-per-second of their Artillery cousins, although they have considerably lower alpha strikes, have excellent optimal ranges and better tracking than Artillery guns.

One thing to note is the considerable capacitor consumption of hybrid turrets. While it is lower than that of laser turrets, neither Gallente nor Caldari ships get any sort of capacitor use reduction bonuses like the Amarr, and their base capacitor values tend to be lower. Blasters especially wolf down energy per shot, which only comes on top of the regular energy consumption of any speed modules a pilot might fit to deal with the stunted range. Because of this, weapon energy consumption is a very real factor when using hybrid turrets, like with lasers.

V. Turret Skills

A large number of skills affect the performance and statistics of turret-based weapons, all of them in the "Gunnery" skill sub-group. The base skill for all turret-based weapons is the Gunnery skill itself, which gives a 2% bonus to all turret rate of fire (refire) per level.

Base Turret Skills

There are twelve base turret skills in EVE, with four per turret type; small, medium, large and extra large. These weapons are intended for frigates, cruisers, battleships and capital ships, respectively, although you can always "downsize" your weapons. That is, there is nothing stopping a battleship from fitting a frigate-sized turret.

All base turret skills give a 5% damage bonus per level to their respective type. The Medium Hybrid Turret skill gives 5% damage bonus per level when using either medium-sized railguns or blasters, and so forth.

Turret Performance Skills

There are six turret performance skills in EVE that affect the base characteristics of all turrets. These are:

- Controlled Bursts - 5% reduction in turret capacitor use per level
- Motion Prediction - 5% increase in turret tracking per level
- Rapid Firing - 4% bonus to turret rate of fire per level
- Sharpshooter - 5% bonus to turret optimal range per level
- Surgical Strike - 3% bonus to turret damage per level
- Trajectory Analysis - 5% bonus to turret falloff per level

Turret Auxiliary Skills

There are two Auxiliary skills that affect the fitting requirements of both turrets and missile launchers, called Weapon Upgrades and Advanced Weapon Upgrades, that affect the CPU and Powergrid use of turrets, respectively.

- Weapon Upgrades reduce the CPU requirements of a turret by 5% per level. This can be extremely useful, as turrets tend to be rather CPU-intensive.
- Advanced Weapon Upgrades reduce the Powergrid requirements of a turret by 2% per level. This is an advanced skill, has a high training multiplier and requires lvl 5 in Weapon Upgrades before training.

Turret Specialization Skills

There are eighteen Specialization skills in EVE, two per turret type (Medium Hybrid Turrets split into Medium Blaster Specialization and Medium Railgun Specialization). These are prerequisites for the use of tech 2 turrets, and all of them require lvl 5 in their parent weapon skill. Note that there are no Capital Turret specialization skills.

All Specialization skills grant a 2% bonus to damage per level to their respective tech 2 turret types (Medium Railgun Specialization grants a damage bonus only to tech 2 medium railguns, such as the 250mm Railgun II).

VI. Turret Ammo

Turret Ammo is grouped into twelve groups, by size (small, medium, large and extra large) and turret type (laser, hybrid and projectile). All ammo groups contain a gradient of ammo that spans from close-range to long-range. For example, Antimatter Hybrid Ammo has a -50% range penalty but very high damage, while Iron charges has a 60% range bonus but low damage. In between is a score of other ammo types that have varying range modifiers and damage. Every ammo sub-category contains eight ammo types.

All hybrid turret ammo does a mix of Thermal and Kinetic damage, the ratio between the two damage types depending on the ammo itself. It is generally split into damage and range ammo, with damage ammo typically used in blasters and range ammo going into railguns. This is not a rule, however, and damage ammo is often used in railguns for medium to close-range encounters. Get used to the fact that whatever ammo type you put into blasters, however, your range is always going to be somewhat lacking due to the low base values involved.

Laser crystals, like hybrid ammo, only do two damage types; thermal and electromagnetic (EM). Unlike hybrid ammo, however, they are not consumed when shooting, and can be instantly replaced with crystals in the cargo hold. The damage ratio between crystals can vary greatly, and it is always a good idea to study the ammo you are carrying in any case.

Projectile ammo, quite unlike the other two ammo types, can do a multitude of damage types. Every ammo does two different damage types, which gives increased tactical variety as damage can be alternated depending on the target's shield and armor resistances. When selecting projectile ammo, take note of the damage types involved, as well as the volumes you are going to go into battle with, since the consumption rate of projectile ammunition is high. This is especially true of autocannons.

Tech 2 Ammo are specialist ammo types only usable by Tech 2 turrets. These types split into further two groups (numbering a total of eighteen), with medium Advanced Blaster Charges only being usable with Tech 2 Medium Blaster Turrets, et cetera. Every T2 ammo sub-category has 2 types, one ranged-centric ammo and one damage-centric.

Also, unlike their Tech 1 variants, Tech 2 ammo also confer disadvantages to your ship or turrets. These can be a reduction to turret tracking, to your ship's capacitor recharge rate or your ship's velocity, or any number of things. Note that these disadvantages often stack, meaning that 5x 250mm Railgun II's fitted with Javelin M ammo confer a 53% penalty to your ship's shields and velocity (14% penalty per gun, $[0.86 \wedge 5 \text{ or } 0.86 * 0.86 * 0.86 * 0.86 * 0.86] = \text{end multiplier of } 0.470$). The turret-specific penalty is only per turret however, so every 250mm Railgun II turret would only receive the base 25% penalty to tracking.

Weapons 101 – Missiles

By: Sham

This guide is meant as an introductory overview of the different missile launcher types in EVE, comparing the basic strengths and weaknesses of all missiles, basic skills that affect their performance and general tips of usage. Also be sure to check out the [flash-based guide](#) on the official EVE website, which demonstrates in detail how things like explosion radius and explosion velocity work.

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I. Introduction to Missiles

In EVE, missiles are propelled damage dealers launched from a missile bay. They differ from turrets in that they always hit if they manage to reach the target, and the fact that they have to physically reach the target in order to inflict damage, as opposed to the instantaneous hits from turrets. The Caldari specialize in missile platforms, while the Minmatar also utilize missiles greatly as secondary weapon systems.

In EVE, missiles generally do lower but more consistent damage than turrets. Since they are not constrained by all the hit formulas turrets suffer from, missiles can be extremely effective if used right, especially in regards to size difference between missiles. Also, missile bays can load any damage type, making missile-based ships often more versatile than their turret-clad cousins.

General missile characteristics are as follows:

- Rate of Fire (*launcher*)

The rate at which the missile bay fires missiles. This value is affected by skills and modules.

- Maximum Velocity (*missile*)

The speed at which the missile travels. This is a base value that is affected by skills, and sometimes by the ship flown. Guided missiles are generally much faster than unguided.

- Maximum Flight Time (*missile*)

How long the missile can fly in seconds before it disappears, provided it does not reach its target first. The maximum range of

a missile can be calculated by multiplying this value with the missile's velocity. This base value is affected by skills.

- Damage (*missile*)

Base damage of the missile itself. This value, unlike with turrets, is not affected by the missile bay itself. It is affected by several skills and modules.

- Explosion Velocity (*missile*)

The "speed" of the missile's explosion. If the target's velocity is greater than this explosion velocity, the damage of the missile is reduced (the target "outruns" the missile's explosion). This value stacks with explosion radius.

- Explosion Radius (*missile*)

The explosion radius of a missile determines how effective it is against differently sized targets. To determine how this value affects a missile, EVE compares the missile's explosion radius with the target's signature radius. If the ship's signature radius is greater or equal to the missile's explosion radius, there is no change. However, if the ship's signature is lower, the game reduces the missile's damage by the appropriate percentage, meaning that the larger the missile used on a small target, the less effective it will be in damaging it. This is a linear relationship, meaning that the exact percentile difference between the explosion radius and signature radius is also the amount of damage reduction. This value is affected by skills, but only on guided missiles.

Example: A missile with an explosion radius of 400m is fired upon a ship with a signature radius of 150m. As 150m is 37.5% of 400m ($[150/400 = 0.375]$), the damage of the missile itself is reduced by 72.5%

II. Guided Missiles

Guided missiles in EVE are split into three size categories; light, heavy and cruise missiles. These missiles are all long-ranged, agile damagedealers for their size classes, effective at sniping but lacking the punch of unguided missiles. They are fired from the Standard, Heavy and Cruise Missile Launcher, respectively.

The main purpose of the guided missile is to track and hit small, fast targets at ranges where the target cannot fire back. Because of their ability to damage a wider range of ship classes thanks to a lower explosion radius and greater velocity, guided missiles such as cruise missiles are often regarded as a "safer" option than the slower, more damaging torpedoes. However, guided missiles may often lack the punch to overcome the stronger tanks.

III. Unguided Missiles

Unguided missiles in EVE are split into four size categories; rockets, assault missiles, torpedoes and citadel torpedoes. These missiles, like guided missiles, fit into the general ship size categories in EVE; Rockets are fired by Rocket Launchers and are designed for use by frigates, assault missiles are used with Heavy Assault Launchers and excel against cruisers and larger targets, Torpedoes are fired using the Siege Missile Launcher and are most effective against other battleships, and Citadel Torpedoes are the only capital-sized missile class in the game, used with Citadel Launchers.

Usage of unguided missiles tends to be trickier than guided, due to their limited speed and range. Also, since their relatively high explosion radius isn't affected by skills, they have a tendency to be much less effective against smaller targets. Also, while unguided missiles can do massive damage, they rarely outstrip the sheer damage potential of turret ships. On the other hand, their damage output is far more consistent than that of turrets due to the lack of hit formulas on missiles, so their actual damage can often be higher than on close-range turret ships.

With that in mind though, it is worth noting that torpedoes can have an effective range of up to 55km, which far outstrips that of large Blasters and Autocannons, while rockets can reach up to 7km and assault missiles edge over 10km.

IV. FoF and Defender Missiles

F.O.F. (Friend or Foe) and Defender missiles are two specialist sub-classes of missiles in EVE.

Defender missiles are light anti-missile rockets that can be fired from all missile launchers in EVE. They are designed to intercept and neutralize incoming rockets, although in some cases it may need several defender missiles to destroy one incoming missile (such as torpedoes and cruise missiles). Defender missiles target incoming warheads on their own, and will not fire unless a volley is incoming, at which point they will autofire until there are no more missiles to target or manually stopped. They are generally most effective when used with the cruiser-sized Assault Missile Launcher, due to its high refire rate and the larger capacity when compared to Standard Launchers.

FoF Missiles are "fire and forget"-type warheads, mostly used when the missile boat has been jammed or cannot target an enemy for any reason. When activated, the FoF missile will fire and target the nearest hostile ship or drone. Although useful when completely locked down, they are rarely used due to the lack of control the user has, as well as the fact that they do less damage than their guided counterparts.

V. Missile Skills

A large number of skills affect the performance and statistics of missiles and missile bays, all of them in the "Missiles" skill sub-group. The base skill for all missile launchers is the Missile Launcher Operation skill, which gives a uniform 2% rate of fire bonus on all missile launchers fitted.

Base Missile Skills

There are nine base missile skills in EVE; three guided missile skills (light, heavy and cruise missiles), four unguided (rockets,

heavy assault missiles, torpedoes and citadel torpedoes), and two specialist skills (FoF missiles and defenders). All these skills give a 5% damage bonus per level to their respective missile type, save for the skill Defender Missiles, which gives a 5% velocity bonus to defender missiles.

Missile Performance Skills

There are five missile performance skills in EVE that affect the base characteristics of all missiles and launchers. These are:

- Missile Bombardment - 10% increase in all missiles' maximum flight time per level
- Missile Projection - 10% increase to all missiles' maximum velocity per level
- Rapid Launch - 3% reduction on all missile launchers' rate of fire per level
- Target Navigation Prediction - 10% decrease in factor of target's velocity for all missiles per level
- Warhead Upgrades - 2% bonus to all missile damage per level

The following skill only affects guided missile (light, heavy and cruise missiles):

- Guided Missile Precision - 5% reduction to guided missile explosion radius per level

Missile Auxiliary Skills

There are two Auxiliary skills that affect the fitting requirements of both turrets and missile launchers, called Weapon Upgrades and Advanced Weapon Upgrades, that affect the CPU and Powergrid use of missile launchers, respectively.

- Weapon Upgrades reduce the CPU requirements of a turret by 5% per level. This can be extremely useful, as missiles tend to be rather CPU-intensive.
- Advanced Weapon Upgrades reduce the Powergrid requirements of a turret by 2% per level. This is an advanced skill, has a high training multiplier and requires lvl 5 in Weapon Upgrades before training.

Missile Specialization Skills

There are six missile specialization skills in EVE, one per main missile type (there are currently no specialization skills available for FoF missiles nor defenders). These skills are the prerequisite for use of tech 2 missile launchers, and all of them require lvl 5 in

their parent weapon skill (Torpedo specialization requires lvl 5 in torpedoes, for instance). Note that there is no citadel launcher specialization skill.

All specialization skills grant a 2% bonus to the respective launcher's rate of fire (Cruise Missile Specialization grants a ROF bonus only to Cruise Missile Launcher II).

VI. Missile Ammo

All missile types have 4 basic versions, one for each damage type. No missile does more than its one damage type. There is generally no difference in the stats between the various damage type missiles - they all do the same damage and at the same speeds. As such, tactical decisions between ammo types are limited to the damage type the pilot wishes to do.

Tech 2 missiles (used only with t2 missile launchers), like turret ammo, fall into two categories; range/accuracy and damage.

On guided missiles, the two categories are named Fury and Precision. Fury missiles do higher damage at the expense of significantly reduced flight velocity, which limits their range greatly. On the other hand, Precision Missiles have half the explosion radius of their t1 counterparts with no reduction in damage or range.

Unguided t2 missiles split into Javelin and Rage. Javelin unguided missiles have most of the flight characteristics of their guided counterparts, if not better; i.e. a Javelin Torpedo will fly as fast as a regular cruise missile, but for 5 seconds longer. They also have higher explosion velocity and lower explosion radius, making them that much more effective against smaller targets. Rage missiles, on the other hand, do a lot of damage - 50% more damage to be exact. However, they are even slower than their t1 versions, less than half the explosion velocity and double the explosion radius, making them inefficient against small or even same-sized targets (rage heavy assault missiles tend to be more effective against battleships than cruisers, while rage torpedoes are usually only used on capital ships or battleships that have been lit up using several Target Painters, thereby artificially inflating the target's signature radius).

Also, unlike their Tech 1 variants, Tech 2 missiles also confer disadvantages to your ship or missile launchers. This disadvantage is uniform; damage-type t2 missiles incur a penalty to capacitor recharge rates, while range/accuracy missiles give a penalty to velocity. The actual values of the disadvantages differ between missile classes (Rage Rockets give a 45% penalty to cap, while Rage Torpedoes give a 20% penalty to cap).

Note that these penalties stack, meaning that 4x Cruise Missile Launcher II's fitted with Fury Cruise Missiles give a total of 107% penalty to capacitor recharge (20% penalty per launcher, $[1.2 ^ 4 \text{ or } 1.2 * 1.2 * 1.2 * 1.2]$), meaning that the capacitor recharge of the ship will be reduced to 0 (the extra 7% are discarded) as long as there are fury cruise missiles fitted into all four launchers.

A Guide To Drones.



By: Keitaro Baka

Before I start I should probably mention i'm a drone purist, the only reason I have a laser on my domi is to aggro rats (and laser means no ammo, always useful) and I now have about 5.3M sp in drones (also I can't use fighters, so these are pure drone sp). Now that I have sounded arrogant enough to say I know a thing or two about drones:

I know a thing or two about drones. I'm gonna limit this story to drones and non-capital ships, ie no fighters and carriers/moros stuff here.

- **First things first, the ship..**

Gallente have most of the drone shippies, although the amarr have a couple drone beauties too, and certain other ships work well with drones (for instance a Typhoon).

There can however only be one king and for me that is the Dominix: this cheapest of battleships has a dronebay of 375 (something that the Ishtar can only achieve with lvl 5 HAC and the Eos can't even get with lvl 5 Command Ships..). I suppose the Ishtar is a close second, but with 2 low slots less and lacking the ability to put on heavy nos (something very useful for drone purists), I firmly believe the Dominix at it's lower (and insurable) price, quicker to learn BS lvl 5 and BS sized fittings is your best bet overall.

Now there are ofcourse many situation where you would rather have a HAC or Recon cruiser, but at that time you will probably already have 5M sp in drones.

- **Secondly, the skills..**

Time for the skills. As mentioned before, tech II drones are very easy to learn. T2 medium drones are however (at this time) horribly expensive, so before you go off to learn t2 drones lets get some things straight. T2 drones improve your dps considerably. I ran some tests when i could first use t2 meds and my finding was:

A Tech II drone will do hits comparable to a tech I drone of one class higher. A tech I heavy drone hurts as much per shot as a tech II medium drone. Drone dps is however not just related to damage per second while shooting. A medium drone has a higher rate of fire, but is also faster, a lot faster, and drones need to travel a lot when clearing a group of enemies. I know for a fact that 5 random t2 light drones clear a room of frigates, cruisers and battlecruisers faster than 5 t2 ogre heavy drones.

So don't be afraid to use t2 light drones at first. Your ship will need to be able to tank a lot anyway, and light t2 drones are incredibly fast and have such a high rate of fire, most rats won't be able to tank anyway. You will also be doing easy criticals more often, so your dps should be near optimal all the time vs the bigger targets.

Back to the skills:

Drones – **lvl 5 is a must** really

Drone interfacing – **lvl 4 is a must, lvl 5 is really really really good** (sure it takes a while but consider the impact of 20% extra damage, that's 2 levels of most of your ship skills on a drone ship..).

Combat drones – **lvl 4 is a must if you plan to use light and medium drones much** (which you should)

Scout drones – **lvl 5 is a must**, you start with 20km control range, 5km for each lvl of this skill is not only useful, the skill at 5 is needed to get t2 drones

E/W drone operation – useful skill, but one drone link module gives 20km, lvl 5 on this skill only gives 15km drone control range..

Drone navigation – sharp double edged skill: makes your drones MWD faster, but it also makes them overshoot more, this thread is interesting on this skill

Drone sharpshooting – the second double edged skill, far less than the first tho.. It improves your drones optimal range, I'll talk about that later, but it can lower your dps in certain scenarios..

Drone durability – funny, helps a bit, **train it to lvl 4 if you have spare time**, but drones pop easily, this skill will not be the tie breaker against experienced people.

Then the big ones.. will you go for heavy drones or sentry drones.. in my honest opinion the ranking is a bit like this:

Heavy tech II drones >> Sentry drones > Heavy tech I drones

So yes, t2 heavy drones are the wtfpwnz0rbbqgrill of drones, but if you can't use em, substitute sentries iso heavy tech I..

I feel that sentry drones are great for pve and have their uses in pvp. My domi never leaves station without 'em (I tend to take wardens, since they are the long range type and kinetic damage is usually pretty good, and I also have a tech II heavy drones for short range. Before I had those I just used 5 wardens and 5 gardes and assorted t2 combat drones. For more info on sentries, check here).

So in time you're looking at:

Sentry drones – **lvl 4**, lvl 5 is optional and unless we get tech II sentries (please) really only if you use sentries a lot (as in you have a sentry drone dmg rig on aswell).

Heavy drones – **lvl 5**, without question, only use tech II heavy drones, tech I are for suicide Megathrons and even they should carry sentries in my opinion.

And of course there are the specialisation skills, **get them all and all to lvl 2 or 4**, one of the reasons drones are so hard hitting is because you can choose specific damage types, so you will want tech II drones of all types available to you (heavy t2 drones require the specialisation skills at lvl 4) and the skill gives another 2% dmg bonus to the drones that need the skill, 8.5M iskiies in the faction regions.

NB: the Advanced drone interfacing skill is ONLY useful for carrier pilots, the mod you can use with it is just for carriers.

• **Third, 'how do I use drones', in a nutshell**

Well to start you will need to know your enemy. Basically lets start by dividing this section into pvp and pve, starting with pve.

The useful thing about fighting pve is that you (should) know exactly who they are and how their tank works, ie what kind of drone to take. Again I have to insert some personal experience here:

Just because a rat is weakest on EM, doesn't mean you should bring EM drones. Unlike missiles (because lets face it, drones are a lot like missiles in that they only do one type of damage, take time to reach the enemy before they do that damage, and can be killed before they do damage) drones have dmg multipliers. Take for instance a EM drone vs a Thermal drone .. The em drone has higher tracking and higher velocity (very good) but the thermal drone has a higher dmg multiplier (think 50% higher). In most situations the Ogre II will be a better pick (most EM weakest rats have Thermal as the second lowest resistance).

I should mention here:

Amarr drones do EM damage, are fast and have decent hitpoints
Minmatar drones do Explosive damage, are beyond fast and do good damage
Caldari drones do Kinetic damage, have high shield hitpoints (will talk later on the benefits of this)
Gallente drones do Thermal damage, slow but do the best damage

The sentries not only have this setup, but add different ranges, **30, 40, 50** and **20 km** base optimal iirc. Also, although they have an activation range of 250 km, sentries very rarely do any damage beyond 100km. More on activation range later.

Now you know your enemy and have picked you drone: **Lets talk aggro**. Most of you will know what aggro is, but for those of you that don't: A ship that commits an aggressive act on your ship is considered aggroed to you. Similarly are you aggroed towards and enemy by an aggressive act. The red blinking targetting brackets in EvE are the indication here.

Lets not be comfortable with rats shooting our drones (although it can be a valid tactic, i know my sentries have taken a lot of rat aggro) and try and avoid mass aggro in mishes (missions). In some missions you will get jumped on by the entire room just for launching drones, no way to avoid that. Not shooting rat sentry turrets and structures is a good way to start and I like to get aggro on me before unleashing the drones. This means bringing something that is considered an aggressive act to get those rats going. If you use guns, any gun will of course do. If you don't there are other options. Sticking a small/medium laser on is a great way, they don't take ammo. A target painter is also useful, but takes up a med slot, while it's usually the high slots you have spare. Webbers and nos have a max range and are therefore not really useful to cause aggro.

It does happen sometimes that you have one group aggroed and are having fun (afk?) watching your drones ignoring your commands, when suddenly you see the shields on one or more of your drones vanish.. this means your drones have somehow attracted aggro. This could have happened because they came too close to a different group (although in some missions I've seen mine kill a rat that has flown inside a non-aggroed group without any consequences, so it's a bit random). **Sometimes it's best to retrieve it (return and dock), sometimes it's best to immediately attack the rat that is shooting them.**

Drones are very easy to hit while flying (mwd on drones works the same as on ships, exploding sig radius) so chose carefully. Since they orbit at short range they are hard to hit when attacking, especially for long range rats.

Medium tech II drones rip through frigates like a mega pulse through butter, but like I said they are quite expensive and relatively slow compared to light t2 drones. For pve I therefore recommend using light t2 drones on anything that uses drones as secondary weapon (Raven, Megathron, anything with the large high dmg weapons that will have trouble with frigates). An added bonus is you can usually bring back up light t2 where a raven for instance can only carry 5 medium drones..

I also recommend light t2 drones for the domi pilots that use heavy tech II drones. If you use sentry drones I recommend using medium t2 drones, since even Garde sentry drones will have a lot of trouble killing cruisers circling within 25 km. And here we come to the afore mentioned problems the Drone sharpshooting skill can cause: I have it trained up quite high to make sure my Wardens kill anything within 100 km, sadly this also means my Gardes prefer 30km iso 20 km. They still rule for shooting stationary targets as close as 2 km, but moving targets have to be BS size to be hit nicely. Like I said, once you have tech II heavies, this isn't a problem, 25 km is a workable distance for these drones and the dmg output is great.

The auxiliary drones are useless in pve unless you're remote repping someone. The webber

drones are large (25m³ each) drones and could therefore be used by a blasterthron in mishes (to compensate the lack of mwd).. but who does that anyways, just bring rails and combat drones.

So now pvp.. I have to be honest here and say my pvp experience is old apart from the occasional rabble in empire. But I have been talking to a lot of people and seen/heard many ideas/tactics.

Drone ships aren't in fleets. Many a fleet commander forbids it, and when you think about it, it makes sense. Drones cause lag, you can't warp instantly without losing your drones and unless you are using sentry drones, they have to travel to the enemy to start hurting them. If you do use sentries their maximum range is 100km (basic stuff really, check the tracking guide for more info, but basically guns don't do much outside optimal+fallof), which is usually not enough for fleet combat. It also means using at least 2 drone links to be able to get 100km control range, which means 2 less big guns. Bringing a domi to a fleet means you will most likely be the repair guy (and why not, you can fit a full rack of both shield and armour maintenance drones, large ones at that).

Small gang pvp: well you do see the drone ships here, but to be fair you see all sorts in small gang because people become creative. I usually think of small gangs as being nimble and easily redeployed, which can be a problem with drone ships, but the Ishtar is a great HAC and performs very well in small gangs. The Ishkur is a rat ship in my opinion because of the lack of drone dmg bonus and the small drone bay (not even 2 full sets of 5 tech II lights when you have lvl 5 assault).

The Curse and Pilgrim are great drone ships and have the natural strength of drone dmg ships in their bonus. The sucking of the cap, the draining of energy, Nos and Neut. When you can use drones as your main weapon, you get free high slots. Energy is important, so important that most pvp BS won't leave dock without a cap injector and every square cm of cargo left after ammo stuffed with cap charges. This brings us to the dreaded Nosdomi (the Vexor has been used in a similar way, but lacks the staying power).

Used mainly in solo pvp, the **Nosdomi** has been referred to as the 'Iwinbutton', Solopwnmobile' and what not in recent years. Since ecm was introduced to the nerfbat however, the Nosdomi has evolved. Many current Nosdomi's use a dual repper setup, with heavy injector and an array of medium nos (powergrid issues) with tracking disruptor/remote sensor dampener to help keep themselves and their drones alive. Many have been training the tech II large blasters to use 'the other' bonus on the domi, although this takes an awful lot of skills (again with the fitting).

The operating range of these vessels is very short. You want to be within webber and medium nos range (12km with good mods, 10km with regular stuff). This has as a bonus the drone drag 'n drop tactic: You drop your drones on target, as soon as they get fired on, you retrieve and re-drop them with full shield (sweet stuff, the only reason drones can still be considered viable weapons in pvp tbh, and this makes the caldari drones with their relatively high shield hitpoints great for this tactic. Most of the damage will be instantly healed by this tactic, your drones live longer..).

What people who .. utter their concerns about this, repeatedly .. don't seem to realise, is that this drops a domi's dps considerably. If i'm hugging the enemy I can usually have them in and out within 5 seconds.. that's 2 missed salvo's. Another considerable bonus to being on top of your enemy in the fight is that you are the closest target, meaning FoF missiles will hit you and not your drones.

I'm very much against gate camps, but I understand the need to protect territory, so what I would like to see is some creative drone usage. Have sentries hanging several km from the gate while you are on top of it. You will be a huge tackler for them, see em rip through anything once you have double webbed it. Sentry drones are cheap and with the warp-to-0 possibilities you could use 'em in ways new and fresh :). They also have the hitpoints of a small cruiser on a domi, making them hard to pop and smartbombs will rarely reach them. Many people don't like them being static, I think it's a challenge..

That should be enough about the combat use of drones.

- Now for the most important thing, drone AI operation, useful for both drone users and drone fighters.

Drones right now (rev 1, Jan 25 2007) are bugged and bugged hard. They sometimes get stuck on each other when returning, causing them to hang outside scoop range, they sometimes forget your orders and just attack random viable targets, unlike any of the other weapon systems (not counting smartbombs) there are no t2 mods for them, no damage mod whatsoever, no implants

and not all t2 versions are available (sentry). You can't make short cuts for them, the UI is horrible (if you're in a gang/fleet and still want to keep an eye on your drones in space and the overview, best run 1600x1200 stuff), no buttons, no info on drones apart from the base stats (so no account of your skills, ship boni, etc.) the list goes on. Then there are the changes to drones where you can't use your maintenance drones on your own drones any more (argh!, change this back please!!).

But the most important thing is people get confused with what drones will and will not do automatically. So lets learn 😊:

- i. Drones that are within the control range of their controller will perceive anything that aggroes or has aggroed the controller, from any distance, as a viable target. It will be placed in the 'to do list'. If the drones are in attack mode they will work through this list at random until dead, the list is empty or they are put on 'return' (either to orbit or drone bay).
- ii. Drones that are idle (this is the state a drone is in after launch and after it has completed a 'to do list') will automatically attack anything that aggroes the controller, from any range. Drones that are returning and orbiting (this is the state they are in after you have recalled them to orbit you and only after that command) will only automatically attack anything the controller aggroes himself.

Please read these last things again and again until you understand them. This means that if you ever tell a drone to return and orbit it will not respond to enemy aggro anymore. It also means drones will attack outside your control range and/or lock range, something very useful in missions with those pesky sentry turrets outside your control and lock range, just drop some sentries to kill the last thing you can lock and is within control range, let them destroy it and watch as they kill those 95 km turrets. It can be used against the drone controller by luring his drones out of control range (tho difficult, it can be done).

Another often misunderstood thing is drone activation range or activation proximity.

Lets pick a drone to explain this with. The warrior II is the scourge of any interceptor, even a snake set will have trouble surviving these puppies with proper skills, just look at them.. so what sticks out:

Optimal range 1000m, activation proximity 1000m, orbit velocity 900m/s, max velocity over 5000m/s.. but what does it all mean for the drone..

A drone has several modes, or functions if you will. While in attack mode (doing the whole 'to do list') it will switch between several functions: the mwd towards target at max velocity, the shoot at enemy and the orbit enemy are the main ones here.

Basically, if the enemy is within activation proximity, the drone will perform the orbit and shoot functions. If the enemy is outside activation proximity it will do the mwd function.

Notice here the importance of the activation proximity: this is the orbit the drone will follow, no matter how big the optimal range!! This means some drones don't orbit at their optimal range and increasing it might be very useful or slightly harmful (again this could be related to critical hit chance when not on optimal range)!! If you check out the sentries you will see they have the 250 km activation range, which is also the capped lock range in EvE atm, so they will fire on anything that aggroes you within the rules mentioned above.

This also means that anything travelling faster than the orbit speed of a drone but slower than the max velocity of that drone can still be killed by that drone (although the drone will like it is learning to drive with the constant mwd-ing). **It is however a true mwd, so a drone will coast** (I know this is one of the problems fighters have) **and can therefore easily overshoot the enemy**, meaning a drop in dps due to not shooting efficiently or not shooting at all for a few secs.

Alright, that should be about enough for now, if anyone has extra info or I made a mistake, lemme know in here or in game, I'll try and rectify it asap. I'll leave you with a few useful tips:

1. **Your ship is not your pod, and your drones are not your ship.** I have never been in a situation where it was worth it to stay just to get my drones back, while in a burning ship with a broken tank. I know it's hard but just leave them behind if you feel like you need to get out.
2. **Know the limits of your drones and ship,** know when to let your drones run free and when to command them.. these days I just use my heavy t2 drones in lvl 4 mishes to kill everything, controlled BS destruction and then I let them free roam the rest: it goes faster that way, but make sure you can tank the whole room if you do that..
3. **With drones, more is better,** only after that is bigger important, and sometimes you would rather have small. A full set of lights will do better than 2 meds and 1 light or 1 med and 3 lights, not to mention 1 heavy. After that you can vary if you want, but remember, with drones being the only weapon system that can be destroyed (quite easily nowadays if you know what you're doing), spare drones are good if they are you're only means of attack.
4. fly safe and take care of your drones 😊
5. When starting a thread don't make it into an essay 😞

Attributes & Skills

By: Tripoli

Getting Started

When you create your character, there are five attributes allocated to him/her. The names of these attributes are: **Intelligence, Perception, Charisma, Willpower, and Memory.**

As you select certain schools and specializations during character creation your attributes are tailored to reflect what would generally best suit those specialties. For example, a scientist should have higher Intelligence and Memory. A fighter will tend have higher Perception and Willpower. A trader will have higher Charisma, and so on.

Attributes affect your training times for skills. Nothing else.

These attributes are the most important factor to consider when training skills. All skills have a primary and a secondary attribute that apply to them. You can see that information by right clicking on a skill in your character sheet and selecting "Show Info." Only the two attributes listed for a skill will affect how long it takes you to train that skill. The higher your attributes are for a skill, the faster that skill will train.

If you have a lower attribute as the primary attribute of the skill you wish to learn, the training time for that skill will be longer than if you had a higher attribute. Your attributes can make a *very* significant difference in the time it takes you to train a skill.

The attribute setup you get at creation will have a big influence on what skills you can train quickly in EVE. If you create your character to be a fighter, Perception will probably be your most important attribute. High Perception means it will not take you very long to learn gunnery skills and command skills, but it does mean that if you suddenly decide to change your career path and move into research, for instance, then your attributes won't be as good as you'd like and it will take you longer to train those types of skills.

Learning Skills

You are not stuck with the attributes you get at character creation; however, they will forever determine which skills your character will potentially train the fastest. It is possible to improve your attributes by training the various "Learning" skills. There are eleven learning skills: Two for each attribute and a general learning skill that adds 2% to your attributes per level.

There are 10 skills that increase your attributes by 1 full point per level. The so-called *basic* set includes "Analytical Mind," "Empathy," "Instant Recall," "Iron Will," and "Spatial Awareness." The so-called *advanced* set includes "Clarity," "Eidetic Memory," "Focus," "Logic," and "Presence." By using these attribute-enhancing learning skills it is possible to increase your base attribute by up to 10 points each. The Learning skill adds an additional 2% to your attributes per level. EVE does not display decimals after your attributes, but they are there and they do matter. If you are considering playing the game long term then the learning skills will save you lots and lots of time, allowing your character to progress much more quickly.

Guide to Jamming (Electronic Warfare)

By: Ryysa

Part 1: How the jamming works after EW patch.

When before the EW patch, you only had to stack up enough jammers to go over someone's sensor strength, now it's different... there is a percentage chance of jamming now.

Let's say we have a blackbird with a multispectral jammer (from now on referred to as "Multis"), with a jamming strength of 4 (assume the person has no skills trained whatsoever). He goes up against a ferox (which has a sensor gravimetric sensor strength of 19), his chance to jam the ferox with that one jammer is $4/19 * 100\% = 21,1\%$

So the formula for calculating the jamming percentage is

*[Jammer Strength] (divided by) [Target sensor strength]
(multiplied by) [100%]*

Now let's see what happens if this same ferox gets jammed by a non-named T1 gravimetric jammer (Spatial Destabilizer I) by a person who has no skills to boost the jammer. This jammer would have a jamming strength of 6.

$$6/19 * 100\% = 31.6\%$$

This is considerably better, however let's see what happens if we jam someone with the wrong racial jammer. T1 non-named Racial jammers (from now on referred to as "Racials") have a jamming strength of 2 towards all sensors, except towards the race's sensors they were designed to jam.

Wrong racial jammer calculation on the ferox:

$$2/19 * 100\% = 10.5\%$$

Conclusion: Racials are more effective, but you must know what you are up against, or just fit racials of every kind. I will cover this more later on in the skills section.

Part 2: Optimal, falloff, wtf?

As you probably noticed, jammers now also have an optimal range and a falloff range (both of which can be increased by skills, but more to that later on).

The falloff works pretty much the same as the falloff of the guns.

For example: Let's say you have an optimal range of 100km and a falloff range of 30km on your jammer. This means that at a range of 130km your jammer will only hit 50% of the time. At 160+ km it will not hit at all...

Here is a formula to calculate jamming chance, taking in account the optimal and the falloff range.

Taking the previous formula into account:

$$\frac{[[\text{Jammer Strength}]] \text{ (divided by)} [[\text{Target sensor strength}]] \text{ (multiplied by)} [100\%]] \text{ (multiplied by)} [[[Falloff*2]] - [[\text{Range to target}]] - [[\text{Optimal}]]]}{[[Falloff*2]]}$$

Note that this formula ONLY applies if the target is within the falloff range, if it's inside optimal range, then you can use the first formula, and if it's outside optimal+falloff, the chance is automatically 0. (Yes, i know i could have abs() and sgn() in that formula, but why make things too complicated...)

This formula applied to a Ferox with a sensor strength of 19, which is 130km from the jammer, being jammed with a multi, which has an optimal range of 100km, a falloff range of 30km and a jamming strength of 4 shows the following:

$$(4/19) * 100\% * (30 * 2 - (130 - 100)) / (30 * 2) = 10.52\%$$

Meaning it's only a chance of 10.52% to jam the ferox at that range...

Thx to Hoshi for a slight correction :)

Part 3: Skills affecting jammers

There are multiple skills that affect jamming, i will try list the most obvious ones of them.

1. Signal Dispersion, rank 5, 5% bonus to all ECM jammer strength per skill level.
2. Long Distance Jamming, rank 4, 10% bonus to optimal range of ECM, Remote Sensor Dampers, Tracking Disruptors and Target Painters per skill level.
3. Electronic Warfare, rank 2, 5% less capacitor need for ECM systems per skill level.
4. Frequency Modulation, rank 3, 10% bonus to falloff for ECM, Remote Sensor Dampeners, Tracking Disruptors and Target Painters per skill level.

There are also various bonuses of different ships, especially the Scorpion, but also the blackbird and the griffin.

1. Griffin: 20% bonus to Electronic Warfare optimal range per level. (no, it doesn't affect propulsion jammers.)
2. Blackbird: -5% bonus to ECM Target Jammer capacitor need and 20% bonus to ECM Target Jammer optimal range per skill level.
3. Scorpion: 5% bonus to ECM Target Jammer strength and 20% bonus to ECM Target Jammer optimal range per level.

Examples:

- A 'vanilla' blackbird with the person not having signal dispersion skill, jamming a ferox with a T1 non-named multi inside optimal range:

$$4/19 * 100\% = 21.1\% \text{ jamming chance.}$$

- A Scorpion pilot with lv14 caldari battleship, and lv14 signal dispersion, jamming a ferox with a T2 Spatial Destabilizer racial jammer:

$$10.368/19 * 100\% = 54.6\% \text{ jamming chance}$$

Draw your own conclusions.

Part 4: Personal recommendations.

I've been flying griffins, blackbirds and a scorp for a while now...

And generally I'd recommend using racial jammers over multispectral... and ofcourse T2 if you can afford them (they are a must tho).

Racials use less cap and have a longer range than multis. Which is a very big advantage.

Also check market prices, some people sell their 7.2 named racials cheaper than T2 versions of these, which also have 7.2 strength but eat more cap...

The only ship I would use multis on, is a scorp, since it has enough cap to run them, and with decent skills they are actually quite useful...

Okay now because every jammer actually has a fixed chance to jam something, NEVER put more than one jammer at a target cycling... I'll try to explain based on an example...

Let's say we are jamming 3 cruisers with multispectral jammers (to keep it simple)...

And let's also say we're using a scorp with 5 jammers.

Now the first thing we would do, is obviously lock all targets, and then put one jammer on each of them...

Assuming we jammed 2 out of 3 targets, we now use the 2 unused jammers to help the 3 used ones (keeping the 3 cycling all the time, one on each cruiser).

So we add a jammer onto the unjammed ship, let's say it's lucky and still doesn't get jammed, so we add another one...

As soon as it gets jammed, we take off everything but one jammer off the ship we just used 3 for... it's because the jammers will stay on anyway, and next cycle, the 1 jammer that is on it, might be enough, and you might need the rest to help jamming on another cruiser.

I'll make a fraps video at one point of this...

The only difference with racials is that if you have a rack of different ones (I'd use some racials and some multis as backups), you just stick 1 racial on each ship of the right race... and help with the multis.

Part 5: Probability theory for those who care.

From the math probability theory...

If we have an experiment that can only have two outcomes (a positive, and a negative one) while the chance of the outcomes is always fixed, Bernoulli's formula applies.

Example: What is the chance to jam a ferox with 5 T1 multispectral jammers on a blackbird without any additional skills?

$$\text{Individual chance per jammer: } 4/19 * 100\% = 21.05\%$$

The total jamming chance (let's use 21% for convenience):

- 1 Jammer of 5 hits: $5C1 * 0.21^1 * 0.79^4 = 0.41$
- 2 Jammers of 5 hit: $5C2 * 0.21^2 * 0.79^3 = 0.22$
- 3 Jammers of 5 hit: $5C3 * 0.21^3 * 0.79^2 = 0.06$
- 4 Jammers of 5 hit: $5C4 * 0.21^4 * 0.79^1 = 0.01$

- 5 Jammers of 5 hit: $5C5 * 0.21^5 * 0.79^0 = \text{insignificant}$

Which would make a total of 70%, as we are interested in options where from 1 of 5 to 5 of 5 jammers hit.

Ofcourse there is a way to do this much easier, but it's less illustrated...

$$0 \text{ Jammers of 5 hit: } 5C0 * 0.21^0 * 0.79^5 = 0.31$$

Opposite chance, $1 - 0.31 = 0.69$, which is 69% and is approximately the same as 70%, previously 70% was achieved due to a lot of rounding upwards

I'd say that 30% chance of not being jammed with 5 multis is pretty good =p

Part 6: Plain ship setups.

Scorp fleet setup:

Jamming Blackbird setup:

High: whatever you want
Mid: Sensor booster T2, 4 Racial T2, Multispectral T2
Low: Cap relays? 1600mm plate? RCU?

Explanation: i recommend warping this thing in at range and a bit after all other ships are in, as it can go boom really fast if a battleship decides to give it a nudge with guns.

Tackling/Jamming Blackbird setup:

High: whatever u want (nosf?)
Mid: 4x Multispectrals / 3x multispectrals + AB, Sensor booster, 20km scrambler.
Low: cap relay? rcu? 1600mm plate?

Any other ship setups are welcome :)

For a griffin, i can't really give you anything, since not a lot of people fly it, and it's really fragile...

The only thing i see it doing is:

High: whatever
Mid: AB/MWD, 20km scram, sensor booster, 1x multispectral.
Low: cap relay

Explanation: can't run this for a long time, but can lock quite fast and catch stuff at gates... and then jam them if it gets lucky... so yeah.... get something for your luck :)

Guide to suicide ganking

Written by: The Recharger

Some of you already know how it works have it done already, this guide is basically a compilation of my own experience doing suicide ganking. Most of it is based on doing it solo. The idea behind doing suicide ganking is trying to kill before you get killed. In high secure this translates into trying to kill your victim before concord shows up. In low sec and 0.0 it means kills as many as possible before they kill you.

My experiences are mostly from doing it in high security.

Before you think of doing it yourself you must have read the EULA: Repeatedly killing someone for no profit, aka griefing, is potential for a ban. Secondly evading concord is also.

To start with:

The kestrel ganker:

4x rocket launchers with foxfire ammo
1x scram
1x civilian afterburner
2x BCU

This ship on its own has potential to kill a mining bantam/probe/ibis in rens/jita before concord shows up on its own, so on its own its not that powerfull. However in a pack of say 5-6 it can take a retriever down and with a couple more a covetor and even a mackinaw. The kestrel is only to be used in belts as sentry guns will insta pop them. A kestrel ganker also has potential for killing a POD in high secure. I actually used one when my main had a high bounty. Pod him jita and claim the bounty for yourself.

Foxfire rockets and in general thermal ammo will be your prime damage, as shield and armor have the lowest overall resistance in thermal damage.

The destroyer ganker: ship of choice is catalyst

7x neutron blasters with antimatter s ammo
1x scram
3x magnetic field stabs

This ship will deal allot of damage in a short time, has potential of killing an frigate and up to procurers in a 1 - .8 system even a retriever are a tier 1 hauler if your a bit lucky with wrecking shots. Pre kali this was a definite possibility, but with the hp boost its best to move to .6 are .5 to try kill a retriever solo with it. In a pack you can kill anything with it, if you just bring enough of them. Watch out with sentry guns though, they will most likely pop you in 1-2 seconds.

By now you will be asking yourself what is the time concord shows up? Well it varies but in a 1 to .8 system concord will be there in 13-16 seconds, depends a bit on the lag and the population in system. The reaction time also drops the lower sec you go.

The caracal ganker:

My favorite the caracal

5x heavy launchers (ammo will come back on later)
2x target painter (optional)
1x scram
1x web
2x BCU

If you hunt in packs you best use thermal ammo. The caracal is the ideal ship to hunt haulers with in high security in a pack. They are cheaply fitted and low risk on insurance. A group of 5-7 will take any t1 hauler down tank are no tank. Just make sure you have someone nearby to scoop the loot.

For solo the ganking caracal is good to take retrievers down in belts, you will have to load the first 2 missile launchers with EM ammo to take down its shield the remaining 3 launchers with explosive missiles to kill armor. That will happen in first round, second round will finish its hull. Might have to train rate of fire a bit, to be able to do this in 13 seconds.

A group of caracals is also good to take a mack down, are even a hulk if you just bring enough of them.

The brutix ganker:

7x heavy neutron blasters with antimatter M (use ions if u cant fit 7 neutrons)
1x passive targetter
1x ships scanner
1x cargo scanner
1x 7.5km scram
1x dmg control 2x EANS 1x magnetic stab for damage

5x hammerheads

This ship will deal loads of damage, good to go sit at a near trade hub and scan haulers as they fly by. Even with warp to 0 there will still be alot of haulers that afk travel with valuable cargo. Once you find a suitable target set of your drones and blast the ship away with your blasters. A tanked ship Iteron mark V/badger MK2 might give you some trouble so I try to avoid those and only go for untanked ships (somewhere those are the only ones that deserve to be killed), alot of them are worth killing. Take in consideration that at least 50% of the loot will die.

Have a friend nearby to scoop loot

The Smartbomb battleship:

Any battleship with 8 highslots will work with this

8x named thermal smartbomb, are a mix of em and explosive if you know ship HP of your target
3x heavy cap injectors with 800 cap booster charges if you plan to use it longer then 3-4 cycles
In the lows you can fit whatever you want armor tank if you do it in high secure, are warp stabs whatever.

The smartbomb battleship can be used for almost anything, you can set them off at a gate with alot of traffic and kill/pod everyone you can. Want to disrupt a mining operation? No problem warp in, set off your smartbombs and watch everyone go pop. Want to kill some macro's in macks? Train to energy pulse weapon lvl for this one btw. Setup near a group of macks and watch them go pop. Wanna kill a gate camp/ disrupt a agony unleashed class? Jump into a 0.0 choke wait until some inty's AF and tacklers orbit you within 5km and set off those smarties and have a good laugh. You can try use warp core stabs to get out (hint for empire pvp), but in a bubble 0.0 you'll prolly die anyway.

Hulk Takedown

For this u need pure dps
A blasterthron might work

7x limited mega neutron blasters (preferbly with faction antimatter)
1x torpedo launcher (you have 8 highslots)

2x web (target sgould not move)
1x 2 pt scram
1x target painter

6x named magnetic field stabilizer (near 8x dmg modifier with goodskills)
1x dmg control

5x Orge

An untanked hulk will melt with this setup, a tanked hulk will provide you with a very very though challenge. A blaster/drone domi, are an auto cannon apoc might also do the trick, although I haven't tried those yet.

As you see the possibility's are endless. All you need is a good imagination. I hope you enjoyed this little guide, and maybe learned something.

EDIT: The latest hot news item is freighter ganking, all *cough* that it takes is around 25 dps battleships, like autocannon apocs, blasterthrongs, blaster domis with orges, torps raven etc. It takes some good

coordination to take a freighter out, everyone needs to be inline to fire all at the same second because the second after it will be nothing but lagg. Preferred is the use of cheap t2 items to increase your dps.

Although there are some things to consider, whilst you will lose 400+ mill isk in unrecoverable insurance the victim loses 900 mill if he didnt insure his freighter + anything he is carrying. What I discovered when scanning for haulers to gank is that freighters rarely have more then 200 mill isk in cargo and are often empty. I think the likely hood of another freighter gank is not to happen very often, as for the most important reason it cannot be profiteble and you have a high chance of your loot being blown up with the ship, and only see it happen because some people want to have a prank with it or out of revenge.

Verone's Survival Guide : How To Survive A Ransom Attempt

It eventually happens to everyone who ventures into the belts in low sec space, or into 0.0 and there's little way to avoid it:

Player Ransoming by us Pirate Folk. 🏴‍☠️

Typically, the course of events in any given ransoming will unfold as follows:

The pirate(s) will warp in on their prey, and approach, tackling them, as soon as they're at the required range. Some pirates will attempt to ransom your ship, others will destroy it and attempt to ransom your pod.

The pirates who attempt to ransom your ship, will indeed bash it up a bit first, maybe into the bottom 25% of armor, just to reinforce that they will kill you unless you pay. The other type will destroy your ship, and tackle your pod before attempting a ransom.

In either case, a few pointers I'd give to victims are:

Don't smacktalk...

Like you, pirates can be sensitive to certain abuse... and will probably just kill you if you start being an obnoxious turd.

If you do get caught...

If you're tackled, and are being fired on, stop your ship, deactivate anything you might be using (i.e. weapons, mining lasers, call back drones) and wait for a conversation invite to negotiate a payment.

DON'T LOG OFF...

This is probably the lamest thing you can do in game, and **ANY** pirate who sees your ship or pod in front of him and your name vanish from local will not hesitate to kill you till you die from it, I personally mail the CEO of each member who logs off expaining the sinister light it's looked upon in eve, and how much damage it can do to a corp's reputation.

DON'T LOG OFF TO SAVE YOUR POD...

This has happened to me a few times, and I've happily sat for up to 2 hours on one occasion waiting for the person who did it to log back in. You warp back to your last spot, which in this case is where said pirate will more than likely waiting to freeze dry you just because of the fact that you logged out.

Don't spout off in Local...

Screaming "OMG WTF!!! PIRATESS!! HELPPP!!11" in local won't help you. If there are a few more in local, yes they might organise an attempted rescue, but you'll probably be dead by the time they get there, and the pirate will either be gone, or depending on his mental disposition, waiting for the rest of them to come so he can try and kill them too.

Don't Stall For Time...

Most pirates would see this as an attempt at screaming in corp/alliance chat for someone to come and help. Typically a pirate will give you 30 seconds, to one minute to transfer the ISK, if no payment is made, generally stuff explodes. The amount of time given varies depending on the amount of people in system, as well as the traffic passing through.

And now for something completely different...

FAQ's

What if I don't have enough ISK to pay the ransom?

Sometimes in this case, with younger players, an understanding can be met to pay the cost in other forms. For example you may be asked to pay a lower rate, depending on your time in game, or you may be asked to eject from your ship (if it isn't already in pieces), and that will be salvaged as payment for your safe passage.

What if you're shooting me and I don't want to lose my ship?

Make this known. Convo the pirate shooting at you and declare your surrender, and willingness to pay.

What if I am killed after I pay the ransom?

Contact the CEO, or Public Relations Director of the corp in question, as this should not happen. The sad reality is that sometimes it does, but any pirate with half a brain will release you on payment, or will find that he goes out of business very fast.

Eject my cargo... are you crazy?!?!?!?

Sometimes this is asked for too if the ransom price cannot be met. The jettisoned cargo, if of any value will be taken as payment.

In short, Be courteous, polite as your pirate will be to you and comply with his demands and he'll let you go.

Smacktalk and be abusive, and you'll end up dead.

The choice is yours.

Attrezzo's General Guide to Eve PvP

-Attrezzo Pox

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I. Introduction

First and foremost this guide is largely based on personal experience and may not be the perfect solution for anyone. Furthermore, if you have a problem with some of the strategies provided below trolling the forums won't make it any better. This is an open document and I invite anyone willing to properly correct the data to do so. Please make sure you reference this original document, not because I spent so much time on it and you respect me. Not because I'm afraid you'll take all the credit for my work, but simply because whatever you put in here may be completely wrong. Or perhaps whatever you erase from this document might be useful in triggering imagination in someone else that would help them come up with a new useful idea. At any rate, I've held a lot of this in for quite some time and I feel it's time to impart some of my thoughts on the eve public. This guide is a broad overview of how an entire corporation should work to make an effective fighting force in the eve universe, rather than individual player tactics, which vary so much it's not worth writing for free about them. So without further ado....

Eve PvP is not NPCing or spawn chaining. It's not quite like 1v1 either and it takes time and practice to get right. All the best skills and the best ships with the best modules won't help you at all if you haven't experienced battle. More easy kills in eve are due to panic and ignorance rather than a lack of skill points. That said, it's imperative for any PvP player to understand at their most basic level that fighting other players is the only way to get better. Practicing on NPCs doesn't help much at all. There are tricks and tips that you can only learn with practice. To illustrate this point, think about your keyboard controls. In a completely even battle the person who fires the first shot will be sure to win. That's an advantage that is easy to

understand. Key combinations like Ctrl+click in overview help you get the enemy before he gets you.

Here are some to play with:

- Ctrl-Click F1-F8 (top module row)
- Alt+F1-F8 (mid module row)
- Ctrl+F1-F8 (lowest module row)
- Set an Autopilot key(mine's Alt-A)

Here are some ideas to keep in mind:

- KEEP AN UPDATED CLONE
- INSURE YOUR SHIPS
- Pods warp instantly, it's likely you'll never need your clone, but always keep one. It's not worth the risk. Anyhow, if your ship is into structure get ready to warp to a planet or something. Pull up bookmarks or the jump menu. When you're blown up there will be a brief lag and anything you clicked on previously to warp to will clear. You'll have to re-click to warp.
- Try activating weapons BEFORE targeting when gate camping. This will target and fire in one movement. Remember to use overview it's much quicker. -Remember to turn off auto-targeting when using the above tip. Escape menu will show you that. If you don't you'll fire on the next target that targets you and you will die because of it.
- Ctrl-Click a player in overview will target that player/object... THIS DOES NOT WORK ON PODS
- Orbit distance in the Selected Item box (just above overview) can be set to whatever you want by right clicking the button. This is excellent for setting a perfect optimal weapon range, especially on frigs.
- Get used to clicking objects in space and using their drag menus. Once you start using them regularly things become so much faster. Everything can be done in one simultaneous movement instead of several clicks and drags. Keep in mind the above tips and tools take time to get used to. If your serious about PvP work on them all the time in everyday EVE. This will keep the strongest part of your character, your reaction time, sharp. Also get used to your chosen ship setups. Being intimately close to how to pilot your own ship really is the difference between 1337 and n00b.

II. Structuring for PvP

a. Building your Corp

If you plan to start a PvP corporation or even just setup a pirating ring among your close friends the following chapter contains useful planing tips. Mostly to do with human resources. First of all decide what your goal is. Do you have a corp already? Looking to protect yourself? Do you want to take 0.0 space? Do you want to be the best group of pilots in your alliance? At the foundation of your PvP play is going to be the players who fill their character's roles. Your corps' strength depends on your understanding of teamwork, and ultimately how well you used it. This is certainly important overtime. You need to find players who are interested in the same goals you are, or if they are not find players who you can create a symbiotic relationship with. Everyone needs to be able to help

everyone else out. This isn't to say that you shouldn't advertise for any player that will join your corporation. If you have the skills to manage all those players more power to you. But, you should take very cautious care in deciding who leads what. What group is online when etc. Make sure people "under" their leaders understand that it's not a statement of superiority, the concept behind organizing players is to more effectively act together. That's all. In fact, as I'll explain later, group leaders don't have to be people that have 23million skill point Gunnery concentrated characters. Also keep in mind that a variety of time zones is recommended. Don't worry too much about major battles on weekdays when everyone can't be on as this rarely happens with any meaningful amount of force. Most real war happens on weekends, and that means that people on the other side of the globe usually won't mind staying up a few more hours to be in a good fight.

At the paramount importance of effective group tactics is communication. This for most means a teamspeak server or the like. I personally won't fly with anyone who doesn't have a VoIP server. When organizing players in roles some steps should be taken to carry that over to your VoIP server. Currently the best I've seen is where people organize themselves in a general region of space... That's nice and whatever but a suggested alternative, and much smoother would be to give each group/squad/patrol whatever a separate channel. Using teamspeak as an example you might give commanders channel admin over their own channel so they can add their location to the title when necessary. If you are the CEO/Director of a PvP operation make sure to set up a whisper key-combo that will whisper to all of those group leaders. And those leaders should setup a whisper to the CEO/Director as well as a whisper to all of their group's members. In addition you should all set up another key combo to switch players to their group's channel. And allow channel commanders to drag players from teamspeak when there aren't enough players on to split up or whatnot. To illustrate a situation where all of this is useful consider the following.

Say your CEO gets information saying there's an incoming fleet of 20 battleships headed up to take your station. He whispers to all of the group leaders that he needs them to report to the office. Those leaders do so and report current actions/positions of their men. Groups 1,3, and 4 have members close enough to scramble 15 players total fleet size. Each commander whispers to his five available pilots who then get into their channels. From there the CEO gives orders to hide in systems near to your own as he is inside the station in a covert ops. He undocks and waits till the enemy is inside firing on miners and eventually they all get to the station and begin their siege. The CEO commands his army to hold at 1 jump from home. He lets the station take a good amount of damage, and the enemy is losing ammo. He realizes they are all bunched together as is usual with a siege. The CEO takes note of many of the enemy fleet's names and ages. Quickly he makes target lists for each group. He whispers to the commanders (now in their groups' channels) Their targets and finally to get their more tanked pilots to jump and line up to the station. The enemy only sees 7 ships in local and decides to check it out they split a bit and four pilots each head off to one of the four gates. As soon as the enemy ships enter warp, the CEO has the rest of your force jump in and the 7 tanked pilots warp to him at their optimal. The commanders have their forces warp in on the enemy at the station regardless of what the pilots scouting the gates do. Each group

calls it's own targets taking out two pilots in the time it takes the enemy to take out one. Additionally the enemy is improperly armed and not tanked well. They go down fast.

The previous situation is kind of far fetched. It takes forever to take a station even with 20 well fitted battleships most people wouldn't attempt it. Second the optimal group size in battle is 10-20 less than that and it becomes a gamble of time as I'll explain later. It will take that many pilots to quickly take out an enemy battleship and maintain redundancy among your numbers. More about this later. The point is that having a more organized teamspeak means adding mobility and flexibility to your force. It allows an army to truly wage war and not just riot in confused skirmishes that are laggy and frustrating.

b. Organizing Groups

Understanding math is important. Also understanding modern warfare helps too. Not many people have a good concept of this right now in eve as they follow one rule. Concentrating firepower. This has resulted in Blob fleets that play like old American revolution era armies. Everyone stands in a row and then everyone fires at one target at a time and this goes on. Concentrating firepower means firing enough at one ship to take it out almost immediately. If you have 30 battleships firing at one battleship it's likely that about 7 or so of those pilots don't even activate their guns! That means tons of firepower that could have been used on another ship is wasted. In fleet battles where the system you are in is laggy, it's easy to think that because it takes time for your client to update that you need more firepower on one person. This isn't true. Think about smaller groups. About 5 battleships on one battleship anywhere else can take that ship down in at worst 3 volleys. And that's being conservative saying that all of the 5 battleships are amarr or gall ships with whimpy weapons and the opposing battleship is HEAVILY tanked. In real life the number is closer to 1. Remember the game math used in our little 5v1 is the SAME math used in any battle even if the system is laggy. With this in mind if you have 3 groups of about ten pilots you can take out three ships for every one that the enemy takes out. These groups can also take losses before they start to become completely ineffective. That's pretty freaking nice.

Now, getting on to the beef. Whether or not you should organize your fleet into smaller groups is a no brainer. It gives you tons of flexibility that up until recently (for some strange reason) has only been dreamed about in eve. A group or squad as I will refer to them here on out should be organized with one commander and however members you feel is appropriate. The point of having squads initially at all is really mostly for training anyhow. So when organizing regular day to day squads a commander should have a choice of the players that are on when he is on. And also should be responsible for helping train other players who wish to specialize in whatever he's specialized in.. Covert ops, frig warfare, EW, etc.etc. A commander should be experienced in real life more than character wise. The best people to let command should not be strangers to battles, and should be trust able. Allowing that new member to your corp to lead a squad is a bad idea, even if he does have 50mil skillpoints. If at all possible use commanding as a reward to those players that are loyal and trustworthy. Players who stay online all the time are pretty good choices too. Commanders should be primarily responsible for

training members of their squads so that they become effective in battle. Players inside squads should be evenly distributed if possible. Really this is where the flexibility begins as you can specialize squads if you want. Say a safespot busting crew, or one squad who is experienced in guerilla warfare and frig ships. When you battle you'll organize people by who's on and who can do what so these command lines will change. But training up in squads is highly recommended.

Training is pretty important. Having everyone know what to do when someone says what to do, and why they are doing it is what makes things really move in a battle. As I said before, more ships in eve are lost to panic than any other weapon. Training everyone on standard methods of play is important if you want everyone to keep calm and know their role. Having this in mind is the only reason squads should be organized initially anyway. Ideally, a commander should get his squad together at least once a week to go gank something. To kill people in empire or to go pirate in 0.0 or if need be, NPC... ugghhhh. If you're morally opposed to pirating I'd say holding corp events now and again to train less knowledgeable members on the ins and outs of safespot busting, or guerilla warfare, etc etc. That's really the only way if you don't want to kill random people. However, on the opposite side if you have an enemy to fight that's a relatively weak enemy, training via actual battle is the best way to go, or to pirate people. You may want to specialize some squads but don't let that take over, make sure everyone understands what battleship combat is like. And make sure they know what raiding is, how to fit their race of ships etc. Gate camping everyday won't get anyone any smarter. Having people go out into empire and kill enemies, or piloting enemy territory and killing miners, or staging mock fleet battles between two squads in your corp. These are all good things to get your players used to battle. In the event of the actual need to attack a target, or to defend your home territory you probably won't have everyone on from so and so squad so you'll have to rearrange things temporarily to get the job done. When that happens use your good judgement, ask commanders to lead your troops and organize things in teamspeak appropriately. The point is that when that time comes, everyone knows to ***ing shut up on teamspeak. The commanders know how to give orders. Everyone knows what they are to do and hopefully by making them work in squads at peacetime there will be a stronger trust between the players. This helps with arguments and frustration due to lost ships or the like. Speaking of which players need to be familiar with losing ships. I'm speaking of the losing really expensive ships. All too often a player will just think that losing a battleship is the end of the world. If you want to get good at war, you'll end up losing a lot of ships. An idea is to offer a corp insurance policy just to ease tension about buying a new ship. To insure ships for free lost in fleet battles or something like that. Furthermore, earlier I mentioned mock fleet battles. Maybe get everyone in battleships and have each squad only activate one weapon on their target... The target being another squad in your corp. Hopefully by organizing those battles a player knows when it's time to warp out. And if he doesn't get it in mock battles he'll be punished by losing only his mods. I don't know you take over from there. This brings me to the next topic. Making money in a corp. You're going to need it for offices and war and all kinds of good stuff so get acquainted with ways of making it.

c. Making Corp Isk

This is only a chapter because the bottom line is that a corp will need money. Lots of it. The idea CCP had for this ingame was corp tax, but it probably won't work for awhile. However, this would be highly recommended. Around 7% for smaller corps <30 and about 4% for Corps over that. It's likely no one will complain about this as when they join they agree to pay that tax. Without a doubt this is the easiest way to get cash. As a Director/CEO/Accountant though keep in mind that that money should ONLY be used for corp things. Such as paying for a player's insurance, paying for POS fuel, or Jump Drive fuel. BUT NOT your own investments are ships. Players hate that and it's likely there will be mutiny if people finds out your selling corp isk on e-bay, or buying yourself that new fancy Caldari Navy Raven. My personal recommendation is an open standard among your corpmates. Give everyone the ability to audit the corp wallet. If everyone sees how your using corp funds and everything is explained you make trust a bigger factor in the corp.

The POS is another way to make money, although it's a HUGE investment and a lot of work. In the future eve will rely more and more on POSes. Meaning within your Corporation or alliance there must be people willing to deal with the **** things. In the next path "Cold War edition" POSes will be responsible for gaining sovereignty over a region, which will allow you to build your own conquerable station to build capital ships. Also keep in mind that without those POSes your conquerable station is vulnerable to attack! So get cozy with them as they'll only get more important in the world of eve. The first step should be to make an effective money making POS in empire. Something easy to protect and easy to provide supplies too. Use it as a dummy to figure out how to make money, because after all that's what it's about. You might end up having to put people in charge of keeping it running, or even paying people to bring supplies to it. Once that's done and if you're considering using the POS to be the primary source of cash for your Corp, you'll need to hire more players to more specifically pay attention to the POSes needs.

Keep in mind though that a POS is a lot of work. A whole lot of work. It's almost best that you make an alliance with another corporation and have them pay you to protect their POSes and supply lines. However it does actually cost less to manage the operation within your own corp if you have the manpower. POSes need regular supplies, if they don't get them they will shut down and be vulnerable to attack, currently the only way to take a POS is after it's run out of supplies. Keep this in mind when you're setting up supply lines. It's a good idea to keep about 2 months of supplies in the nearest station, or if you're out in 0.0 have defensive safespots planned in empty systems so that if the station comes under attack indies who can sneak by may be able to deploy supplies in giant cans at those safespots. Deploy giant secure cans with supplies in them inside your POSes forcefield. Just as a reserve. Do this ESPECIALLY if you're going to use them as a safe place to log out when your space is under attack. Getting into the POS side of eve is a good idea if you want longevity as a powerful force in eve.

While we're on the subject of stations, consider conquerable stations in 0.0. Especially those fitted with refining arrays. If you have pretty good control over an area of 0.0 space inviting mining corporations out to your space to mine your roid belts and refine in your station is a good idea. You can add a refine tax, but I don't recommend that it be too much more than the NPC tax as miners

will prefer to travel back to empire with ore and be greedy then give you your due amount of minerals. Also make them understand there are stiff penalties for disobeying the rules in your space. Be friendly about it, upfront and straightforward about the rules. For instance when you talk to them make sure they know that you'll do regular cargo scans on indies flying back to empire. Not because you don't like them but just to watch your own ass. Tell them that it's business and let them know that you'll help them out if they help you out. Encourage miners to ask you before just doing something... like setting up a POS. Let them know that you think of your area of space as yours. And you're protecting them from would be attackers. Remember they're making a TON of money off of this. In my younger days I remember miner corps bringing in 1-2billion isk a month and that was our cut... a percentage 15% or something like that. Dedicated miners make a lot of money, and whether they think they do or not, the truth is that in 0.0 if the alliance armies weren't there they wouldn't have access to that space. Make sure they understand that had your protection not been there they wouldn't be mining out there, and if they were they'd need an army of their own to fund anyway.

If you're really in dire need and your Corporation's players aren't greedy punks, you might need to arrange the occasional corp event. For PvP corps the easiest thing to do is to run a chain on a complex. If it were me I'd kick people who didn't come because they were busy making money for themselves. As a note to players who ignore corp events. You're only hurting yourself. Helping the corp get a POS or something like that can only help you. You get time to be around the bigger guys in the corp to show your dedication and utility. You help the corp so later when you lose your battleship you get back in one fast. The good points are endless.. For a couple of measly hours you would have spent gate camping or doing some other useless activity. Anyway they're good ways of making some cash to invest the money somehow. POS, Blueprint, Minerals, you pick it.

After you make all this money what do you do with it? Keep it. I'd say invest it somehow in commodities, but that's not a good idea right now. Market trade (especially the NPC trade) isn't useful right now as all of those consumer goods you should be able to buy aren't based on a good trend. I always thought that CCP would create market trends within consumer goods and things, but if they have they take longer than three months to take effect and many of the shorter term investments don't make enough money to be worth while. But, they are things to consider. In the future there may be increased excitement in regional markets that will allow a player skilled in trade to effectively "day trade" commodities in the eve universe. Giving these players BILLIONS of isk to invest would be a really good way to make money. Think of it as buying a money maker. If you return 20% profit from some given investment over a two week period. That means if you invest a billion isk in markets that have that good of a return you can make 200,000,000 isk every two weeks. And all with only a tiny bit of actual work and it can all be done from a station. That may not seem like much, but consider how long it takes to get that mining. About two weeks... The only difference is that you spend 2 hours on one day actually planning investments and setting up sell orders, whereas mining is done for hours everyday for weeks. With the rest of the corp money I suggest allowing players to take advantage of benefits. Help out players who need skills and stuff. It's really all up to you as a CEO/Director, but any corp isk should only be spent to help out the whole corp. If you

buy one person a battleship you need to make sure that anyone else with the same circumstances as that player can also get a battleship from the corp.

Some ideas are:

- Tell new players that provided they have good conduct, when they are able to fly a battleship the corp will buy and insure one battleship and one only one.
- If they lose this battleship doing anything other than a corporation op then they must pay the insurance for a new one.
- Buy insurance on ships lost in corp battles. -Pay for skills on players that can't afford them.
- Work out a reward system for players that participate in Corp operations often or who have good conduct.
- You may have to restrict some benefits in times of war, but make sure people know why you're not buying them things they would have gotten otherwise.
- Consider posting offers about information on an enemy. Offer to pay for good information, and keep your word when you say you'll pay ... pay. Pay your troops or anyone for that matter for good information on an enemy.

III. Offensive PvP

a. Raids

Raids are typically small fast moving groups of players that wreak havoc on an enemies supplies and cause confusion, paranoia, and general disruption. Raids have two very good uses, one they're a good way to train corp members in a relatively safe way. And two, they really screw with an enemies' head. These Guerilla tactics are good to use in empire, and if you have some HACs available in O.O. Just last night I was in a raid squad of 3 HACs two interceptors, and one covert ops. We killed 8 enemy battleships. These were mainly miners that used enemy space but non-the-less they helped make isk for that particular enemy. Basically the idea is about 5-10 small fast ships. Interceptors and assault ships are a good combination. Get a covert ops scout if you can. Also HACs are a good thing to have along (but VERY expensive to lose). You want to make sure that you have a good mix of disruptors, scramblers, and webifiers on your squad's ships. And the idea is speed and mobility. Kill a few enemies here, move... Kill a few enemies there... move. Never stay too long in enemy territory or they'll end up closing in on you. Use the map to locate an area where you have a good chance of killing someone. Stop one jump out and send in a scout to locate a target, once found depending on it's size, and likelihood to run send in either an interceptor or full attack. That's basically the idea. Camping gates in Yulai, or other high traffic area is basically how to get along In empire. Use agents to locate an enemy and then go find him that way. The biggest downside to raids is that you're not guaranteed any action at all. Sometimes you get lucky and kill a indy with 40k of zydine on it or something but that doesn't happen a lot. If you can get information on enemy supply movements that's the best thing to go for. If they have regular trains of POS supplies to some

station attack that. There's a lot of money in POS fuel and it really sets someone back. If you manage to get caught in enemy space and there's a ton of people jumping into your system, the safest thing to do is abort and safespot/log. However, don't panic too much. A good raid squad can take out a PvE battleship fleet pretty easily. Just learn when to run. If they scam someone, they're not setup for PvE. They're setup to kill you. If someone gets NOSed same thing. Know which weapons are there to kill you.

b. Know your enemy I

In raids, battles, or fighting pretty much anything ever in life or eve. You must try to understand what makes him tick, so you can anticipate what he will do. The first step to knowing your enemy is to know his strengths. Look at these first so you don't have any false ideas on how "weak" your enemy is. Try to get his real online numbers. Many corps have a lot of alts in them. Figure out who his friends are. Figure out what ships they've flown and what wars they've been in. Look up their big players on eve-kills.com and make them primary targets. Make a list of all their known members, what you've seen them doing, put it in a corp mail and resend it every time something changes. Then after you figure out what threatens you, figure out where they can be hurt. Usually this means taking isk from them somehow. Hitting experienced targets is good because those members will most likely use lots of money to re-fit a new ship. I suggest trying to keep targets in this order... High value/High SP character target, then a low SP Young character. Try that in all the battles that you're in. This way when you kill those members if the corp doesn't have much cash on hand it's likely the High Value character will use anything he can to get back into a ship and leave the little guy hanging. This interrupts two key parts of a corp, trust and money. Most people aim for expensive targets only, but it's likely those characters can just replace those ships in a day, whereas if you switch target types you start to rattle the corporate structure causing members of lesser importance to get cast aside making a hole for a potential spy or even just dropping their numbers one by one. A player might leave a corp over such a loss.

A more advanced way to sink money out of your enemies is to figure out how they move equipment. Have they deployed Secure cans in their space? Do they have industrial ships sitting in open space? When do they resupply their POS? Where do their miners hang out and what time zones are they on? Even if you don't completely annihilate any one of these systems if you figure out ways to interrupt them and make the enemy paranoid you start fighting them from the inside out. Once you start to understand all of these things a picture will start to form about an effective war strategy. At first you might have trouble knowing what to expect when you go to war. But be sure to pay attention to what happens. If you're not around for the battles make sure there's someone there who can accurately tell you what happened. If you're around listen to teamspeak and even if you're victorious figure out things that your squad might have done wrong, or things the enemy did. Take note of key player's habits. Also something I hear a lot is not to talk in local. It's despised and people go on and on about smack but sometimes it can be very beneficial. Instigating people into blabbing out their ship setups or future plans is pretty useful. Don't talk junk about their moms or whatever but it's ok to chat. The name of the game though is letting them talk. You want your enemy to become an information

source. Ignore his cut downs and simply ask questions. Tell him things that would make him just go on and on and on. Local can be used as a distraction too. So don't think that just because someone put up that nasty post about your corp smacking in local is grounds for banning everyone in your corp from talking in local.

c. War

One might ask, "What constitutes war?". The answer to this in eve is what doesn't? Anytime you're attacked by a sovereignty seeking force in eve that's considered war.. empire or not. But, if you know who just attacked you, you may realize that there are alternatives. Sometimes these people are just looking for some space to call home. Sometimes they're trying to ransom you. Sometimes their CEO just has some beef with a particular member of your corp. Now what to do about this is really up to you and your members. If you plan to have a corp that stays around awhile it's not a good idea to fight everyone. It's also not a good idea just to ally up with anyone either. The point is that in any case you should always know exactly what your enemy wants. If you know that there may be a quicker, easier, and probably even beneficial way to end the war without having to annihilate them. However, if it comes to that. Be sure to do just that. The most effective, albeit dirty way to win a war is to attack your enemies' psyche. If you're always figuring out ways to make things more tense within your enemies' corp you're breaking down their most important asset. Teamwork. Anyone that plays eve longer than an hour realized you can't do anything without a good bunch of friends in this game. You can't mine, you can't pirate, you can't start a corp, you can't even get very far with agent missions, higher levels anyway. If you take teamwork out of your enemies' corp you've already won. It really is as simple as that. If you stress them out enough to break up their relationships as friends in eve, people start leaving, backstabbing, being selfish. Basically everything that makes a corp work falls apart. So when it comes to war in this game, you want to hurt a corporation's structure. Eat up all their resources, kill all their poorer players, or find other ways to put too much stress on the leadership. Any of those things will usually end in complete victory.

At some point in your eve life you will confront an enemy that works primarily out of empire. When dealing with this kind of corp your only real choice is to start an empire war. Make sure you anger them enough so they declare on you also, this way the war is free. Also, if you get one of these empire corps you might want to consider not always killing them, they make good practice if they decide to go to war with you also. In fact it might also be a good idea to purposely go out and piss off some small empire corp if only for the fact that you want to declare on them and use them to train your own troops. Usually if you're an alliance force that claims some area of 0.0 space you don't want to start an empire war until late in the game. If you just need targets, that's one thing. But if you're serious about taking an enemy out and they're large enough to be worried about, they'll also claim some area of 0.0 space. The idea when dealing with that is to take the battle to them using empire to extend your battle range. If you start to make headway on wearing them down and they're starting to get desperate for cash wait till the enemy starts really running back and forth between empire. Once this happens you're ready to declare an empire war. You see at the beginning of a war with a large enemy you don't want to pull them into empire. It's a slew of

people and it's a real mess trying to find anyone amongst all of those people when that could just as easily be in 0.0. Plus it may cost you money. So if you declare too early you have an enormous force to fight that will probably set just as many traps in empire as you do. On top of that you can't move to their space as easily or as safely. It just makes for a costly long war. If you declare when the enemy has an advantage on your space you've just given them the all the benefits you would have gotten had you waited till you had them on the run.

The perfect time to strike is usually right after a major battle. Say you have a full attack on the enemy systems and you've been taking them out left and right. When they've lost at least 50% of their total active fighting forces' battleships in a close proximity of time. That is to say if they regularly blob in a fleet of 90 you wait till their losses come out to at least 50 in about week's time. That's the time to take it to empire. It will take them more than a day to get back on their feet and that will give time for the war to be in effect. You'll have superiority in their space and if you want to keep it make it nearly impossible for them to get back with fresh supplies and start to hunt them down where they get supplies. Keep in mind though, that an empire war will be expensive. Make sure your corporation and your members are up for the financial responsibility of losses that are sure to come. In any battle/war in any form. The time to really give it your all is when you already have the enemy down. It doesn't make for nice sports but it works out real well when you want to take them out. For instance, it's common in eve to see a huge fleet move into enemy space to START a battle. That's all good and fun but it's a better idea when you have the enemy on the ropes. Make sure any ship that can fight is either defending or attacking or patrolling until the fighting stops. Slacking off before the job is done is an easy way to let the flames flare up again. At the end of a war showing incredible superiority is the only way to make sure players don't come back again and start the same old ****.

The only time you should consider resolution, of any kind, surrender, treaties or anything, is when it benefits you more than it benefits the enemy. If the terms of surrender require you to pay isk, fight long enough to know that you'd lose everything if you kept it up. If there's talk of a treaty consider the enemy, do you want his space, or do you want his friendship? Which is the better solution is up to you. At any rate make sure that your decision will help you out. Never compromise too quickly. Most of this last paragraph is pretty much common sense, but it's easy to make a hasty compromise too early. Don't ever just take the first treaty or offer to end a war. Many times you can milk your enemy for much more than the initial offers you just have to kick him a bit while he's down. War isn't just about lost ships and isk, it's a mind set. Keep your eye on the real goal which is to get your enemy to completely give up, not just settle. If you give in too quickly to compromise there is a good chance that you'll be sublimely considered weak and an easy pushover. Which could stand you up as a target later or perhaps for someone else. And compromise is not to be confused with mercy. Mercy is when someone begs you for a way out. Someone who is at the very end of their rope and knows he's lost. Begging is not the same as wussing out or trying to weasel one's way out of a bad situation. When you make your enemy beg to be left alone is when you should consider compromise, this way the ball will be completely in your court and you can get him to give in to basically whatever you want. That's where mercy comes in, not before, and mercy is

something completely based on one's morals. I won't presume to tell you when to grant someone mercy. And effectively at this point only a real fool would see that as weakness, seeing as you got him to the point of begging in the first place.

d. Large Battles

Large Battles are effectively any large force of 20+ players facing off against 20+ others. Usually this results in lag issues and fighting can ensue over whole constellations and regions not just a select number of systems or choke points. Typically larger battles consist mainly of battleships, but sometimes they can happen with smaller friggs or a force of invading friggs and a fleet of battleships. At any rate the setups for these ships vary greatly.

One ship that any fleet commander is afraid of are those that can target jam. Many times these are called as primary targets as they can render large numbers of ships completely unusable. Target jammers are usually best suited with caldari ships, but you can also use shorter range dampeners on any ship that has an extra midslot. If you've got a few friggs or cruisers that plan to tackle in a fleet battle (bad idea sometimes as there is usually a lot of lag) have them swap out extra warp scrams or webs for dampeners. They'll end up helping out much more in weakening an enemy, especially in long range attack situations.

Range is a key factor in outfitting ships for battle as many corps go with a flavor of the month strategy. They'll let all of their ships go shorter or longer just so that when warping in they can all come out at optimal and stay in a group to help confuse an enemy with too many targets (in the days before overview). NOW however, it's a bad idea to stay in one big group. Seeing as overview makes it so easy to target the right ships, it's more important than ever to split up into squads based on general function (tanks, friggs, EW, etc). As I'm thinking many people will read this document, and that many alliance armies and PvP player are starting to wise up to group tactics, don't think you'll always be facing an enemy so easy to defeat. Remember how I recommended groups of about 10 (less if you are facing a smaller force in the same system)? That's because if you don't put enough players into a group that groups total effectiveness and predictability can be completely destroyed by taking out only a few of their targets. Lets say on average it takes 5 battleships to take out any one battleship. And you have five ships in 4 groups and your facing an enemy of 20 or more divided into 2 groups of 10. At the beginning of the battle you take out 4 ships to 2. Now that the enemy has taken out two of your ships, lets say each one was in a different squad. Now it's more likely it will take two volleys from each of those squads to take out their target, but the enemies rhythm will stay steady. No matter who you shot down even if they're in the same group (unlikely), lets say that in this case (for fairness) ALL volleys are evenly distributed among each sides numbers, your enemy would still kill two ships every volley, while your army would start to crumble a bit from ineffectiveness and confusion. This is how the losses would look. Eab will represent the enemy numbers in squads a and b, Yabcd will represent your numbers from squads abc and d, see who's some comes to 20 first. 5Ya-5Yb-5Yc-5Yd :: 10Ea-10Eb 5Ya-5Yb-4Yc-4Yd :: 8Ea-8Eb 4Ya-4Yb-4Yc-4Yd :: 7Ea-7Eb 3Ya-3Yb-4Yc-4Yd :: 6Ea-7Eb 3Ya-3Yb-3Yc-3Yd :: 6Ea-5Eb 3Ya-3Yb-2Yc-2Yd :: 4Ea-5Eb 2Ya-2Yb-2Yc-2Yd :: 4Ea-4Eb 1Ya-2Yb-2Yc-2Yd :: 4Ea-4Eb

1Ya-1Yb-2Yc-2Yd :: 3Ea-4Eb 1Ya-1Yb-1Yc-2Yd :: 3Ea-4Eb 1Ya-1Yb-1Yc-1Yd :: 3Ea-3Eb 0Ya-1Yb-1Yc-1Yd :: 3Ea-3Eb 0Ya-0Yb-1Yc-1Yd :: 3Ea-2Eb 0Ya-0Yb-1Yc-1Yd :: 3Ea-2Eb 0Ya-0Yb-0Yc-1Yd :: 3Ea-1Eb 0Ya-0Yb-0Yc-0Yd :: 3Ea-1Eb

Even though you technically COULD reorganize mid battle, that takes time and can easily get confusing. Having pre-laid out targets which are called by the commanders is a much more flexible way to go. There are SSOOOO many reasons why having slightly larger redundant groups help. Also, keep in mind that different players and different battleships, combined with chance will effect this. This example was simply to offer some circumstance and show why having redundant forces to concentrate firepower is important. Team tactics are tricky. When a group's numbers get below a certain point it's sometimes best to re-align firepower to the same target as another squad. However, if your squads start out too small you force your players to make this shift more often resulting in lost time and increased chance on confusion. Ideally if the human factor wasn't a problem we could all set up our men to direct firepower perfectly, not wasting even the tiniest bit of damage, but alas we are all human and a simpler guide to follow is usually better. Especially for beginners.

The squads I referred to earlier in "Structuring for PvP" are really just that. Their only real use is for training and camaraderie. It allows players the chance to answer to only a small group of people rather than the whole corporation constantly and it takes a lot of responsibility off of the CEOs/Directors. Plus they can make fleet training virtually transparent. This structure makes the corp feel more friendly, and gets players used to taking commands instead of just occasionally forming into teams for the occasional battle. This way players are regularly assembled and therefore are much more used to the way things work. Resulting in less panic, better response, and really better overall moral. It's important also that your regular squads use more or less the same as far as training for combat goes (training meaning the way commanders call targets, general strategy or guidelines for completing common tactical tasks... like tackling or EW) because there's a good chance that in battle the players will be split between other commanders, some they might never have met. The squads you organize during a large battle are the real deal. This is when players' specialization really helps out and often your players are only divided into groups right before the fighting starts.

When being attacked or attacking a large force it's imperative that you organize your available fleet in the shortest time possible. This is when a universal whisper on teamspeak pays off. Especially if you don't cry wolf with it. After the organization occurs real strategy can proceed, and it makes a much better playing field for your forces. If you're new to commanding whole armies and you have enough isk in the corp wallet, I'd suggest trying different strategies out. There's really no good all inclusive plan. There are many things to consider and really the only way to get good at using strategy in game play is to take risks and try things. Make sure however that your corp members know why you're taking those risks and why it's important to do so. It's also good to listen to suggestions from any player who might have them, especially if you have time to make a decision. Be aware of your situation though, if you think that wasting time considering too many options might result in something happening you can't afford to happen, don't do it. Stick to a simple plan. Even if it's something simple you've never tried before simplicity will ensure a faster

execution and less confusion for everyone. At any rate if you can afford a loss and you don't have any experience take risks by forming up new strategies. This will help you out more than the isk will in sticky situations sure to come later. It will keep your mind open to strange ideas, it will get you used to what kinds of things work and what don't, and it'll heighten your ability to read your opponent whoever he might be.

e. Siege and taking territory

Now the fun part! Generally a Siege is an all out full scale use of everything I've described above. There's sure to be a few guerilla squads running raids, followed by a massive flood of larger battles and very soon after besieging an enemy station or a stronghold. You want to fit as many ships as possible for damage while keeping a few (at least) to scout around and to offer a bit of cover fire in the event of a counter-attack.

When you're taking a station it's easy to be snuck up on. Taking stations or POSes takes for effin ever unless you have an absolutely HUGE force or a few dreadnoughts. Which means it's easy for your troops to get tired and bored, going afk or something like that. You need to have a covert ops mobile in an unbookmarked safespot to warp to in the event that an enemy fleet tries to pull a logon attack or something of the like. Currently, you can't take an online POS with just battleships. It's pretty much impossible and you're going to lose whatever you send in long enough to come out of warp. If the enemy doesn't have any guns on that POS and you have an enormous army... maybe. If not, even an offline POS is a son of a bitch. If you want to take that out go for their supplies. When taking stations try to pick a time when the enemy is unaware you're going to attack, try not to make a corp mail about it. Tell it to only the people who are going to do it and right before you do. You want to be able to also seize their supplies. That's a big plus in a war. If you take away their blueprints and supplies you just took their capital. If their miners offer to work for you let them. Instead of the enemy getting the mining refines you do.

Stations are a good thing to take. Better if by surprise. However, taking the station isn't really the hard part. Even though it sounds hard it's pretty easy to take a station or two. The hard part is holding them. Especially if you have a well prepared enemy. Holding the space is really where the hurt comes in. When sieging don't let the enemy scare you away. Have patrols watch major systems, any miners you have make sure they know what to do if they see enemies patrolling around. This is another place that regular squads come in handy. Seeing as they're all on at the same time you can assign them to patrol certain areas. Be sure not to make them use all of their play time doing things for the corp, that'll piss em off. Just give each commander responsibility over different parts of the space that you just "took", choke points and things like that. They won't be able to stop major jump ins but you'll know when a fleet is coming. (Map is delayed now and worked on an average so it's not very accurate anymore). At first the most recent battle areas will be the hot spots. Places with stations or POSes. Try to assign a squad at all times to patrol any major empire-0.0 spots. This way when you get a pod kill, or when an enemy pilot needs a new ship you have a good place to cause extra harm. Plus, it splits them up and pushes them out. If your strategy holds long enough eventually they won't even be

able to get supplies in and out and the space will be easier to defend. This isn't the end however. If you want to keep that space start making money off of it. Use it as if it's yours. Keep patrols running for awhile and you may want to start an empire war to give your guys something to do, just to beat up on the enemy a bit more. If you started your war just to make a point, you might want to consider forcing the enemy to pay you for their space back. Especially if you have your own home to worry about. Perhaps in payments. I wouldn't give it all back at once though, make em pay a hundred mil per system, or 500 mil per major station system your choice.

In any case successfully taking space is a hard task and it takes a long time. Don't lie to yourself, you're not going to beat them so bad they just give up. Not likely. It's best to prepare for the worst even if that is the case just to be thorough.

IV. Defensive PvP

Defensive PvP is pretty tricky. There's usually a lot of unknowns. Your first step should always be to get prepared and train for getting attacked. When that happens collect as much information about your attacker or would be attacker as you possibly can. Then find something that your attacker values at least twice as much as whatever he attacked and hit him back. If your space is getting completely overrun make plans to invade his. First in small parties. Whatever you don't plan to stay on the defensive. Any martial artist will tell you that your best asset is to attack first if you can, if you can't get them off you and once you start to turn the tables hit them as hard as you ***ing can right in the temple. Go for death. There will be some attacks you simply can't thwart, you've got to work with what you were left with though and hit em back. That's all pretty much day one stuff and has be cliched and re-stated so many times it's like eating regurgitated refried beans.

a. Know your enemy II

When you're protecting something that could be attacked, figure out who doesn't want you to have whatever that is. Once you know that watch them, figure out how they get what they want and then get paranoid. Think up ways to keep supplies to your space even if your conquerables have been taken and you don't have any online POSes. You might want to secretly select systems that would be good to put giant secure cans in for ammo and supplies. Teach your commanders to learn self sufficiency. Tell them to teach their troops as well. Things like making bookmarks. Anchoring cans and bringing extra ammo. Everyone should know how to set up camp and keep safe places close. Get paranoid with your workers. People who mine, people who sell, etc. They all need to know when to run and when to call for help. They most certainly need to know about what enemies you know about. So many miners I've killed that didn't know I was even a threat even though I was AT WAR with the alliance they worked with. Information like that doesn't have to be secret. Put it on an ingame website, forums or something. Make sure they know who to contact if they see really unusual activity. Don't give the

responsibility to yourself (as CEO or director) because you'll get bogged down with false alarms. Give that responsibility to whoever takes care of hiring miners in the first place.

Assume that the people who hate you have a spy in your corp. Make a corp rule early on about suspected spies, something all inclusive. My favorite is probation. If you have reason to believe someone is a spy make them join a naped corp that's not involved in your war. If later you change your mind and realize he's not a spy get him back on and that's one person you know later is less likely of being a spy. Make sure though that all of your members agree to this ahead of time so that people won't get all pissy if it happens to them. And most importantly, don't make it personal. People spy... it happens. You need to show respect even if you don't agree with it. They may end up spying for you one day, or become a valuable asset later. Anyhow having a spy policy is highly recommended. It'll keep you out of trouble later. Speaking of spies also assume the enemy will know a pretty good amount about you. Be careful on how you let operative gathered information out. And try not to give false alarms for serious matters that require the mass movement of all your members. Telling people to move to wherever every time you think you might get attacked, is an easy way to make them ignore you. A better plan would be to have a warning system, kindof like America's defcon system. This way you can more accurately show how important something really is.

b. When to run

Running happens a lot. It's degrading, it hurts inside... but at some point you'll lose at something and you'll have to run. A good time when you're defending space is when you've lost your closest place to refit. That's a good time to regroup somewhere else and lick your wounds. But like I said before the tricky part in taking territory is keeping it. To prepare for such occasions slash and burn anything the enemy can get in your station systems. Friendly miners need to move, take market items off the market for a while, escrows should be bought and the money and item refunded to the proper owners, all of that **** has to move when you move. Don't leave anything that the enemy can use against you.. Especially ships you might have parked in space. It's a pretty standard anti-napoleon ideal. If a POS is going down, or you can't support it unanchor that bad boy and sell it. Also have plenty of Giant secure cans and indies in your best and most reliable (by that I mean easiest to defend and re-supply) POS. Have pre-selected systems set out where it would be easy to quickly launch a counter-offensive. Put those cans out with ammo and general supplies and get to work. Have your troops know how to set up a camp. That is take all the ammo they can hold and on their free time when they can sneak it by, stick it in a can somewhere out in space at a bookmark that only they have. Preferably in one of your pre-selected systems. Having systems already thought out gives you the ability to plan where your forces are coming from, having your men come all organized in the same general area is really helpful and prevents unnecessary losses.

You should always have campsites laid out in neighboring systems. This way if the enemy finds one of your camps, you can use the troops in the next system or so to trap them. Also get acquainted with camp busting strategies. Set traps in chokepoints (Do NOT just sit around like a typical gate camp). Try to keep your

troops moving as to keep the map and the enemy off of their backs. Spring a trap, move on, set a trap, spring a trap move on. Most of running actually consists of not running too far. Always run when you can't take any more losses in the corp wallet. Borrow money from friend corps, mine a ton in empire, sell your caldari navy raven, but don't allow your corpmates to think that the corp is dead. That's a great way to surrender. It takes a lot of capital to fund a war and to keep space and if you lose it sometimes you just lose it. If you're overrun by one of the stronger forces in eve, find a place somewhere else that's controlled by a weaker alliance and crush them and take their space. If you decide to run, don't wait till you've fallen off the ladder, make sure you've only slipped a few rungs, then collect momentum again and come back to it later. It's best to have a perpetually rethought plan of what to do should you lose your space. Figure out who you can bunker in with and what friends you can mooch off of to keep things going. That's a big part of the preparation.

V. Followups...

To re-iterate some ideas only mentioned here and not really formally said... Use your corpmates skills to their advantage. Don't tell them mining is stupid. What kind of retarded nonsense is that anyway? It's a good way to make money is what it is. If you're into PvP and one of your corpmates happens to know a lot about mining, have him arrange the contracts with miners in your territory. It'll be a good setup for everyone. He has someone to mine with to support himself, you have a reliable trustee to deal with doofy miner people, and they have someone that listens to them and is friendly with them. If you have a corp member that's into safespot busting, refer people to him to get trained up on basic concepts. Many CEOs and directors I've worked for constantly complain about people asking them ****. It's their own **** fault. As a CEO or Director your main purpose isn't to give all inspiring micro detail to every one of your employee's lives, it's only to figure out who's best to carry out whatever responsibility. Remember that as a leader, you may indeed be the link between two completely unrelated parts of your corp, BUT you are the weakest link. And don't ever think otherwise. If you get big headed people will start to hate you. And then essentially afterwards comes the end of your corporation.

I think that's about it. If you've read this far I'm impressed. Again I encourage anyone to change this however they want but leave a link down at the bottom here to the previous works... starting with this one I guess. If a link is dead and you have that version it would be nice if you stuck it somewhere and updated it.

http://attrezzo.ownmail.net/eve-PvP_1.0.rtf

A Guide to Scan Probing

Written by: Hoshi

Scan probing in Revelations

This guide will focus on ship probing, look [here](#) for a guide to exploration by Joerd Toastius. This guide assumes you possess at least basic control over how the Directional Scanner work.

If you have any further questions about ship probing feel free to contact me ingame **BUT** please do not ask me about exploration, I don't do exploration and won't be able to answer your questions.

To do scan probing we need a few things, namely a probe launcher, probes, a ship to mount it on and the skills to use them all.

Skills

- **Astrometrics** - Adds one scan group per level. Is the primary skill that determines what probes you can use.
For combat ship probing level 3 will do fine unless the target is in a deep safe for which level 5 is needed.
- **Astrometric Pinpointing** – Reduces maximum scan deviation by 10% per level.
Means that you can use a weaker probe and still get a result that lands you in the same grid as the target.
- **Astrometric Triangulation** – 5% scan strength bonus per level of skill.
Higher scan strength means easier to find the target and more accurate results.
- **Signal Acquisition** - 10% faster scanning with scan probes per level.
Must have skill, will cut scan time in half at level 5. Sadly it's rank 8.
- Other skills like Survey do **NOT** effect probing.

Probe Launchers

There are 2 different probe launchers, Scan Probe Launcher I and Recon Probe Launcher I. They have similar fittings (220cpu, 1pg / 220cpu, 2pg) and despite its name the recon probe launcher is not force recon exclusive. It can be used on any ship.

- **Scan Probe Launcher I** – 600 sec base cycle time (can be cut down to 121.5 sec). 10m3 capacity. 15 sec rate of fire. Intended to be used for moon surveys and exploration.

- **Recon Probe Launcher I** – 120 sec base cycle time (can be cut down to 24.3 sec) 1m3 capacity 2.5 sec rate of fire. Intended to be used for ship probing.

It's not possible to fit multiple probe launchers on a ship, not even offline.

Probes

There are 3 different groups of probes. Ship probes, exploration probes and survey probes. Ship probes are the probes that fit into the Recon Probe Launcher. They include:

- **Observer Deep Space Probe I** - 1000 au range, 1.25 point sensor strength, 20.000 km max scan deviation, 4800 sec flight time.
- **Ferret Scanner Probe I** - 40 au range, 2.5 points sensor strength, 10.000 km max scan deviation. 2400 sec flight time.
- **Spook Scanner Probe I** - 20 au range, 5 points sensor strength, 5.000 km max scan deviation, 1200 sec flight time.
- **Fathom Scanner Probe I** - 10 au range, 10 points sensor strength, 2.500 km max scan deviation, 600 sec flight time.
- **Snoop Scanner Probe I** - 5 au range, 20 points sensor strength, 200 km max scan deviation, 300 sec flight time.

Range - The max range of the probe, this is a 3d sphere and the probe will not be able to find anything outside this range. Reports say that Observer probe have unlimited range and no the 1000au listed.

Sensor Strength - Higher sensor strength means larger chance to find the target and more accurate results.

Max Scan Deviation - The maximum distance from the target any scans with this probe will give.

Flight Time – The amount of time the probe stays in space. You need to finish any scan before the flight time runs out or it will fail.

All the other probes are uninteresting for ship scanning. While the exploration probes have very high sensor strength they also have very low range making them unsuited for ship probing.

Ships

The ship of choice for probing is the Covert Ops frigates. There are 2 reasons for this, one is the built in bonus of 10% reduction to scan time per level (level 5 cuts the scan time in half) and the other is the ability to warp cloaked. If you can't get a 0 m accuracy result you will need to warp in cloaked and approach manually.

Other ships that are useful for probing is the cloaking force recon ships for the warp cloaked ability and possibly the t1 astrometrics frigate as they have a 5% reduction to scan time per

level. But in worst case any ship can be used.

Basic probing

So your target is sitting in afk in a safe spot and you want to find him? This is how it's done.

First warp around a bit and see if you can find him on the directional scanner. If you can see him; get to the closest object and drop the needed probe. Use the range option on your scanner to determine which probe is needed. 5 au = 750.000.000 km, 10 au = 1500.000.000 km. So if you can get within 750.000.000 km use the 5au probe etc. Max range of the directional scanner is 14.35 au.

If you can't find him on the scanner you need to use longer range probes, probably Observer Deep Space Probes or possibly 40 au Ferret probes.

After you launch the probe open your scanner, select the System Scanner tab, select the probe and select the "Ships" group (you might as well include as many groups as your astrometrics skill allow, there is no penalty in using several groups).

Click "Analyze" at the bottom of the window. A timer will appear counting down. If you want you can cloak now. You can switch to the Directional Scan tab and use that without breaking the probe and you can even close the scan window and it will still work. You can also warp around but doing so can bug the interface a bit. Just wait for the timer to finish and you will get the correct result.

When the timer reaches 0 you will get a list with results. If your target is not in this list don't fret it. The probing system is now chance base and you might need to scan several times (20+ if you are looking for a very small ship with an observator probe). But first recheck your scanner to see that he is in range of the probe you choose. If he is in range just click "New Scan" and hit analyze again. Repeat until the target is found.

You can also see the results on the system map as colored dots. The color indicate the Signal strength.

0-0.4 = red

0.4-0.8 = yellow

0.8+ = green

You can warp to the results by right click on them and choose warp to.

In the result list there are 4 columns. The first is ship type, second is signal strength (more about that in the advanced guide), third is the range from your current position and forth is Accuracy. Accuracy is the range from the spot the probe provides to the target.

Accuracy is determined by several factors where the most important is the probe type and signal strength (see advanced section for formulas). Longer range probes give larger max deviation from the target. There is also some randomness involved here so a new scan might give a more accurate result (or worse). If you can get the Signal Strength above 1.0 with 1 probe you will always get 0 m accuracy and can warp in right on top of the target. As long as you are using ship probes you should never get an accuracy result above 20.000 km.

If the accuracy is not good enough to get inside the same grid as the target you might need to launch and scan with a shorter range probe. Warp to the result by right clicking on it and choose warp to. Click new scan and right click on the probe you used and choose "destroy probe". The reason for this is the fact that you can not launch a probe within the scan radius of another probe. Now launch a 5au (snoop) probe and scan with that. Worst case scenario with that probe will land you just 200km away, most likely a lot closer.

Advanced Probing

Signal Strength

Signal Strength decides how large the chance is that the target will show up on a given scan and also effect accuracy. A Signal strength of 0.5 means 50% chance, 1.0 or more give 100% chance etc.

Signal strength is a factor of the sensor strength of the probe, the signal size of the target, the range from the probe to the target and any skills you might have.

Sensor strength is listed in the probe attributes.

Target Signal Size = Target Signature Radius / Target Sensor Strength

Large target = easier to find, target with high sensor strength = harder to find. These values can be modified, a target with several shield extenders will have larger signature radius and be easier to find while a target with ECCM will have higher sensor strength and will be harder find.

The following formula (discovered by Daron) give the range multiplier.

Range Multiplier = $e^{-((\text{Target Range} / \text{Max Range})^2)}$

Target Range is the range from the probe to the target, Max Range is the Scan Range listed for that probe type.

This formula will return a result between 1 (at 0km) and 0.3679 (at very close to max range).

The full formula to calculate Signal Strength is:

Signal Strength = $(\text{Probe Sensor Strength} * (1 + \text{Level of Astrometric Triangulation} * 0.05) / 100) * (e^{-((\text{Target Range} / \text{Max Range})^2)}) * (\text{Target Signature Radius} / \text{Target Sensor Strength})$

A math example: We are using a Ferret 40 au probe to try to locate a Scorpion 35 au away. We have Astrometric Triangulation level 3.

Signal Strength = $(2.5 * (1 + 3 * 0.05) / 100) * (e^{-((35/40)^2)}) * (480 / 24) = 0.267$ or 26.7% chance it will show up on our scan.

Accuracy

Accuracy is a factor of the max scan deviation, the signal strength of the scan, any skills you might have and a random number.

If the signal strength of the probe is 1.0 or more the accuracy will always be 0m (unless you are using multiple probes).

The formula to calculate Maximum effective Scan Deviation is not know at this time, the following formula will provide an estimate that works for most cases:

Maximum effective Scan Deviation = $\text{Maximum Scan Deviation} * ((0.6 * (\text{Signal Strength}^2)) - (1.6 * \text{Signal Strength}) + 1) * (1 - \text{Level of Astrometric Pinpointing} * 0.1)$

The accuracy of the scan is then a linear random range between 0km and the Max effective Scan deviation. Linear meaning it's just as likely to return 0 as it is to return max eff scan dev or anything between.

Math example: We will use the scorp from the last example, we also have astrometric pinpointing level 3.

Max effective Scan Deviation = $10000 * ((0.6 * (0.267^2)) - (1.6 * 0.267) + 1) * (1 - 3 * 0.1) = 4305\text{km}$. So each successful scan will give a random accuracy between 0km and 4305km. This means there is a 11.6% chance you will get a result in the same grid as the target.

Rigs

There is one rig that effect scan probing.

Gravity Capacitor Upgrade. The T1 version give 10% less scan time and the T2 15%. The reduction is not stacking penalized.

Directional Scanner

It's possible to see probes on the directional scanner by setting it to not use overview settings.

To counter act this we have the ability to destroy the probes at will by right clicking on it in the system scanner tab and choose destroy probe, you can even do this while cloaked or in warp. Destroying a probe will not destroy the results so you can go back and look at them by clicking view results.

You should destroy your probes as soon as you got the results you want from them, especially short range probes. Done right it should only show up on the scanner of the target for around 30-40 sec, short enough time for him to miss it.

Deadspace Areas

Deadspace areas like most mission and most exploration sites acts as a dampener on a ships Signal Size making it much harder to find targets in such sites. The exact amount of dampening is unknown but in the area of 100 times.

Cloaked ships

At the time of writing it is NOT possible to probe for cloaked ships. A dev said in a blog it would be possible to probe for them but it seems they either changed their mind, forgot about it or haven't got it to work yet.

Scan Groups

The following Scan Groups can be chosen when you start a scan, for each level of astrometrics you can scan for more group at the same time.

- **Drone and Probe**- As the name suggests, drones and probes (not interdicator probes, just scan probes).
- **Cosmic Anomaly** - NPC Combat sites
- **Ship** - All player ships, no npcs.
- **Cosmic Signature** - Exploration content.
- **Structure** - POS Structures.

There is no penalty for scanning for multiple groups, if you have astrometrics level 5 go ahead and select them all.

Known Bugs

Attributes window show sensor strength truncated. This is most apparent on Ferret probe as it is shown to have 2 points strength but in reality have 2.5 points.

Warping while running a scan can sometimes bug the interface so it looks like the scan failed.

FAQ

Q: Why do my scans seem to fail all the time, it stops before it is finished?

A: Make sure that the probe does not time out before the scan finishes, if it does the scan will always fail. If the probe has less flight time than your scan takes you need to either train your skills a bit more (covert ops level 4 + Signal acquisition level 3 is enough to use snoop probes in a Scan Probe launcher) or just get the Recon probe launcher.

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At the time of writing it is NOT possible to probe for cloaked ships. A dev said in a blog it would be possible to probe for them but it seems they either changed their mind, forgot about it or haven't got it to work yet.

Scan Groups

The following Scan Groups can be chosen when you start a scan, for each level of astrometrics you can scan for more group at the same time.

- **Drone and Probe**- As the name suggests, drones and probes (not interdicator probes, just scan probes).
- **Cosmic Anomaly** - NPC Combat sites
- **Ship** - All player ships, no npcs.
- **Cosmic Signature** - Exploration content.
- **Structure** - POS Structures.

There is no penalty for scanning for multiple groups, if you have astrometrics level 5 go ahead and select them all.

Known Bugs

Attributes window show sensor strength truncated. This is most apparent on Ferret probe as it is shown to have 2 points strength but in reality have 2.5 points.

Warping while running a scan can sometimes bug the interface so it looks like the scan failed.

FAQ

Q: Why do my scans seem to fail all the time, it stops before it is finished?

A: Make sure that the probe does not time out before the scan finishes, if it does the scan will always fail. If the probe has less flight time than your scan takes you need to either train your

skills a bit more (covert ops level 4 + Signal acquisition level 3 is enough to use snoop probes in a Scan Probe launcher) or just get the Recon probe launcher.

Exploration Guide V2.0

By Joerd Toastius, in association with DNightmare Productions

If you want to understand the mechanics of the probing system, you need to read Hoshi's guide on probing which can be found [here](#). For the purposes of this guide I'm just going to cover the practical aspects as they relate to exploration, and skip as much of the theory as possible.

Introduction

The Revelations expansion (codename Kali) introduces proper exploration to Eve. Over 250 individual exploration sites have been created and added to the game, offering a wide variety of content. Each site is unique, but there are four broad categories they fall into - combat sites, profession sites, mining sites and gas cloud sites.

Sites are distributed randomly all over the Eve cluster, in all security statuses and regions. They appear in planetary gravity wells, stick around for a while and then disappear again. As such sites are not permanent enough to be documented, you have to track them down yourself using the exploration tools if you want to make use of them, and it's these tools that will be explained in this guide, along with some notes on how to deal with the sites themselves.

Cliff Notes mechanics

Exploration is done using scan probes. Changes to probes in Revelations make them all chance-based, and that applies to exploration too. You'll need to get your equipment and skills together, and load up with the right probes. You use a Multispectral Probe to check if there's anything in the system worth looking for and, if there is, launch a Quest probe around each planet. You then analyze them all together, over and over again, until the random number generator spits out the right number and you get a result. Once you get your first result, you can use more accurate probes to zero in on the site, eventually dropping you right on top of it. Then you just pew-pew the bad guys and apply whatever tools are necessary to plunder your site.

Some things to note:

1. **Exploration is chance-based.** You will often need to run a lot of analysis cycles before you find anything
2. **Exploration uses a fair number of new skills.** It's worth training up and getting prepped first
3. **Exploration rewards people who know what they're doing.** So read the guide carefully!

The Walkthrough

Each section will start with a bullet list of the steps you need to take, and then will explain each step

Skills

You will NEED:

- **Astrometrics IV**
- **Signal Acquisition I**

You will WANT:

- **Covert Ops**
- **Astrometric Triangulation**
- **Astrometric Pinpointing**
- **Signal Acquisition**

As high as possible

- Astrometrics IV is needed to use all the probes properly. You *can* succeed with level III, in theory, but it'll be very hit and miss (mainly miss).
- Signal Acquisition I (or some other bonus that has the same effect, see discussion on ships and rigs shortly) is needed to prevent your probes from expiring before you finish analysing them
- Covert Ops ships give the same bonus as the Signal Acquisition skill, and is therefore by far and away the best ship type for exploration. The bonus increases per level of Covert Ops, so the higher your level, the better.
- Astrometric Triangulation increases the strength of your probes, making them more likely to find something in the first place
- Astrometric Pinpointing reduces the scan deviation of your probes, making them more accurate
- Signal Acquisition reduces the amount of time it takes to analyse a result, and thus the amount of time it takes to find a site

Additionally, you will need the skills to make use of the sites you're looking for. If you're after combat, have a good combat skills, and ideally some friends. If you're after mining, look up the mining guide [here](#). Profession sites require either Archaeology and Salvaging, or Hacking. The higher these skills are, the faster you'll be able to loot the site of valuables. Gas Cloud sites are a special case that will be discussed later.

Equipment

You will NEED:

- **Scan Probe Launcher I, with a base analysis time of 600s (10 minutes)**
- **A ship that can fit said Launcher (does not require a launcher hardpoint, but does need to be able to handle the CPU load)**
- **Some probes (see later for exactly which ones you'll want)**

You will WANT:

- **A Covert Ops ship - the one with the Astrometrics bonus, not the Stealth Bomber variant**
- **Failing that, a T1 Frigate with the Astrometrics bonus (none for Amarr, sorry)**
- **A Covert Ops Cloaking Device II for your Covert Ops (for safety in low-sec/0.0)**
- **A pair of Gravity Capacitor Upgrade I rigs**
- **Ships and equipment to deal with the sites you find**

The Scan Probe Launcher I is the launcher you'll use for exploration. It's a lot slower than the Recon Probe Launcher, but it's big enough to actually hold exploration probes, which the Recon variant isn't.

The Scan Probe Launcher I uses 220tF of CPU, so you'll need a ship that can cope with this

Probes will be discussed in the next section

Covert Ops ships are excellent for exploration. They have the Astrometrics duration bonus that you also get on the Signal Acquisition skill, which is extremely important for exploration. These bonuses multiply one after the other - if you have Signal Acquisition V and Covert Ops V (and you're flying a Covert Ops ship), you'll get a 0.25x multiplier on your analysis time. Signal Acquisition V gives you a 0.5x multiplier, and then Covert Ops V gives another 0.5x, and $0.5 \times 0.5 = 0.25$, making you four times faster than the base speed.

Three of the four races have a T1 frigate with the same bonus as Covert Ops ships, but at 5% per level rather than 10%. This isn't ideal, but it's much easier to train Frigate V than Covert Ops V. There is no Amarr ship in this role though (due to the lack of a 6th frigate), so if you're Amarr, it's either Covert Ops or crosstrain to another race for this bonus. Bear in mind that you need Covert Ops III before your Covert Ops ship becomes better than the base T1 frigate (you need Frigate V to use the Covert Ops in the first place).

The cloaking device is optional, but very useful. If you're working in 0.0, it's almost a necessity to keep you safe, but in high-sec you can ignore it if you're not at war with anyone. As you can't warp while analysing, the Prototype or Improved cloaks will do the job ok, and cost a lot less to boot.

The Gravity Capacitor Upgrade I rigs do another -10% duration each, for a further 0.8x multiplier on your scan time with two. This takes you down to 0.2x total modifier with max skills, which is not to be sniffed at

You will, obviously, need the ships and kit to deal with the sites you find. Combat sites need combat ships, mining sites work great with barges, while profession sites need a ship with the appropriate modules fitted - Analyzer and Salvager for Archaeology/Salvage sites, Codebreaker for Hacking sites. You *can* fit these on your Covert Ops, but this will usually mean someone else coming along in a combat ship to clear the place out first. Generally I put my profession modules on my combat ship, because I prefer not to risk the Covert Ops unless absolutely necessary

Probes

You will NEED:

- **At least one Multispectral Probe for every system you want to explore**
- **A pile of Quest probes matched to the type(s) of site you're looking for**
- **A few Pursuit probes of the same type(s)**
- **A few Comb probes of the same type(s)**
- **A few Sift probes of the same type(s)**

You will WANT:

- **As many probes as you can lay your filthy hands on**

Multispectral Probes are used to do the initial analysis of a system. They'll tell you, with 100% accuracy, what types of site there are to find in the system (if any).

You may want to bring additional Multispectral Probes with you so you can double-check that the site you're after is still there in between scans.

Multispectral Probes can indicate any of five types of signature. They will indicate which types are present, but not how many of a particular type of site.

- **UNKNOWN:** Combat sites. Can be found with **ANY PROBE TYPE**.
- **GRAVIMETRIC:** Hidden asteroid belts
- **MAGNETOMETRIC:** Archaeology/Salvage profession sites
- **RADAR:** Hacking profession sites
- **LADAR:** Gas Cloud sites

To go with these site types, there are four "flavours" of probe - GRAVIMETRIC, MAGNETOMETRIC, RADAR and LADAR. As you can see, each probe flavour is associated with a particular type of exploration site - Gravimetric probes are best for finding hidden asteroid belts, for example. Unknown sites can be found **equally well with any flavour of probe** - you don't need an "unknown" probe, you can use any type and it will work equally well.

This is where you need to start planning what you're after. If you just want to mine, you'll only really need Gravimetric probes; if you want to do profession sites, you'll need equal quantities of Radar and Magnetometric probes; if you want combat sites you won't really care what probe types you use, just buy whatever's cheapest or easiest to find.

See the section on "Types of Site" for more info on particular types of site.

Each flavour of probe comes in four sizes: Quest, Pursuit, Sift and Comb. You'll find the full set in the market - Gravimetric Quest, Gravimetric Pursuit, Gravimetric Comb, Gravimetric Sift, Radar Quest, Radar Pursuit and so on.

- **QUEST** probes have a range of 4AU but are the least accurate. You will need a lot of these
- **PURSUIT** probes have a range of 2AU and below-average accuracy. You will only need a few of these
- **COMB** probes have a range of 1AU and above-average accuracy. You will need a few of these too.
- **SIFT** probes have a range of 0.5AU and are the most accurate. You'll need a reasonable number of these.
-

You will, in addition, need one multispectral probe for every system you want to look in.

Using Multispectral Probes

The first stage to exploration is using your Multispecs properly. This is fairly easy.

- **Launch a Multispec probe in a system you want to check out**
- **Select and analyse it**
- **Check out the results**

Go to a system you want to survey, and load a Multispec probe into your launcher. Find somewhere safe to settle down and launch the probe. The 999AU range means it doesn't matter particularly where you launch it.

Open your Scanner window (Ctrl-F11) and go to the "System Scanner" tab (first one). **Wait for your probe launcher to stop flashing** - you can't analyse until it's finished. Make sure you're not in warp, and you're not cloaked. Then select "Cosmic Signature" in the "groups" menu - you **always** want to use "Cosmic Signature" when exploring, as **all** exploration sites are of this type. Your Multispec probe should be listed in the box below. Click on it, and then hit analyse. This will change the window to a blank black box with a counter in one corner. You may now cloak, but **do not warp anywhere**. I'd also recommend moving away from the probe - not only can you not cloak within 2000m, but if you sit very close by it's very easy for someone to see the probe, head over and decloak you.

Wait for the counter to tick down to 0. Yes, it will take a while, particularly if you've got weak skills. Hopefully you're now beginning to appreciate why I keep saying you want to get as many bonuses which reduce analysis time as you can!

Once the counter finishes, it'll do one of two things. Firstly it might say "nothing found", in which case that system is, at this moment in time, empty of exploration sites. Secondly, it might list one or more of the types of signature - Unknown, Gravimetric and so on - listed above. This means there are one or more sites of each type listed somewhere in the system.

If some of the types of site you're interested in are listed, then you can get on with hunting them down. If not, move on to the next system and keep using Multispec probes until you find the type of site you want

Using Quest Probes

This is the tricky bit...

- **Launch Quest probes so that you have all space within 4AU of any planet covered**
- **If you can't get perfect coverage, do the best you can**
- **Select ALL THE PROBES**
- **Analyse**
- **...and analyse...**
- **...and analyse, until you get a result**

Probably the hardest part of exploration is getting your Quest placement right. You have a couple of constraints you'll want or need to meet:

1. Sites spawn between 1AU and 4AU from **planets** and only planets, so you want to cover as much of this volume as possible
2. You **cannot** launch a probe within the scan radius of another probe - it just won't let you

For the outer planets, it's pretty simple - drop a Quest at the warp-in, and move on. For the inner planets, where there's often three or four within 4AU of each other, rule 2) comes back to bite you in the behind - if you drop a Quest at one, you won't be able to drop it at any of the others within that probe's range.

The first thing you'll want to do to figure this stuff out is to open the 3D System Map mode, by pressing F10 and going to System Map. This will let you see the whole system. Next, turn on your Tactical Overlay, which will give you a nice 5AU circle around your current position. Have a good look at the system, and start planning your placement. Sometimes it's easy. Sometimes you'll want to make midwarp bookmarks to maximise your coverage. Sometimes it just can't be done properly with one set of probes, so plan for two separate sets of placements (or go somewhere else). Once you drop a probe, selecting it in the System Scanner will give you a nice little bubble on the map showing its range.

Experiment, practice and check out DNightmare's site (link at the end) for some nice pictures. You'll get the hang of it.

Once you have your Quests out nicely, select **all of them** and click Analyse. This will

analyse all probes in parallel, taking advantage of increases sensor strengths where they overlap.

Keep analysing over and over again until you get a result. Have a book or a DVD or something to keep you occupied. Or just get bored, if that's your thing.

Interpreting Results

If you think a system's taking too long, then by all means go elsewhere, but the site is there to find, somewhere. If it's hard to find it's often also very valuable/difficult, so it's up to you whether or not to keep trying. You may also need to rework your probe placement - scan strength decreases as you get further from the probe, so if you have one probe covering two planets, consider shifting it to the other planet to give it some more loving.

Eventually, if you're persistent enough and your probe placement doesn't suck, you *will* get a result.

Results come as several columns:

- Type. This should be "Deadspace Signature", if you're doing it right
- Signal Strength. This is a nice big number that tells you the exact probability you had of getting this result. It's a value derived from various numbers and unique to your particular situation and probe placement, rather than a value attached to the site itself.
- Distance. This is how far the result is **from where you are right now**
- Accuracy. This is the **exact** distance **from** the result **to** the actual site

If you don't see all four columns, expand your system scanner window and/or resize them until you do

Signal Strength can tell you a lot, if you know what you're looking for. For example, an exceptionally low number may suggest that you've found the wrong type of site. As you gain more experience you'll get a feel for signal strengths and learn what's high, what's low and what they tend to result in. This is just something you'll need to practice, though.

Also note that it is possible to find the "wrong sort" of site with a particular probe. If you look at say the Gravimetric Quest probe, you'll see it has a Gravimetric Sensor Strength of 250, and a Sensor Strength of 50 for the other types. This means it's five times more likely to find a Gravimetric site than it is to find another site of the same difficulty, **but it is still possible to find one of those other types.** As some sites are harder than others, you may find your Gravimetric probes are finding an "easy" Radar site faster than a "hard" Gravimetric site, for example. This is just something you have to get used to; Unknowns are a particular pain in this regard as any probe will find them, so if you're looking for something else and there's an Unknown in system, you'll probably pick it up at some point...

Using More Accurate Probes

- **Warp to the result**
- **Drop the most accurate probe that will still reach the site**
- **Analyse**
- **Repeat until you get a result with an Accuracy of under 500km**

You can right-click the result in your results window and warp to it. Alternatively, it will be displayed as a coloured circle on the system map, and you can right-click and warp-to from there.

Once you're at the result, look at your results window again. The Distance should be around 0, give or take a few thousand metres. The Accuracy should be the same.

You'll now want to launch a more accurate probe that will take you even closer. Check the Accuracy again, and then select a probe type that has a range greater than the Accuracy. For example, if your Accuracy is 0.6AU, a Sift probe (range 0.5AU) won't pick it up from where you are, but a Comb probe (range 1.0 AU) will. A Pursuit (range 2AU) will also pick it up, but the Comb has better sensor strength and is thus more accurate. **Note that if the accuracy is displayed in kilometres, it means it's less than 0.1 AU.**

Drop the right probe and analyse again, and keep analysing until you get a new result. When you get this result, do the same thing - warp to it, check the Accuracy, launch the best probe you can, and analyse until you get a new result. Eventually you'll get one within 500km or so, which is generally close enough to get you to the site

Checking Out The Site

- **Warp to the result in a ship which either won't die or which you don't mind losing**
- **Don't leave your Covert Ops ship at a nearby result**

If you get a result within 500km or so, warping to it will generally land you in the same grid as the site. **Sites don't spawn until you enter their grid.** Once you land in the grid and the site spawns, **the deadspace warp inhibition effect kicks in.** This means two things:

1. If you bookmark your current location (say 400km away from the actual site), warp out and warp back in, you'll land right in the middle of the site
2. You can't warp to any point within the Deadspace zone (I'm not sure exactly how big this is)

Point 1) means that it's often dangerous to scout sites with a Covert Ops, as there's usually something near the warp-in that will decloak you and get you killed. Point 2) means that if you park your Covert Ops nearby and scout in your pod, you probably won't be able to warp back to it due to the deadspace effect. I always park at least 1AU away, just to be safe.

Once you're at the site, **remember to bookmark it.** Also, if you zoom back out to the System Map, it will flag up a little box telling you the name of the site. For profession

sites, this is usually fairly informative - it'll tell you what type of site it is, how hard it is to find (the "Base" level, ranging from 1-4), what faction owns it and so on. For Mining sites, it usually tells you what ore types are present and how big the field is. For Combat sites it'll often just give you a cryptic name.

The names are useful both because they may tell you something about the site, and also because if you have problems with a site, knowing the name will let other people help you out much easier.

Types Of Site

As mentioned earlier, there are various different types of site. It should be noted that content in exploration sites (NPCs, asteroids etc) do not respawn. The sites themselves seem to respawn at random after completion (and not just at downtime), but the exact mechanism is unknown.

COMBAT: These tend to involve lots of shooting. Currently there's very little reward in the initial sites you find, and the 0.0 ones in particular are REALLY hard. However, each combat site has a chance of escalating, which will give you a time-limited bookmark in your journal to the next site in the "escalation chain" - the journal entries are stored in the "Expeditions" tab. This site will in turn have another chance of escalating you to the next site, and so on. If you reach the "final" site in each chain, you may be rewarded with some faction loot. Also, a word of warning - leaving an expedition site before completing it may result in your expedition being terminated there and then.

MINING: These generally have roids better than you'd expect in whatever security status (high, low, 0.0) you're in. Some sites are better than others. Often they'll be guarded by Rogue Drones or other pirates, and normal belt rats may spawn too. Asteroids in these sites do not respawn - once they're gone, they're gone

HACKING: These will have a bunch of Hacking structures in. **Hacking targets look like cans in your overview, but have models that look like structures.** If you try to open one, it will tell you you need proper tools. Target it and activate a Codebreaker module on it and your ship will try to hack it. If it succeeds, you can open the can and loot it. This is chance-based, so it may take several cycles to succeed. Hacking sites drop Datacores, Data Interface BPCs, Decryptors and other invention gubbins

ARCH/SAL: Short for "Archaeology/Salvage", these generally contain some Archaeology cans and some Salvage cans. Again, they look like cans on the overview but have other modules, and tell you you need tools to open them. Generally, anything that sounds like a broken ship (eg, Derelict) needs to be salvaged, while anything that sounds like wreckage (eg, Ruins) needs to be Analyzed (archaeology). Doing a "Show Info" on a can should tell you what tools you need to access it. These sites drop lots of rig parts, the occasional T2 rig BPC and Invention skillbooks

GAS CLOUDS: These are used for Booster-related stuff, and will be discussed later.

Completing The Site

- **Do whatever's necessary to finish the site**

Each site has a "completion" trigger. This may happen when you attack something, or open a can, or mine out a belt, or kill the last NPC, or whatever. Once a site is completed, it will despawn once everyone leaves it; some profession sites complete as soon as you kill an NPC, so you need to finish them off in one go. In Combat sites, the Escalation trigger is tied to the completion trigger, so it will not complete until you've either got an escalation or hit a dead end - it should notify you in either case. If a combat site isn't going away, it's because you haven't completed it yet (or it's bugged, of course)

Boosters

Boosters are specialist drugs that you can take to improve your performance in combat. There are eight 0.0 COSMOS constellations scattered around the map, and each has a particular Booster associated with it

I'm still sussing out the details, but here's roughly what you need to make a Booster

Cytocerin of the right kind

- Needs to be harvested from Gas Clouds using a Gas Cloud Harvester I (or named version) module; found through exploration/COSMOS missions
 - Needs the Gas Cloud Harvesting skill; found through exploration/COSMOS missions and seeded in pirate stations

The appropriate reaction

- Needs to be recovered from COSMOS exploration sites

A Biochemical Reactor POS module

Some silos

- Still establishing exactly what kinds for what, but you need a silo for each input and one for the output

A Booster BPC

- Needs to be recovered from COSMOS exploration sites

Either a Drug Lab or an Outpost

- (Probably) needs the Drug Manufacturing skill; found through exploration/COSMOS missions and seeded in pirate stations

Harvest the cytocerin, stick it in a Biochemical reactor hooked up to the correct silos along with the necessary reaction, react it, throw the resulting stuff along with the right BPC into either a Drug Lab or an Outpost, build the Booster. More info as I find it.

MORE INFO

Join the "EXPLORATION" channel ingame

This is full of explorers, who will be only too happy to help you out with questions that aren't covered in this guide. Please do read the guide first though - we're not a helpdesk, and we're not going to make the effort to explain everything from scratch because you're too lazy to read it yourself. I realise this comes across as a little harsh, but it is becoming

something of a problem, and there's only so many times you can answer "What probe type do I need for 'Unknown'?" before you snap...

Check out DNightmare's site in the IGB (in-game browser) > <http://www.d-nightmare.de/exploration/>

This has a whole bunch of cool stuff, including diagrams, videos and even a database of sites that people have found. It's very useful, I recommend checking it out

- The "Trusted Site" thing is needed to make the DB work. If you don't want to trust him, that's fine, just don't visit the site

Summary

You will NEED:

- **Astrometrics IV**
- **Signal Acquisition I**

You will WANT:

- **Covert Ops**
- **Astrometric Triangulation**
- **Astrometric Pinpointing**
- **Signal Acquisition**

As high as possible

You will NEED:

- **Scan Probe Launcher I**
- **A ship that can fit said Launcher (does not require a launcher hardpoint, but does need to be able to handle the CPU load)**
- **Some probes (see later for exactly which ones you'll want)**

You will WANT:

- **A Covert Ops ship - the one with the Astrometrics bonus, not the Stealth Bomber variant**
- **Failing that, a T1 Frigate with the Astrometrics bonus (none for Amarr, sorry)**
- **A Covert Ops Cloaking Device II for your Covert Ops (for safety in low-sec/0.0)**
- **A pair of Gravity Capacitor Upgrade I rigs**
- **Ships and equipment to deal with the sites you find**

You will NEED:

- **One Multispectral Probe for every system you want to explore**

- **A pile of Quest probes matched to the type(s) of site you're looking for**
- **A few Pursuit probes of the same type(s)**
- **A few Comb probes of the same type(s)**
- **A few Sift probes of the same type(s)**

You will WANT:

- **As many probes as you can lay your filthy hands on**
- **Launch a Multispec probe in a system you want to check out**
- **Select and analyse it**
- **Check out the results**
- **Launch Quest probes so that you have all space within 4AU of any planet covered**
- **If you can't get perfect coverage, do the best you can**
- **Select ALL THE PROBES**
- **Analyse**
- **...and analyse...**
- **...and analyse, until you get a result**
- **Warp to the result**
- **Drop the most accurate probe that will still reach the site**
- **Analyse**
- **Repeat until you get a result with an Accuracy of under 500km**
- **Warp to the result in a ship which either won't die or which you don't mind losing**
- **Don't leave your Covert Ops ship at a nearby result**
- **HAVE FUN!**

Credits

Special thanks to the following people:

DNightmare, for being my partner in crime, setting up the exploration website and channel, and generally knowing his stuff. Couldn't have done this without him.

Hoshi, for figuring out the probe mechanics in the first place and working out the equations. None of this would have been possible otherwise

Alystra Swift, for extensive feedback and being a constant help in the Exploration channel

CCP, for being underappreciated and giving us these toys to play with

MMM Publishing, for being great guys and putting my picture in print

Last but not least, my corp, **Octavian Vanguard**, and particularly **Stainless** my CEO and **Tar Om** my ex-CEO, for putting up with me for two years

Legal type stuff:

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Kill Mission Survival Guides

WARNING! Use the pages at your own risk!

News:

- 2008.03.02 - Current backlog: 3 (Awaiting clarifications)
- 2008.03.02 - Added: Drone Distribution (Level 3, mining/encounter), Escaped Killer (Level 1), For the Greater Good (Level 1), The Blockade (Level 1 and 4, Concord), Claimjumpers (Level 2, mining), Avenge a fallen comrade (Level 2, Concord), Headhunter Threat (Level 2), Ambush The Convoy (Level 4), The Score (Level 4, Minmatar Republic), Unauthorized Military Presence (Level 4, Caldari)
- 2008.03.02 - Current backlog: 47 reports
- 2008.03.01 - Added all small updates. Will add the longer reports another day
- 2008.03.01 - Trying to clean up the inbox. Adding all the small updates
- 2008.02.24 - Current backlog: 128 reports.

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Angel Strike (Blood Raiders) [Level 3](#)

Angel Strike (Sansha Nation) [Level 3](#)

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Beware They Live [Level 3](#)

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War Situation - Amarr Navy [Level 4](#)

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Worlds Collide (aka WC) - Angels / Blood Raiders [Level 4](#)

Worlds Collide (aka WC) - Angels / Sansha - [Level 1](#) [Level 4](#)

Worlds Collide (aka WC) - Gurista / Serpentis - [Level 4](#)

Worlds Collide (aka WC) - Serpentis / Gurista [Level 4](#)

Explanations

Aggro: Aggression from one or more ships.

JIP/Warp-in: Jump-In Point. Where you land after activating the gate. Usually a beacon.

Blitz: How to finish the mission fastest possible, without killing everything.

Deadspace: MWD does not work.

Spawn, Respawn, Ambush: New ships arrive with or without a warning.

Difficulty Rating (DR)

Difficulty rating is relative to the ship used + setup and skills.

DR: Easy: Plain walkover. You don't have to think to do the mission with your setup.

DR: Medium: You have to concentrate, and aggro the right groups, and maybe get rid of the scramblers just in case.

DR: Hard: Completed with warp-outs and you barely made it. One slip and the ship is gone.

DR: Impossible: Can't be done with the current setup and skills.

Credits

I want to thank in no particular order:

Interstellar Flight Inc for providing the server space.

The people in **Lvl 4** ingame channel, for help about unknown missions. Ask, and you will always get an answer.

The owner of eveinfo.com for a lot of detailed info that helps a lot when taking on new missions.

... and to all of **you** that send me mail with updates and new missions! You are too many to list here :)

FAQ and Contact info

Before you attempt to contact the Author, please look through the F.A.Q. It's mostly aimed towards the Kill Mission Survival Guide, but also the other guides hosted on this page.

FAQ

Q: How do I contact you?

Q: I have some screenshots for a mission, where do I send it?

A: Read through this faq, and then look at the Contact info.

Q: The (insert mission here) is missing.

A: Be the first to report it, by sending me a (brief) report from it.

Q: Why don't you report level 5 missions?

A: I've already got enough keeping 1-4 updated, and I don't do level 5 myself, so I have don't have a general feeling about them.

Q: Your info about (insert mission here) is wrong!

Q: I (nearly) lost a ship because of your guides.

A: The guides are made by agent runners, for agent runners. With no connection to CCP or any of the GM in the game. In short, I don't have the source. The info may be innacurate or completely wrong.

Q: How do I report a new mission?

A: For new missions, use other reports as a template, to get a feeling of what I find useful. I will soon (tm) make a template that you can copy to a mail or just edit yourself.

Q: What info do you want?

A: What faction(s) do you battle, aggro, triggers for new waves, damage, EWAR, an approx. description of the opposition. And what ship did you complete it in.

Q: What about complete list of the opposing forces?

A: Feel free to report every ship, if you got the time. But try to figure out the randomness, or else I will get 20 mails a week regarding that mission. One example of a good description of randomness is: 4x BC (Pithatis Assaulter/Assasin)

Q: The rats in the list is the same faction, but totally different names.

A: Some mission reports still have old names of the rats. Feel free to update that.

Q: How do I report slightly changed rat lists? (Correct names, but there is for example one more of type A ship and one less of type B)

A: Try to figure out the randomness. 1x BC type A, 3x BC type B in one mission and 2x BC type A, 2x BC type B in another is best reported as 4x BC (Type A/B)

Q: What info do you NOT want?

A: Level 5 missions, rewards, loot, salvage, very detailed ship setups. There are databases for this.

Q: Do you link other guides as well?

A: Yes, send me a link and let me check it out if it's worth putting up on this page. I prefer ingame sites. There are other pages out there like EVE-geek, that has a lot of links and info about other stuff.

Q: I've sent you some mails, why haven't you answered?

Q: Do you answer all mails?

A: As long as it's useful info and I use it, I will allways answer. I might leave the updates for a while if it is just some small changes. I'll also answer questions, if you got some. No question is too stupid. The answer might be...

Contact info

Send an eve-mail to Chepe Nolon

Remember to add me to your "mail allowed list", so I can send a reply without paying a high CSPA tax. (Rightclick the inbox tab, choose settings, allowed list). I won't send you a mail if I have to pay more than the standard CSPA.

If you need to send screenshots or you are fed up with the eve-mail, contact me for an email-address. Remember to include your ingame name for credits.

Screenshots from missions should be zoomed out to get the overview of the groups. Use the tactical overlay to show distances.

And remember, don't be angry if your 10 pages of report ends up as "Mostly Harmless". ;)

Support

First of all, thank you all for your kind words and donations. Not to forget those 300+ that has been "robbed" by the link.

If you really feel you want to support the author by some means:

Write some nice words in an eve-mail.

Naming of ship types

Reported by: Khana Loaris and Chepe Nolon

NPC Conventions = Frigates, Destroyers, Cruisers, Battlecruisers, Battleships

Angel Cartel = Gistii, Gistior, Gistum, Gistatis, Gist

Blood Raiders = Corpii, Corpior, Corpum, Corpior, Corpus

Rogue Drones = Alvi, Alvior, Alvum, Alvatis, Alvus

Guristas Pirates = Pithi, Pithior, Pithum, Pithatis, Pith

Sansha's Nation = Centii, Centior, Centum, Centatis, Centus

Serpentis Corporation = Coreli, Corelior, Corelum, Corelatis, Core

Naming of the elite ships. Interceptors (web/scramble) for frigs and hac/ew for cruisers.

Angel Cartel: Arch, Angel Webifier, Angel Viper

Blood raiders: Elder

Rogue Drones: Strain

Guristas Pirates: Dire

Mercenaries: Mercenary Wingman

Sansha's Nation: Loyal

Serpentis Corporation: Guardian

Empire factions: Support Frigate

Note: there are more ships that web/scramble and have special abilities.

More info here (out of game): <http://myeve.eve-online.com/ingameboard.asp?a=topic&threadID=219388>

A case of kidnapping, level 1

Reported by: Jin Gege

Updates by: Vanguard RO

Updated: 2007.06.24

Faction: EoM/Mercenaries

Mission type: Hybrid/Deadspace

Damage dealt: Kin/Therm for pocket 1-3 and 5. All kinds for pocket 4

Extras: The EoM Imps will release smartbomb upon taking any form of damage.

Reccomended damage dealing: Kinetic and thermal

Update: There is only one group encountered at each level now, with a spawn of the next group at the same level when a number of the NPCs in that group have been destroyed. Every group will aggro upon warp-in or spawn.

You warp directly into pocket 1.

Pocket 1: (Damage Dealt: Kin/therm, Reccomended dmg: Kin)

3x EoM Imps.

Aggro at warp-in

Pocket 2: (Damage Dealt: Kin/therm, Reccomended dmg: Kin)

First spawn has 3 EoM Fiends

Second spawn has 2 EoM Fiends

Third spawn has 4 EoM Imps

Fourth spawn has 2 EoM Imp and 1 EoM Fiend

Fifth spawn has 4 EoM Fiends.

EoM imps use Smart Bombs:

Message: The Imp ship has used a smartbomb, activating a burst of energy that collides with all ships within the blast radius!

Pocket 3: (Damage Dealt: Kin/therm, Reccomended dmg: Kin)

Aggro at warp in.

First spawn has 3 EoM Fiends

Second spawn has 2 EoM Imps and 1 EoM Fiend

Third spawn has 1 EoM Incubus.

Number of Imps and Friends may vary

Pocket 4: (Damage Dealt: All kinds, Reccomended dmg: Therm)

Spawn 1: 6 Mercenary Rookies will aggro upon warp-in.

Spawn 2: 3 Mercenary Fighters

Spawn 3: 1 Mercenary Elite Fighter

Pocket 5: (Damage Dealt: Kin/therm, Reccomended dmg: Kin)

1x EoM Succubus

The mission will complete when it is destroyed. It will also drop the 10 units of VIPs required to bring back to agent to complete the mission.

A case of kidnapping, level 4

Report by Chepe Nolon with help from eveinfo.com.

Updates by Jenina Hawke, Demona Diabolicus, Aleksandr Kerenski, Rezerwowo Pies, Kynes Harkonnen

Last updated 2008.03.02

Faction: EoM/Mercenaries

Mission type: Encounter

Space type: Normal space. MWD works and if you warp to a gang member, you warp directly to him, not to the first gate.

Damage dealt: Kin/Therm for pocket 1-3 and 5. All kinds for pocket 4

Reccomended damage dealing: Kinetic and thermal

Completed with CNR (Gist XL SB, SS Sensor Booster, 1x Pith-X Kin, 1x Therm, 1x Dread Guristas Invuls). DR: Easy (Rezerwowo Pies)

You warp directly into pocket 1.

Pocket 1: (Damage Dealt: Kin/therm, Reccomended dmg: Kin)

2x EoM Ogre

1x EoM Hydra

No Aggro at warp-in

Pocket 2: (Damage Dealt: Kin/therm, Reccomended dmg: Kin)

No Aggro at warp-in. Drones doesn't get aggro. Easy to pick off the groups.

Saboteurs warp scramble.

Group 1

2x EoM Death Lord

4x EoM Saboteur (Scramble)

Group 2

4x EoM Hydra

Group 3

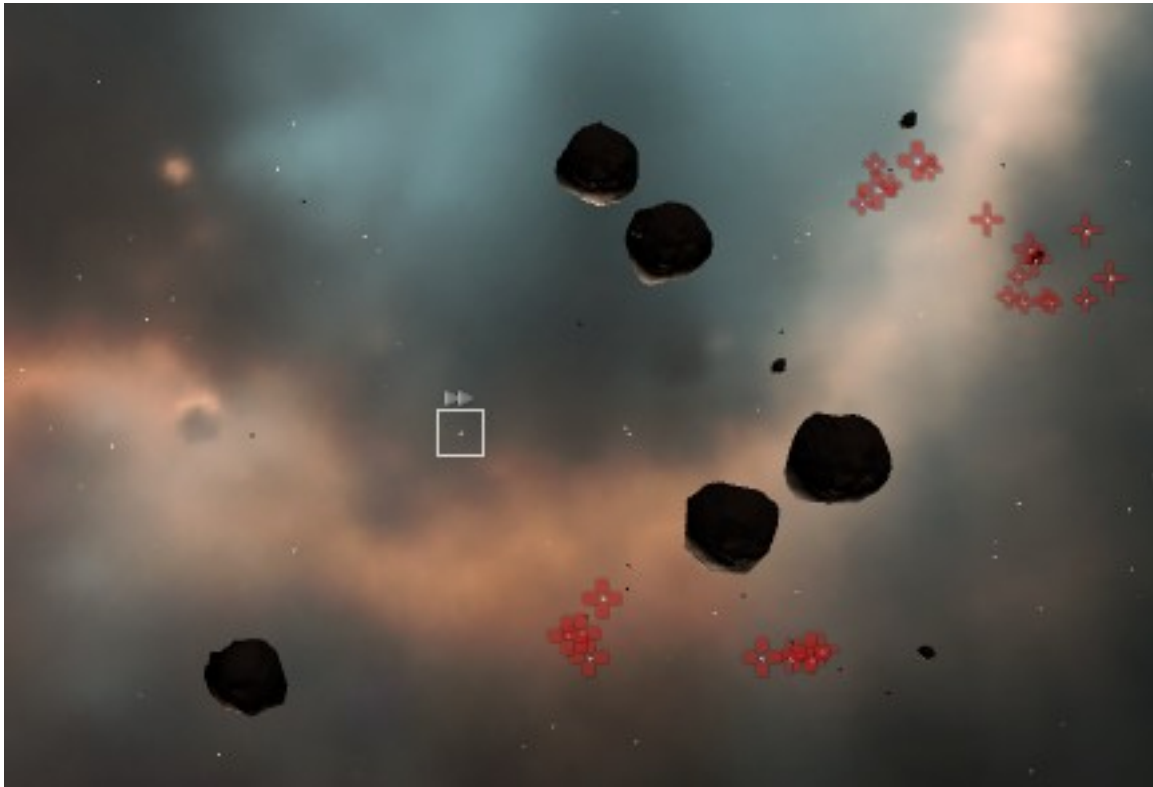
5x EoM Crusader

6x EoM Succubus

Group 4

2x EoM Ogre

4x EoM Black Priest



Pocket 3: (Damage Dealt: Kin/therm, Reccomended dmg: Kin)

No aggro at warp in. Easy to pick off group by group. Drones doesn't get aggro.

Group 1

1x EoM Death Lord

1x EoM Ogre

1x EoM Hydras

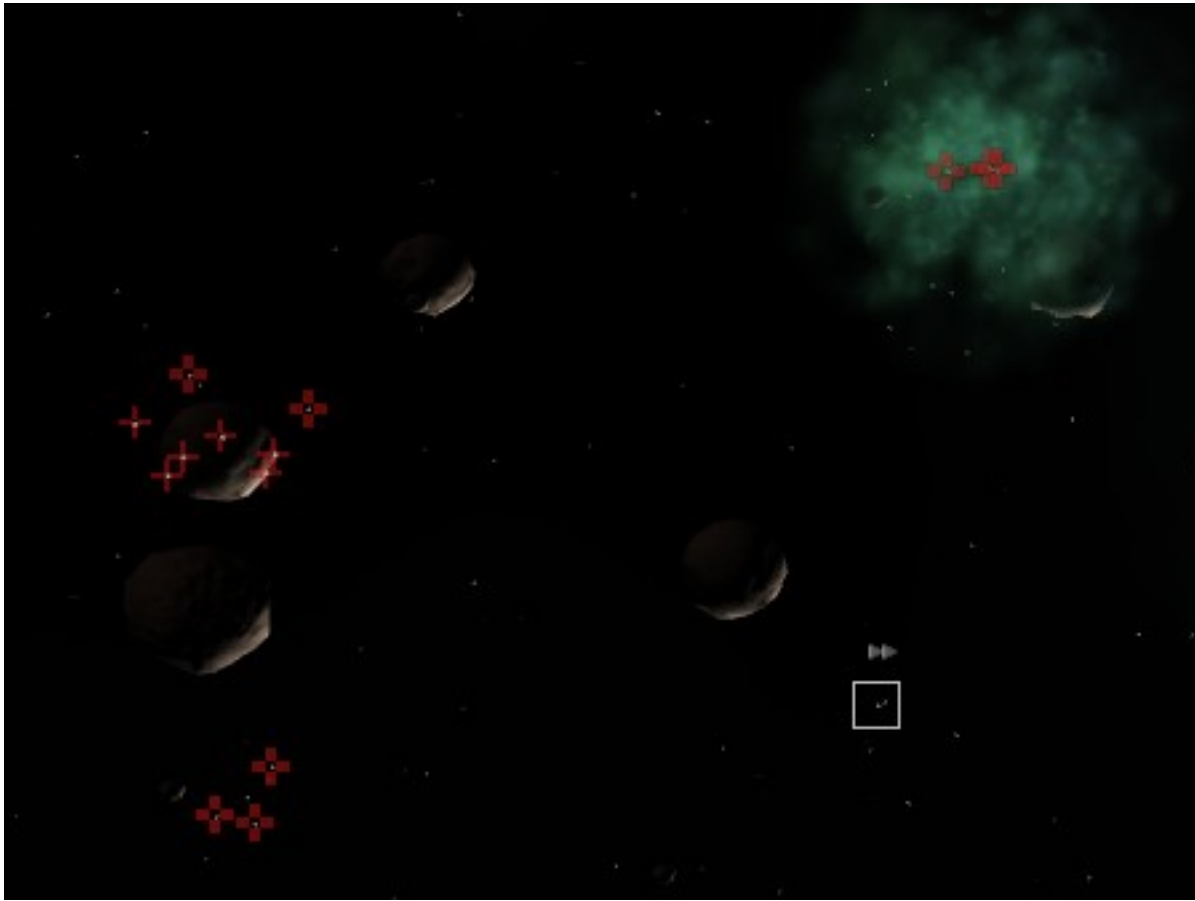
Group 2

2x EoM Hydras

6x EoM Prohphets

Group 3 (Warps in when you have killed group 2)

3x EoM Ogres



Pocket 4: (Damage Dealt: All kinds, Reccomended dmg: Therm)

For shield tankers, take out the Mercenary Commanders unless you wield an em-hardener. For armor tankers, take out the wingmen, unless you wield an exp-hardener. Rest is kin/therm dmg.

Aggro from 4 mercenary overlords. Drones will aggro the entire pocket.

Gang members that fire on anything including the 4 overlords will get aggro from the rest, if not aggroed.

Tip: you can afterburn away from the group and then kill the 4 bs first then fly in and kill the rest.

Group 1 (Aggro)

4x Mercenary Overlords

Group 2

2x Mercenary Overlords

4x Mercenary Commanders

Group 3

6x Mercenary Commanders
4x Mercenary Wingmen



Pocket 5: (Damage Dealt: Kin/therm, Reccomended dmg: Kin)

1x EoM Behemoth, 6x turrets (Tower Sentry Drone II). Aggro at warp in.

Can is dropped by the Behemoth



Roid summary by Jenina Hawke:

First pocket has veldspar, second pocket has veld + scor. 3rd pocket veldspar, 4th pocket omber + veld

A Force to be reckoned with, level 3

Reported by: Weyoun 1, 2007.05.10

Updated by: reaping miner

Last updated: 2007.11.09

Faction: Angel Cartel

Mission type: Encounter

Damage dealt: Expl, Kin, Thermic Missiles

Reccomended damage dealing: Expl, Kin

Completed with: Megathron (Weyoun 1)

Single spawn:

You warp in about 50-60km from the bad guys, everything immediately aggro.

1x Gistum Predator

1x Gistum Smasher

2x Gistior Haunter

2x Gistior Defiler

1x Jenmai Hirokan, flying a Merlin (Flameburst missiles / 100km web range)

Jenmai Hirokan might drop Domination modules.

A Force to be reckoned with, level 3

Reported by: Landrassa, 2007.05.21

Faction: Blood Raiders

Mission type: Deadspace

Damage dealt: EM, Therm

Reccomended damage dealing: EM, Therm

Single spawn:

1xUleen bloodsworn (in a punisher of some kind), 4xBloodsworn diciple (frigs), and 2xBloodsworn bodyguard (cruisers).

Uleen Bloodsworn might drop faction loot.

A Force to be reckoned with, level 3

Reported by: Lechara

Faction: Serpentis

Mission type: Deadspace

Damage dealt: Kin, Therm

Reccomended damage dealing: Kin, Therm

Completed with: Harpy

Single spawn:

You warp in about 50-60km from the bad guys, everything immediatly aggro.

1x Serpentis Heavy Missile Battery, firing Scourge heavies.

2x Guardian Veterans (Web/Scramble)

1x Jarkon Puman, flying a Vigilant.

Amarrian Excavators , level 4

Reported by: Iris Yee with help from Snow Lotus

Blitz report by: Mikal Drey

Screenshot by: Chepe Nolon

Faction: Sansha Nation

Mission type: Deadspace

Damage dealt: Em/Therm

Reccomended damage dealing: Em (therm)

Single Pocket

1x General Strangelove (In Apocalypse with Amarr Navy General II tag)

10x Amarrian Excavators:

2 Excavators are in Armageddon ships with Amarr Navy General I tags

1 Excavator in Maller with Amarr Navy Colonel tag

1 Excavator in Augoror with Amarr Navy Captain tag

4 Excavators in Punishers with Amarr Navy Sergeant I tags

2 Excavators in Inquisitors with Amarr Navy Sergeant Major tags.

There are also two Amarr Cruise Missile Batteries that shoot Paradise Cruise Missiles at around 25km.

Mikal Drey adds: The mission flashy for the amarrian excavators is just the lookout post. There's no need to kill all structures.

None of the NPCs respawn in this mission.



Amarrian Tyrants, level 1

Reported by: Ethaet, 2007.06.23

Faction: Amarr

Mission type: Deadspace

Damage dealt: Em/Therm

Reccomended damage dealing: Em (therm)

Single Pocket

Aggro from all.

Single spawn, 13km away:

3 amarr navy executioner (frigs)

1 tower sentry amarr I (sentry gun)

Amarrian Tyrants, level 2

Reported by: Ehtaet, 2007.12.03

Last update: 2007.12.03

Faction: Amarr

Mission type: Deadspace

Damage dealt: Em/Therm

Reccomended damage dealing: Em (therm)

Completed with: Ishkur (Ehtaet)

Single Pocket

Aggro from all.

4x Amarr Navy Scout

1x Amarr Navy Crucifier

Amarrian Tyrants, level 3

Reported by: Iris Yee with help from Snow Lotus

Blitz by: Anathema Matou

Last update: 2007.04.22

Faction: Amarr

Mission type: Deadspace

Damage dealt: Em/Therm

Reccomended damage dealing: Em (therm)

Completed with: Scimitar (Anathema Matou)

Single Pocket

Aggro from all.

1 General Strangelove(Maller with Amarr Navy Colonel tag),

1 Amarr Navy Officer

1 Amarr Navy Omen

2 Amarr Navy Soldiers

1 Amarr Navy Crucifier

1 Amarr Navy Scout.

(The 2 cruisers and 4 frigates may appear in different combinations)

None of the NPCs respawn in this mission.

Blitz: Just kill the general.

Ambush the Convoy, Level 4

Reported by: Malibu Stacey, 2008.01.16

Mission type: Encounter

Damage dealt: Kin/Therm

Reccomended damage dealing: Kinetic

Completed in: Ishtar (2 Thermal + 1 Kinetic hardeners, Kinetic drones) DR: Very Easy (Malibu Stacey)

2 groups of rats

1 CC: Corelum Chief Spy

4 BC: Corelatis Squad Leader/Platoon Leader

2 BS: Core Flotilla Admiral/Vice Admiral

4 Haulers

2 Cruise Turrets

Aggro from all the rats a few seconds after you warp in.

One of the Transports will drop a can along with it's wreck. This will contain the narcotics you are required to return to your agent.



The Angel Cartel Spies, level 1

Faction: Angel Cartel

Reported by: Jin Gege

Updated by: Iris Yee

Mission type: Deadspace

Damage dealt: Exp, Kinetic

Reccomended damage dealing: Exp, Kin

Single deadspace level

Single group with 3 Gistum Smashers, 1 Gistum Crusher, 2 Gistior Defacers and 1 Gistior Shatterer.

Munition Storage drop 100 units of small projectile ammo.

The Angel Cartel Spies, level 2

Faction: Angel Cartel

Reported by: Superkoe77, 2007.06.06

Mission type: Deadspace

Damage dealt: Exp, Kinetic

Reccomended damage dealing: Exp, Kin

Completed in a rupture (Superkoe77)

Single deadspace level

1x gisti impaler

2x gisti Rogue

3x Gisti Hijack

1x Gisti Raider

1x Gisti Hunter

At a range of 48 km, they were not able to hit me.

The Angel Cartel Spies, level 3

Faction: Angel Cartel

Reported by: Jin Gege

Updated by: Iris Yee

Mission type: Deadspace

Damage dealt: Exp, Kinetic

Reccomended damage dealing: Exp, Kin

Completed in: Scimitar (Anathema Matou)

Single deadspace level

Single group with 3 Gistum Smashers, 1 Gistum Crusher, 2 Gistior Defacers and 1 Gistior Shatterer.

The Angel Cartel Spies, level 4

Faction: Angel Cartel

Reported by: Teiresias

Updated by: Chepe Nolon

Last update: 2008.02.10

Mission type: Encounter

Spacetype: Unknown/No gate

Damage dealt: Exp, Kinetic + Therm from Gist Saint

Reccomended damage dealing: Exp, Kin

Web: Angel Stasis Tower

Completed with: Standard Raven (Faction Mods) DR: Easy (Teiresias)

Completed with: CNR (3x invul) DR:Easy (Chepe Nolon)

Completed with: Golem DR: Easy (Chepe Nolon)

Single Pocket

Aggro: All, Instant, 45km from Warp-in.

1x Stasis Tower

2x Angel Heavy Missile Batteries

3x BS: Gist Warlords/ Gist Saints (Saint: Kin/Therm + Exp missiles)

4x BC: Gistatis Praefectus/Tribunis

Kill the Battlecruisers first, they die easy. Send your drones at the sentries. Bships last.



Angel Extravaganza, level 3

Reported by: Merrick Vale, 2007.06.27

Updated by: Zindzhi, Orestes Umnon, GorlamAGJ, k4neda, Akki Zeta, Cherubior, xcaptain

Blitz by: Anathema Matou

Last update: 2008.02.27

Faction: Angel Cartel

Mission type: Deadspace

Damage dealt: Explosive, Kinetic

Web/scramblers fly at 5-9km (Angel webifier 5km, Spider drones II 7.5km, Angel Viper 8-9km.)

Reccomended damage dealing: Explosive (kinetic)

Completed twice in a Domi. DR: Easy (Merrick Vale)

Completed in a Wolf (Englam)

Completed in a Drake, DR: Easy (Alicina Goodbody)

Groups are now triggered spawns, usually the highest value singleton. Drones will get aggro from new spawns.

You can avoid some respawns by blowing up the structures. Look at the bottom of this page for more info.

Pocket 1 (aggro on warp in)

Group 1: 4 Cruisers

Group 2: 4 Destroyers, 1 Cruisers

Group 3: 1 Elite Frigate, 2 Cruisers

Pocket 2

Group 1: 3 Lt Missile Platforms, 3 Cruisers

Group 2: 2 Elite Frigates, 2 Cruisers

Group 3: 2 bc's, 2 frigates

Casino dropped 10 tourists and 10 spirits

Pocket 3

Group 1: 1 Cruiser, 1 Battlecruiser

Group 2: 2 Elite Frigates, 2 Cruisers

Storage silo dropped random ammo

Pocket 4

5 Sentry Guns, 1 Crusier

Angel Harvester drops 10 Enriched Uranium and 10 trade goods

Pocket 5

Group 1: 2 Frigates, 2 Cruisers

Group 2: 1 Destroyer, 2 Cruisers, 1 Battlecruiser

Group 3: 3 Destroyers, 1 Battlecruiser

Group 4: 2 Elite Frigates, 1 Battlecruiser

Group 5: 2 Spider Drones, Terzom Terzam (in a Battlecruiser)

No structure drops.

Bonus pocket

Needs Angel Palladium tag to enter. The tag gets consumed on activation.

You warp in roughly 75-90km from the rats, which all aggro immediately except for the sentry, presumably because it's out of range. Angel Vipers/Webifier close in pretty fast, other frigs are a little slower. There were no triggers or respawns that I noticed.

Rats:

3x Angel Viper - 30,000 ISK (can web/scramble)

1x Angel Webifier - 25,000 ISK (can web/scramble)

1x Arch Gistii Ambusher - 24,750 ISK (can web/scramble)

1x Arch Gistii Raider - 25,875 ISK (can web/scramble)

1x Gist Warlord - 543,750 ISK

2x Gist Nephilim - 768,750 ISK

1x Gist Saint - 712,500 ISK (does a fair bit of thermal damage)

1x Tower Sentry Angel III - 70,000 ISK

Loot from stash and battlestation was purely T1 crap.

Update: There has been a report of a Domination Tracking Enhancer in Terzam's Stash. So it might drop a faction module.

Blitz:

Kill the structures to prevent respawns.

Details:

Stage 1: the refinery/walls (worked) -- obscure outpost not required

Stage 2: casino/residential/shipyard (worked)

Stage 3: armory/bunker/silo (worked)

Stage 4: (does not have respawns)

Stage 5: (n/a)

Angel Extravaganza, level 4

Reported by: Chepe Nolon, 2007.07.05

Blitz by SynTx

Updates by: Lito Maximus, Zitheral, Anathema Matou, Chepe Nolon and Quinter Servariosius.

Blitz by: Anathema Matou, JanBos

Last update: 2007.12.15

Faction: Arch Angels

Mission type: Deadspace

Damage dealt: Explosive, Kinetic

Web/scramblers fly at 5-9km (Angel webifier 5km, Spider drones II 7.5km, Angel Viper 8-9km.)

Reccomended damage dealing: Explosive (kinetic)

Respawns will target randomly. The groups are also random.

Triggers for respawns will be upon destcution of the last battleship in a group.

Pocket 1:

Warp in approx 25 km from group. Aggro at warp in.

Blitz: killing the structures will remove the 3rd respawn

1. spawn 3 gist general bs, 3 cr, 2 angel viper/webifiers fr
2. spawn 2x bs, 2x cr
3. spawn 2x gist war general, 2x angel vipers (43km from gate)

Pocket 2:

1. spawn 1x Gist Warlord , 2x cr, 2x dd. (20km from warp in)
2. spawn 2x bs , 2x cr (25km from gate)
3. spawn 1x gist saint, 1x hac, 2x cr, 2x webifier/viper

Pocket 3:

1x gist general, 7x angel light missile batteries, 2x angel heavy missile, 3x angel sentry gun

Pocket 4:

Blitz: Blow up the silo and the telescope before anything else. And the respawns won't appear.

1. spawn 2x gist warlord/saints , 2x cr 3x angel viper/webifiers fr (33km from warp in)
2. spawn 4x gist bs, 2x angel viper/webifier (40km from gate)

3. spawn 3x gist bs, 2x angel viper/webifier (65km from gate)
4. spawn 1x gist warlord, 3x gistatis praefectus, 1x garin kezmonu (frig)

Pocket 5:

1. spawn 2x Gist General, 2x cr, 1x fr (30km from warp in)
2. spawn 1x gist saint , 5x cr, 2x fr (30km from gate)
3. spawn 3x bs, 3x vipers (40km from gate)
4. spawn 1x Tiogo Kargaz, 2x Spider drone II (60km from gate)

Pocket 6 (bonus):

(You need an Angel Diamond Tag to access it. Team members may access it without the tag if they activate within 10 seconds)

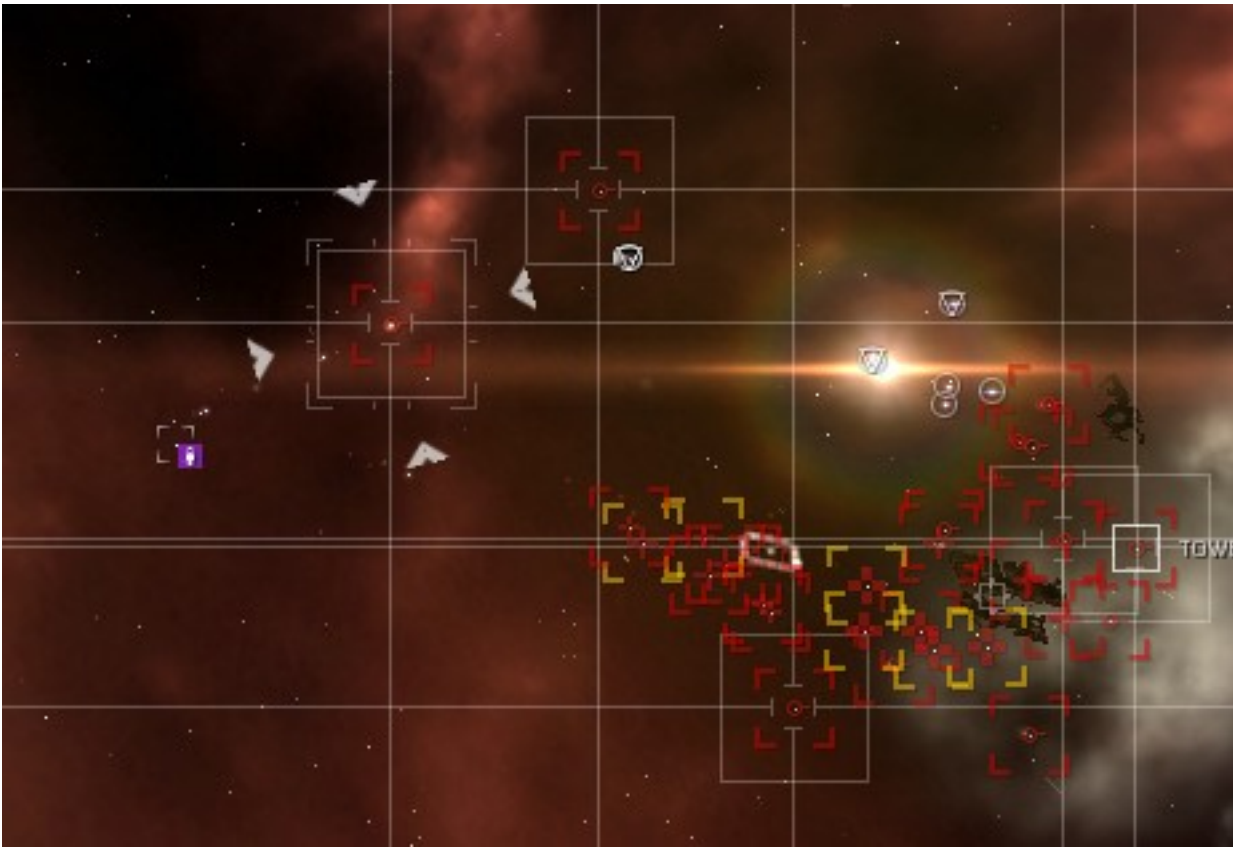
Aggro from towers/everything at warp in. (Everything aggros when you shoot the towers anyway)
If you're only tanked vs exp and kin, you might want to take out the towers/batteris first as they spawn thermal damage.

- 3x Angel Cruise missile Batteries
- 2x Angel Light missile batteries
- 1x Angel Viper
- 1x Angel Webifier
- 2x Arch Gistii Nomad
- 3x Arch Gistum Breaker
- 1x Arch Gistii Defeater
- 4x Gist Malakim
- 1x Gist Seraphim (trigger)
- 2x Gistatis Legatus
- 1x Gistatis Tribunis
- 3x Tower Sentry Angel III

Respawn: 5x BS (gist thrones / Malakins (at the Angels Retirement Home)

If you destroy the Angels retirement home b4 killing the gist seraphim, the respawn doesnt happen (thus making it bit faster to finish when your just after stuf in battlestation).

Angels Retirement Home drops Overseer personal loot and may drop faction loot.
Battlestation may drop faction loot



Angel Strike, level 3

Reported by: Movinon

Ten part mission

Last update: 2007.06.25

Part 1 - Ambush in the Dark

Faction: Pirate

Mission type: Deadspace

Damage dealt: EM, Explosive, Kinetic

Recommended damage dealing: EM, Explosive

Entry: Nothing present.

Stage 1

2 groups, 1 @ 10 km, 1 @ 60km, instant aggro by first.

Group 1, 2 tower sentry II and 2 rouge pirates

Group 2, 4 rouge pirates, 1 rogue pirate raider

Rouge pirates web and scramble.

Grab the prisoners from the cargo container needed for mission completion.

Bunch of collidable structures, no loot.

Part 2 - The interrogation

Mission type: Delivery

1 unit of prisoners (1.0 m3)

Part 3 - The kidnapping

Faction: Mercenary

Mission type: Deadspace

Damage dealt: Kinetic, Thermal, EM

Recommended damage dealing: EM/Explosive or Explosive/Thermal

Entry: nothing present

Stage 1

Three groups at initial warp in, no aggro. Found 8 omber roids size 326m.

Attack group to right, no aggro from others

3 Mercenary corporals

4 Mercenary fighters

Attack left group,

4 Mercenary elite fighters

2 Mercenary commanders

Attack Middle group

2 Mercenary wingman (scramble)

1 Mercenary lieutenant

1 Drazin Jaruk (web)

Get 3 Drazin Keycard from his habitat, needed to activate gate.

Merc Corporal, Commander and Lieutenant drop Angel-type cruiser loot. Drazin Jaruk drops Minmatar type cruiser loot.

Stage 2

2 Mercenary wingman (scramble)

1 Mercenary lieutenant

1 Zerk Cheryn (EW invulnerable, web)

Get prisoners from dropped cargo container.

Metal scrapes and a few other trade goods from storage container.

No loot from other buildings.

Part 4 - Possible Leads

Mission type: Delivery

1 unit of data chip (0.1m3)

Part 5 - Incriminating Evidence

Faction: Darkonnen

Mission type: Deadspace

Damage dealt: EM, Thermal

Recommended damage dealing: EM, Thermal or Explosive, Kinetic

Entry: nothing present

Stage 1

2 groups 1@10km, 1@80km, instant aggro by first group.

Group 1

3 Darkonnen Veteran

2 Darkonnen Gang Leader

Group 2

3 Darkonnen Veteran

2 Darkonnen Gang Leader

1 Darkonnen Overlord

Bunch of collidable structure

Some ammo loot from pressure silo.

Some ammo loot from cargo rigs.

Some trade goods from habitation module.

Part 6 - The Flu Outbreak

Mission type: Delivery

110 units of antibiotic (22 m3)

Part 7 - The Secret Meeting

Faction: Blood Raider

Mission type: Deadspace

Damage dealt: EM/Thermal

Recommended damage dealing: EM/Thermal

Entry: Nothing present.

Stage 1

Warp in first gate, no aggro, turns out it the blood raiders who are guilty.

As the agent directive was only to talk, did not engage and went through warp gate.

Stage 2

4 groups at warp in, range 20-35km, no instant aggro.

Start with middle group (transports), no aggro from other groups. Drops cargo container, get the 5 prisoners. That's enough to complete the mission, or you can hang around and take out the rest.

3 Blood raider transports

9 cruisers (Corpior Seer, Corpior Bishop, Corpior Shade, Corpum Revenant, Corpum Arch Templar)

8 frigates (Corpui Reaver, Corpui Engraver)

Part 8 - Defend the Civilian Convoy

Faction: Blood Raider

Mission type: Deadspace

Damage dealt: EM, Thermal

Recommended damage dealing: EM, Thermal

Entry: Nothing present.

Stage 1

Instant aggro @ 20 km

2 Corpui Reaver

3 Corpui Engraver

3 Corpior Shade

Bunch of large collidable objects,

6 storage facility (no loot)

3 cargo rig (no loot)

3 landing pad (no loot)

Part 9 - Retrieve the Prisoners

Faction: Blood Raider

Mission type: Deadspace

Damage dealt: EM/Thermal

Recommended damage dealing: EM/Thermal

Entry: Nothing present.

Stage 1

Warp in, 4 groups, 10km, 2@35km, 60km)

Initial aggro by 10 km (2 corpum sage)

Total in room (Corpui and Corpum)

8 cruisers

10 frigates (didn't see any web or scramblers)

Kill everything till get cargo drop with 5 prisoners.

Part 10 -

Faction: Blood Raider

Mission type: Deadspace

Damage dealt: EM/Thermal

Recommended damage dealing: EM/Thermal

This is the most challenging level, first time you will come up against battleships in this storyline.

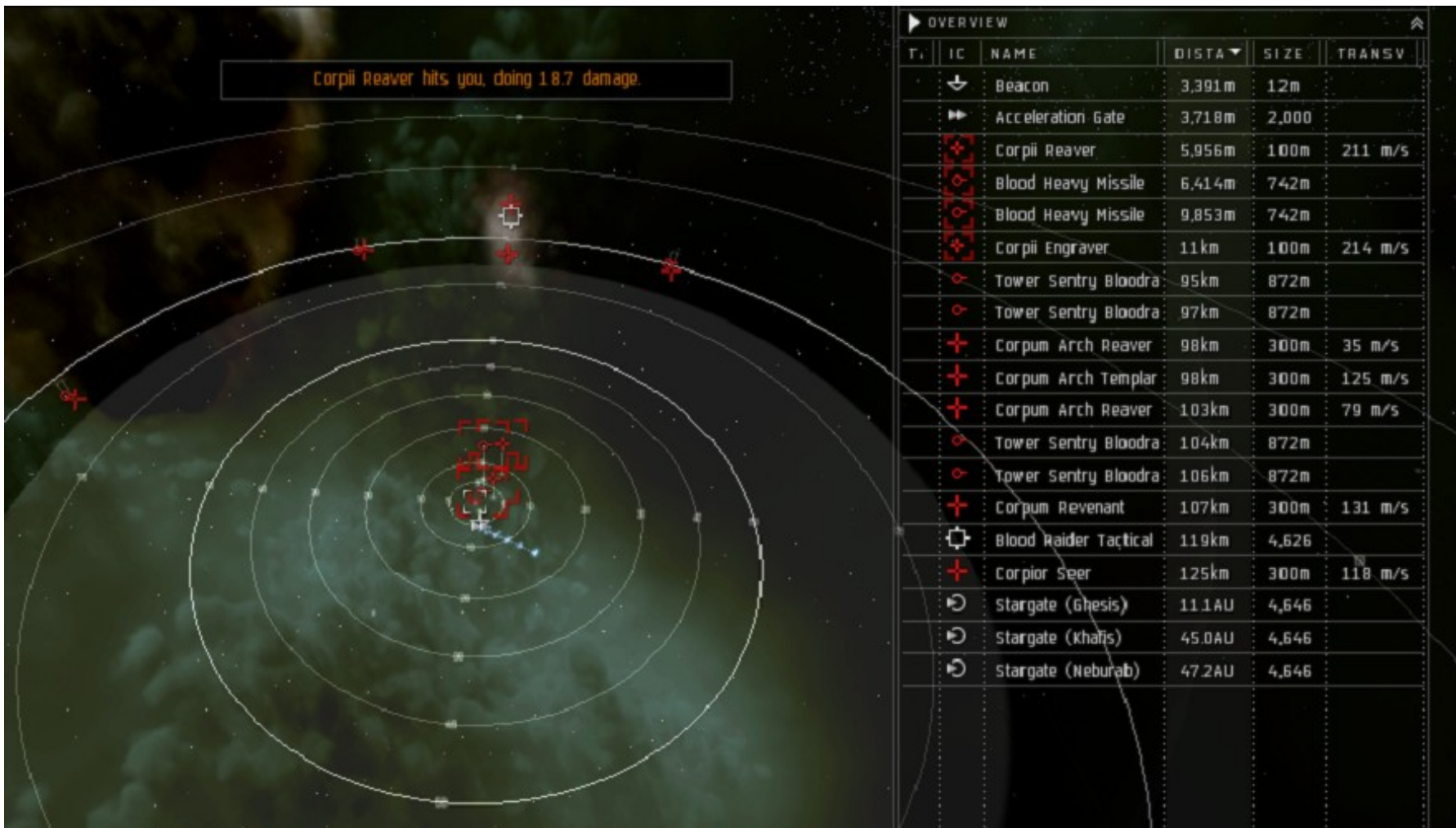
Entry: Nothing present.

Stage 1

First jump, NPC's are spread out (6km, then 95-125km).

Initial aggro by 2 frigates and 2 heavy missile batteries.

After first group, need to kill 5 cruisers at long range, you don't have to shoot the 5 towers (blood raider) to jump.



Stage 2

4 groups at 13km, 25km, 35km)

Initial aggro at warp in by middle group, lots of collidable structures.

Don't have exact counts, each group 2-4 cruisers and 2-4 frigs.

The usual mix of corpii and corpum

Corpior Bishop lands a hit on you which glances off, causing no real damage.

TC	IC	NAME	DISTA	SIZE	TRANSV
		Beacon	4,360m	12m	
		Corpior Bishop	12km	300m	93 m/s
		Corpior Bishop	13km	300m	90 m/s
		Corpior Seeker	13km	100m	180 m/s
		Corpior Diviner	14km	100m	37 m/s
		Corpior Diviner	15km	100m	119 m/s
		Corpior Seeker	16km	100m	113 m/s
		Corpior Collector	16km	100m	183 m/s
		Acceleration Gate	17km	2,000	
		Corpior Reaver	24km	100m	182 m/s
		Corpium Dark Priest	23km	300m	105 m/s
		Corpior Reaver	24km	100m	179 m/s
		Corpior Reaver	23km	100m	149 m/s
		Corpium Shadow Sage	24km	300m	127 m/s
		Corpior Engraver	25km	100m	184 m/s
		Corpior Seeker	32km	100m	185 m/s
		Corpior Collector	32km	100m	181 m/s
		Corpium Priest	27km	300m	70 m/s

FLEET - MOVINDN2 (2)

DRONES (0 OF MAX 5 IN SPACE)

- Drones in bay (5)
- Drones in local space (0)
- Drones in distant space (0)

Stage 3

3 groups @60 and @90km, this time battleships have come to the party.

No aggro on warp in. Attack each group, no aggro from others.

Group 1

1 Corpior Visionary
2 Corpior Seer
1 Corpior Converter

Group 2

3 Corpior Converter

Arisite Envy, level 4

Reported by: Rezerwowy Pies, 2007.12.14

Updated by: Seth Asthereun, Dagle

Last updated: 2008.01.23

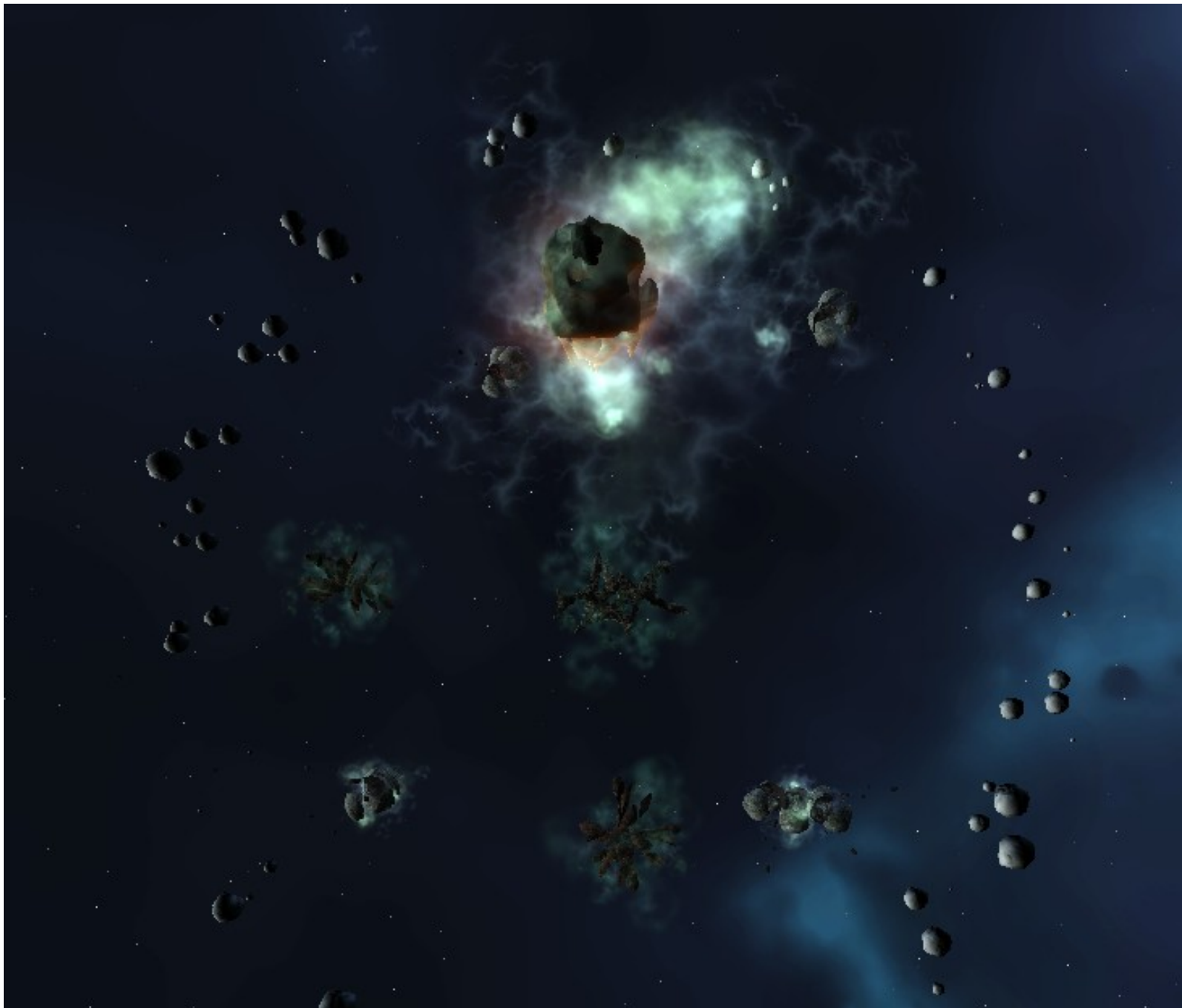
Mission type: Mining

Space type: Deadspace, no gate. Warp to bookmark works.

Faction: Same as the belt rats in the system.

Acquire 9000 Green Arisite (45000 m³).

Rats the same as in the belts in the system. Few Veldspar rocks (~4.25m veld (425k m³)), one Green Arisite (exactly 9000 units to mine).



- 3 Corpior Templar
- 3 Corpus Cardinal
- 1 Corpus Patriarch
- 1 Corpior Shade
- 1 Corpior Fanatic

Group 3

- 1 Corpus Harbinger
- 4 Corpus Archbishop
- 4 Corpior Converter
- 1 Corpior Templar

Destroy the Dark Blood Chapel and pick up 3 implants.

The screenshot shows the EVE Online interface during a mission. On the left is a tactical map with concentric circles representing range. A central point is labeled 'BEACON 2,440M'. Several red icons representing enemy units are scattered across the map. On the right is the 'OVERVIEW' panel, which contains a table of the current fleet and mission details.

T.	IC	NAME	DISTA	SIZE	TRANSV
↓		Beacon	2,429m	12m	
+		Corpior Visionary	60km	100m	15 m/s
+		Corpior Seer	61km	300m	100 m/s
+		Dark Blood Chapel	63km	1,942	
+		Corpior Seer	64km	300m	94 m/s
+		Corpior Converter	65km	100m	15 m/s
+		Corpior Templar	87km	100m	187 m/s
+		Corpior Converter	88km	100m	178 m/s
+		Corpior Templar	89km	100m	134 m/s
+		Corpior Shade	89km	300m	50 m/s
+		Corpus Cardinal	89km	700m	84 m/s
+		Corpior Converter	89km	100m	201 m/s
+		Corpus Cardinal	90km	700m	85 m/s
+		Corpus Patriarch	90km	700m	22 m/s
+		Corpus Cardinal	91km	700m	93 m/s
+		Corpior Templar	92km	100m	74 m/s
+		Corpior Shade	93km	300m	114 m/s
+		Corpior Fanatic	93km	300m	110 m/s

Below the table, the fleet name is 'FLEET - MOVINON2 (2)'. Below that, it says 'DRONES (0 OF MAX 5 IN SPACE)'. At the bottom, there are three expandable sections for drone counts: 'Drones in bay (10)', 'Drones in local space (0)', and 'Drones in distant space (0)'.

Angel Strike, level 3

Reported by: Anathema Matou

Updates by: Jadice Dreamshifter, Botar Miradon, Builder AlphaOne, Suldok

Last update: 2007.08.13

Based upon the Angel Strike Blood Raider version by Movinon

Ten part mission

Completed in a Scimitar with t1/t2 fitting. (Anathema Matou)

Completed in a Dominix (Jadice Dreamshifter)

Completed with t1 fitted Drake DR: Easy for 1, 5, 7, 8 and 9. DR: Medium for 3 and Hard for 10 (Suldok)

Part 1 - Ambush in the Dark

Faction: Pirate

Mission type: Deadspace

Damage dealt: EM, Explosive, Kinetic

Recommended damage dealing: EM, Explosive

Entry: Nothing present.

Stage 1

2 groups, 1 @ 10 km, 1 @ 60km, instant aggro by first.

Group 1, 2 tower sentry II and 2 rouge pirates

Group 2, 4 rouge pirates, 1 rogue pirate raider

Rouge pirates web and scramble.

Grab the prisoners from the cargo container needed for mission completion.

Bunch of collidable structures, no loot.

Part 2 - The interrogation

Mission type: Delivery

1 unit of prisoners (1.0 m3)

Part 3 - The kidnapping

Faction: Mercenary

Mission type: Deadspace

Damage dealt: Kinetic, Thermal, EM

Recommended damage dealing: EM/Explosive or Explosive/Thermal

Entry: nothing present

Stage 1

Three groups at initial warp in, no aggro. Found 8 omber roids size 326m.

Attack group to right, no aggro from others

3 Mercenary corporals

4 Mercenary fighters

Attack left group,

4 Mercenary elite fighters

2 Mercenary commanders

Attack Middle group

2 Mercenary wingman (scramble)

1 Mercenary lieutenant

1 Drazin Jaruk (web)

Get 3 Drazin Keycard from his habitat, needed to activate gate.

Merc Corporal, Commander and Lieutenant drop Angel-type cruiser loot. Drazin Jaruk drops Minmatar type cruiser loot.

Stage 2

2 Mercenary wingman (scramble)

1 Mercenary lieutenant

1 Kuran 'Scarface' Lonan

Get prisoners from dropped cargo container.

Metal scrapes and a few other trade goods from storage container.
No loot from other buildings.

Part 4 - Possible Leads

Mission type: Delivery

1 unit of data chip (0.1m3)

Part 5 - Incriminating Evidence

Faction: Darkonnen

Mission type: Deadspace

Damage dealt: EM, Thermal

Recommended damage dealing: EM, Thermal or Explosive, Kinetic

Entry: nothing present

Stage 1

1 Maru Raid Leader (75k)

1 Maru Harbinger (40k)

8 Maru Raider (15k)

All at 5km instant-aggro

The raiders are frig-sized but drop cruiser loot

Either in the Maru Harbingers or Raid Leaders wreck may contain an +3 Implant.

Part 6 - The Flu Outbreak

Mission type: Delivery

110 units of antibiotic (22 m3)

Part 7 - The Secret Meeting

Faction: Sansha Nation

Mission type: Deadspace

Damage dealt: EM/Thermal

Recommended damage dealing: EM/Thermal

Entry: Nothing present.

Stage 1

Warp in first gate, no aggro, turns out it the Sanshas who are guilty.

As the agent directive was only to talk, did not engage and went through warp gate.

Stage 2

No obvious group of transports, 4 groups total, closest about 30km away (left one):

Right: 2x centum slaughterer, 1x centum execrator

Middle: 3x centior cannibal, 2x centior devourer, 1x centatis devil

Left: 2x centii manslayer, 2x centii butcher, 1x centatis phantasm, 1x centatis specter

Back: 2x centii enslaer, 1x centii plague, 1x centum execrator, 1x centum slaughterer

no aggro at warp-in, groups aggro at the usual 20-25km range when approached; drone aggro unknown (scimitar has no drones *g*), but not likely

no stage aggro from attacking individual groups, went right/middle/back. back group finally dropped the mission loot, didn't shoot the left group - suspected shortcut is going for the back group, not the middle group as mentioned in the current version on the site.

Part 8 - Defend the Civilian Convoy

Faction: Sansha Nation

Mission type: Deadspace

Damage dealt: EM, Thermal

Recommended damage dealing: EM, Thermal

Entry: Nothing present.

Stage 1

No instant aggro at all.

3 groups, closest is 35-40km

Front/middle: 1 centum fiend, 1 centum hellhound, 2 centii butcher, 2 centii manslayer

Left: 1 centatis wraith, 2 sansha berserker, 2 sansha demon [i suppose the demons scramble, didn't check]

Right: 2 centum ravisher, 1 centum ravager, 5 centii butcher

Part 9 - Retrieve the Prisoners

Faction: Sansha Nation

Mission type: Deadspace

Damage dealt: EM/Thermal

Recommended damage dealing: EM/Thermal

Entry: Nothing present.

Stage 1

4 groups.

1st Group: 25km

3x Centum Execrator(63k)

2nd Group: 30km

1x Centatis Specter(135k)

3x Centii Butcher(9k)

2x Centii Manslayer(8k)

3rd Group: 40km

1x Centatis Specter(135k)

2x Sansha's Demon (30k)

1x Sansha's Berserker (25k)

4th Group: 60km

2x Centatis Specter(135k)

3x Centior Misshape(11k)

Part 10 - Sansha Alternative

Faction: Sansha Nation

Mission type: Deadspace

Damage dealt: EM/Thermal

Recommended damage dealing: EM/Thermal

This is the most challenging level, first time you will come up against battleships in this storyline.

Entry: Nothing present.

First Pocket: Aggro at Warpin

2x Tower Sentry Sansha III (70k)

1x Centum Hellhound(80k)

2x Centii Butcher(9k)

1x Centii Manslayer(8k)

Second Pocket

1st Group:

1x Centatis Wraith(140k)

1x Centatis Specter(135k)

2nd Group:

1x Centatis Devil(143k)

2x Centior Canibal(12k)

3x Centior Misshape(11k)

3rd Group:

1x Centum Fiend(77k)

1x Centum Hellhound(80k)

3x Centii Butcher(9k)

1x Centii Manslayer(8k)

4th Group:

2x Centum Torturer(74k)

3x Centii Enslaver(8k)

1x Centii Plague(8k)

3rd stage: 4 groups.

1st: 2 battlecruisers, below 5km, not sure whether they aggro as i shot them first ;p

2nd: group next to the structures: 4 destroyers, 2 battlecruisers

3rd/4th: the two battleship groups to the left and right, approx 70km out. The two battleship groups contain 5 Tyrants each (1.2M bounty), and some BC, the left group has some elite frigates as well. Easy to tank 5 Tyrants in their optimal range with 2 active LARs.

Killed 1st/2nd before engaging the structures.

2 overseer structures: industrial derelict and (target)central comms tower

the industrial didn't drop, the comms tower dropped the expected +3 implant.

Blitz; Destroy the Sensor Structure (Suldok)

Part 10 - Gurista alternative

Faction: Gurista Pirates

Mission type: Deadspace

Damage dealt: Kin/therm

Reccomended damage: Kin/therm

Completed with Raven (3x kin hardeners)

1st room -- two BC, 2 sentry tower III, 4 des, 2 frigs

2nd room -- immediate agro from 1st group at range of 7km ... one cruiser, two webbing frigates, one webbing elite frigate

groups 2 thru 5 will not agro until attacked

g2: 3 cruisers

g3: 2 cruisers, 4 frigs

g4: 2 cruisers, 4 des

g5: one BC, 5 des

3rd room -- immediate agro on warp in from 1st group of four frigates and two cruisers -- range under 10km

remaining groups will not agro until attacked unless you attack the control tower -- then they ALL agro immediately

g2: 3 BC near the tower. There is no proximity agro afaik ... i got within 14km and it didn't happen

g3: [left side] 4 Bs [800k to 1m]; 6 BC; 4 elite jamming frigates

g4: 4 BS [1.25m each], 5 BC, 5 des

My Raven was unable to deal damage fast enough on the BSs in group three while equipped with six cruise missile launchers. Had to leave and re-arm with torps.

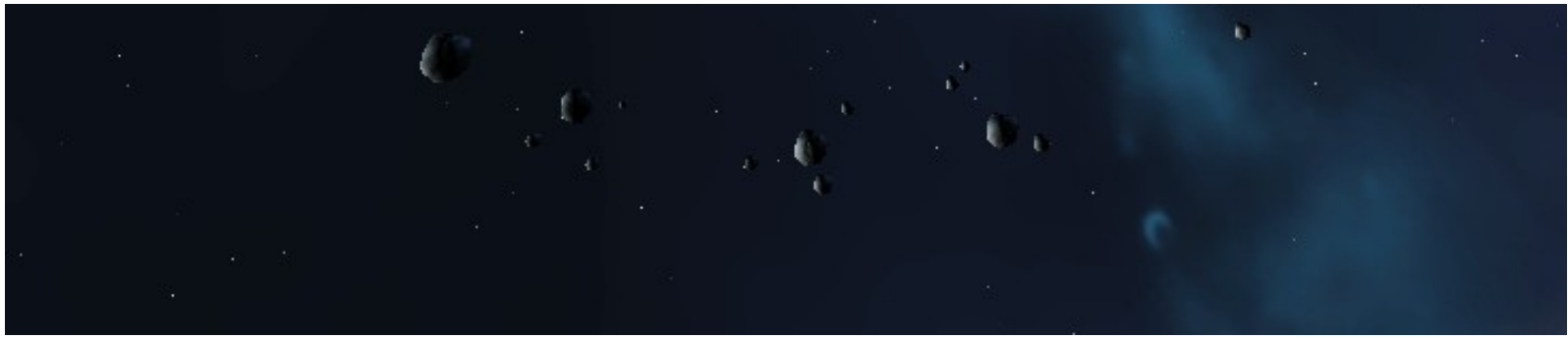
After salvaging all wrecks from groups 1 thru 3, I destroyed the Control tower, grabbed the loot, and warped out.

Ganged partner inside the room was not attacked at all, except by the inst. argo groups in room 2 and 3. Suspect this would have stayed same as long as it attacks nothing. Salvaging was safe for this char.

After you warp out against g3 or 4 in room three, the remaining ships will return to their start position and wait. Re-entering the room will not cause them to agro again until attacked.

Only those ships that attack something [ship, tower, sentry] will be attacked by any rat other than the 'instant agro' groups.

Blitz; Destroy the Sensor Structure (Suldok)



The Assault, level 4

Reported by: VJTD3 and Scrawler, 2007.09.01

Updates by: Lucas Coldhand, Obscuroditus, Moeli Nightwalker, Takeshi Ryuu, Rezerwowo Pies, Knith, Lord Brainscan, Kathrine LaVie

Last updated: 2008.01.21

Faction: Guristas

Mission type: Deadspace

Damage dealt: Kin/Therm

Extras: Heavy Jamming

Reccomended damage dealing: Kinetic

Completed in a drake (Obscuroditus)

Completed in a CNR (Gist XL SB, 2x Pith-X Kin, 1x Therm, some officer stuffz) DR: Easy (Rezerwowo Pies)

Completed in a Megathron (Kiting/Sniping) DR: Medium (Rabalder)

The spawns may be random, so may the triggers. The trigger in either of the pockets are the highest bounty BS that will aggro at warp-in.

First pocket

Gate is unlocked. Attacking the trigger will spawn the second wave.

Initial wave:

1x Dire pithi plunderer (frig)

3x Pith obliterator (BS)

1x Pith destroyer (BS) (trigger)

3x Pithatis assaulter (BC)

2x Dire pithum mortifier (HAC)

2x Dire pithum inferno (HAC)



Second wave: 3 Bs (Pith Exterminator/Eliminator) and 3 Bc (Pith Executor)

BLITZ: Just fly 3 km to the gate and warp to the next stage.

Second Pocket

Attacking the trigger will spawn the second wave. You may complete the mission without triggering the respawn.

Initial wave:

4x Pith dismantler/Destroyers/eliminators (BS) (Trigger: Usually the one with the highest bounty.)

6x Pith extinguisher (BS)

3x Pithatis enforcer (BC)

1x Dire pithum abolisher (HAC)

1x Dire pithum eraser (HAC)

1x Dire pithum nullifier (HAC)

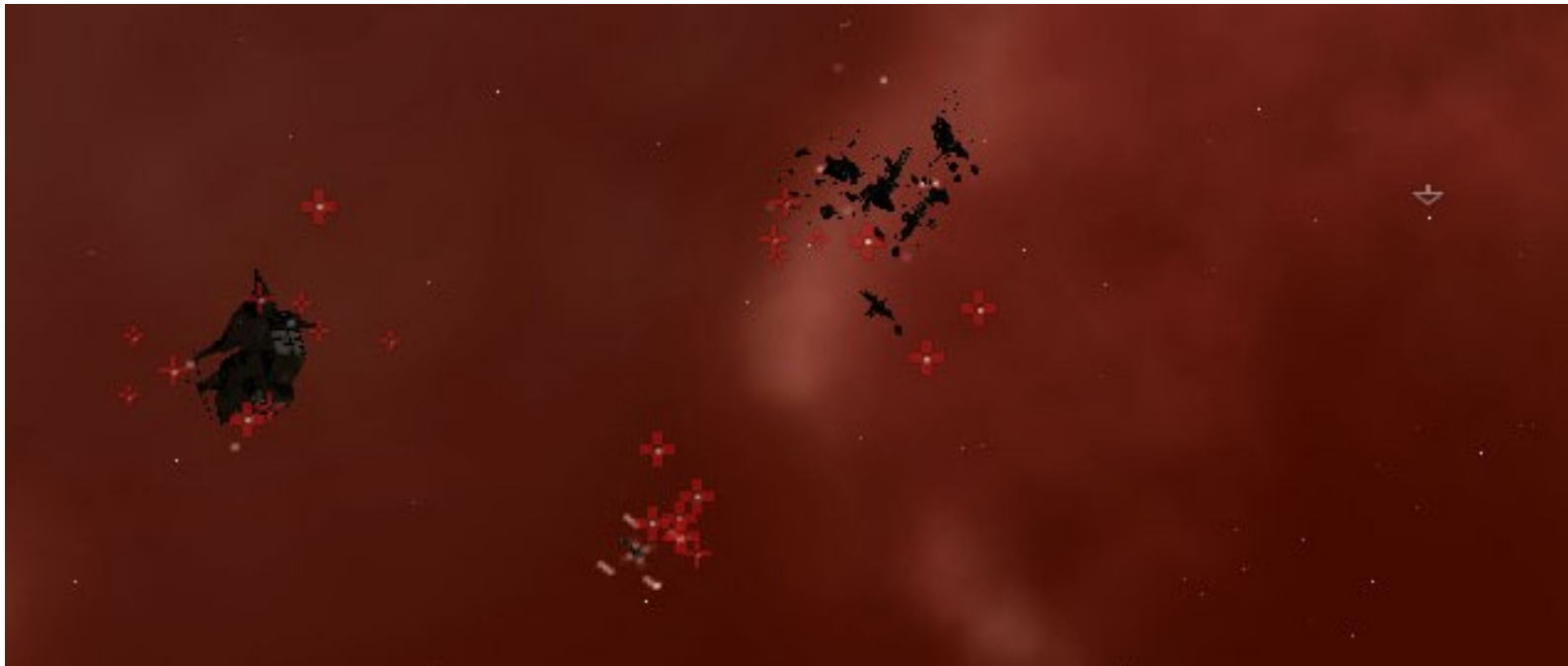
1x Dire pithum annihilator (HAC)

3x Pithior renegade (destroyer)

1x Dire pithi infiltrator (frig)

3x Dire pithi invader (frig)

If you destroy the control tower, the trigger won't happen.



Second wave (40 Km ahead you):

4x Pith Eliminator

3x Pithum Inferno

Dire Pithum Annihilator and Dire Pihl Nullifier do jam

Sometimes other group can attack your drones

Blitz: When you warp into pocket, dont move. Target and kill the farthest group (Dire frig first - jamming) which spawns at >90km (that one near station). Don't use drones for it.

The Assault, level 4

Reported by: Mr fRostiE

Updated by: Dirk Fallows, Teihoo, Anathema Matou, Tawrich Tistrya, Crawler

Last update: 2008.02.24

Faction: Serpentis

Mission type: Deadspace

Damage dealt: Kin/Therm

Extras: Heavy dampening.

Recommened damage dealing: Kinetic

Completed with: Machariel (Faction Tank / Booster). DR: Easy (Mr fRostiE)

Completed with: Dominix (2 x LAR II , 2 x kinetic 2x termic hardener). DR: Easy (Tawrich Tistrya)

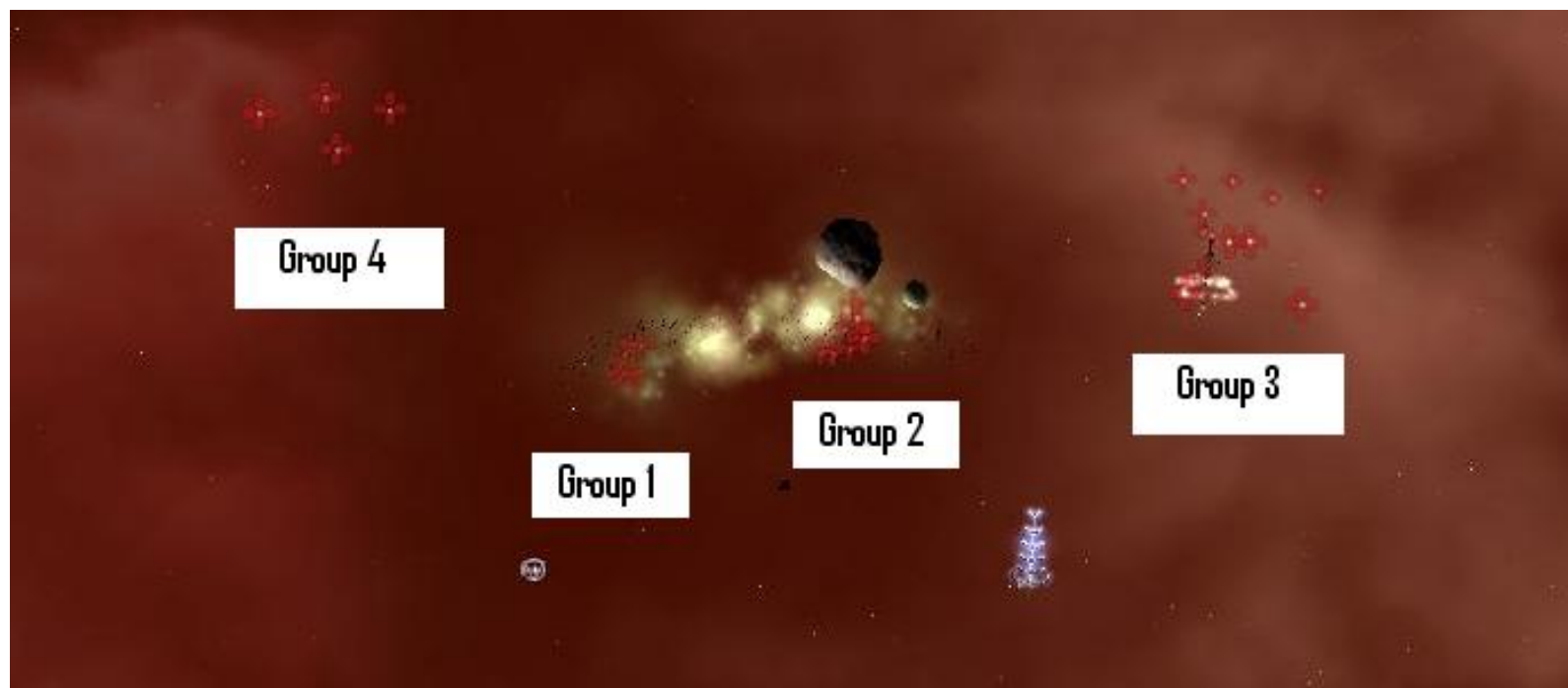
Completed with: Golem (faction fitted) DR: Easy (Chepe Nolon)

Stage 1

4 Groups

No aggro on warp in

Distance to closest NPC = ~45km



Group 1 – Take this group out 1st

4x Guardian Chief

2 x Guardian Spy (Warp Scramble)

Shooting a cruiser in this group might aggro group 3.

Group 2 – Take this group out 2nd

Note: Attacking Group 2 Battleships causes the Reinforcements

2 x Vice Admiral (Respawn Trigger)
3 x Platoon Leader
1 x Squad Leader
3 x Infantry

Group 3 – Take this group out 3rd

2 x Flotilla Admirals
2 x Rear Admiral
3 x Squad Leader
3 x Infantry
2 x Sentinel

Group 4 – Take this group out 4th

3 x Flotilla Admiral
1 x Vice Admiral

This group attacks drones and will make group 3 aggro if you haven't taken that one out first.

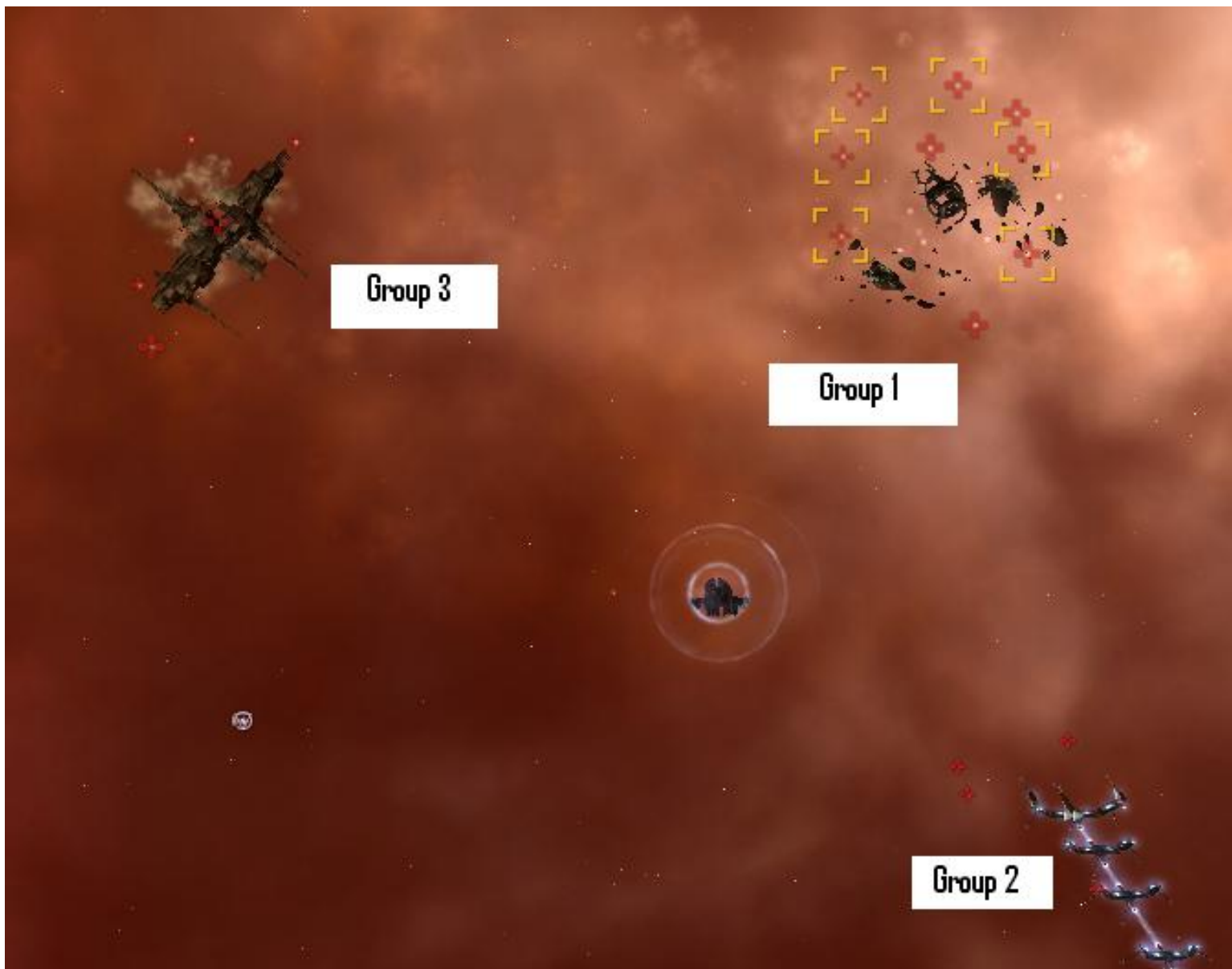
Reinforcements – Kill upon arrival
4 x Vice Admiral
4 x Guardian Protector (warp/scramble)

The gate is NOT locked.

There's a massive roidbelt with assorted roids in this pocket.

Stage 2

3 Groups
Group 1 aggro on warp in
Group 2 aggro few seconds later.
Distance to closest NPC = ~16km



Group 1 – Take this group out 1st

5 x Commodore
1 x Port Admiral
3 squad leader

Group 2 – Take this group out 2nd

4 x Guardian Agent (Warp Scramble)

Group 3 – Take this group out 3rd

Attacking Group 3 Battleships causes the Reinforcements

1 x High Admiral
1 x Grand Admiral
2 x Sentinel
1 x Cannoneer

Reinforcements – Kill upon arrival

4 x Port Admiral

3 x Initiate

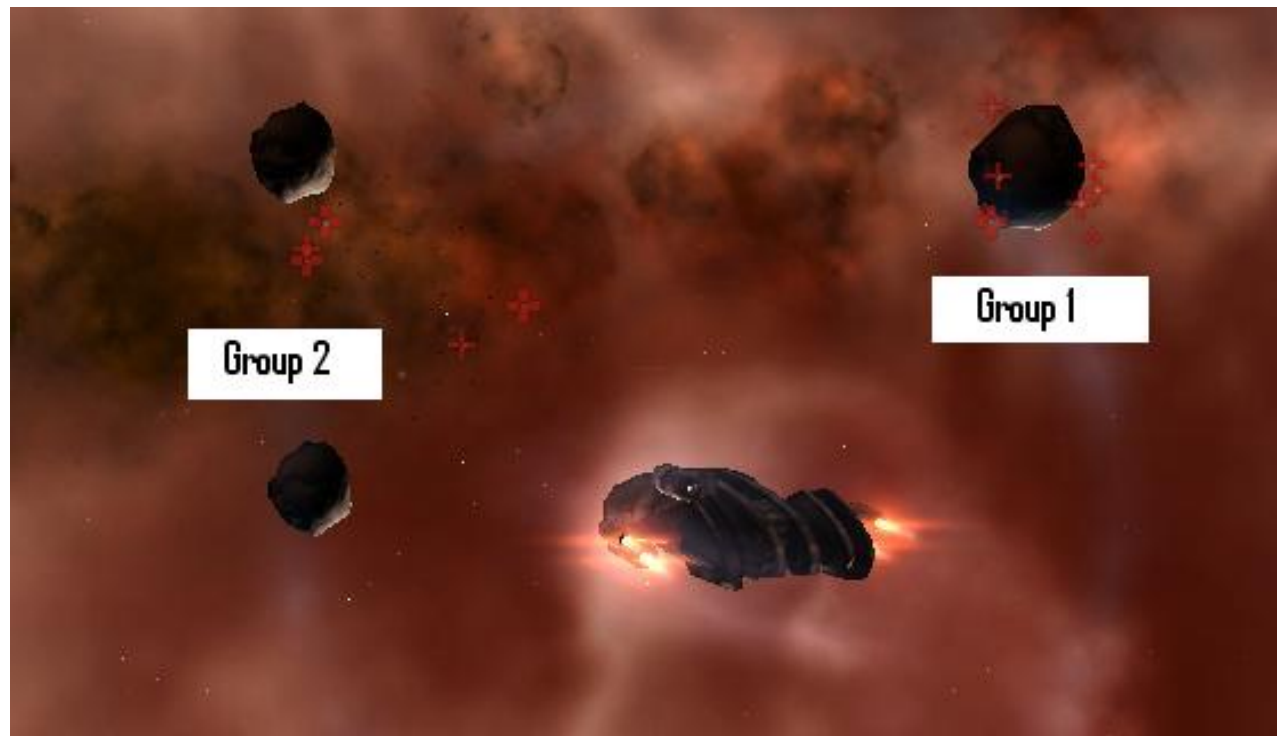
The gate is NOT locked.

Stage 3

2 Groups

No Agro on warp in

Distance to closest NPC = ~58km



Group 1 – Take this group out 1st

1 x High Admiral

2 x Guardian Chief Infantry

2 x Squad Leader

1 x Platoon Leader

2 x Guardian Agent (Warp Scramble)

Group 2 – Take this group out 2nd

2 x Port Admiral

1 x Rear Admiral

1 x Platoon Leader

1 x Chief Infantry

Total bounties – Approx 21 Million Isk

Time Taken – Approx 1 hr 20 mins

Blitz

Reported by: Jalice, 2008.02.11

1st Warp to mission-go through gate

2nd Activate first gate (no agro)

3rd Kill 4X Coreli Guardian Agent(web/scramble) that agro at gate 2 upon warping in

4th Clear last room (2 blobs)

Asteroid Catastrophe, level 1

Reported by: Fred Strangelove, 2007.12.07

Mission Type: encounter/mining

Faction: Serpentis

Damage dealt: Kin, Therm

Recommened damage dealing: Kin, Therm

You have to mine an asteroid that can only be found with a survey scanner.

Fly within 2.5 km of the ruins to find the asteroid.

As soon as you start mining, 4 Serpentis Watchmann (Incursus) show up at 35 km and start to aggro.

Mission is completed when the asteroid is fully mined (the ore needs 1080m3 cargo space).

Attack of the Drones, level 4

Reported by: NadirDDT

Additions by: Layla Ashley, Chepe Nolon, Outo, Magius Paulus, Aruman, Anathema Matou, Maobih Vanire, Chepe Nolon, Trinitius III

Screenshot by: Chepe Nolon

Last updated: 2008.03.01

Mission type: Encounter

Faction: Rogue Drones

Damage types: All

Recommended damage: EM over Kinetic and Thermal. Never tried Explosive.

Extras: Strains do scramble.

Completed with Raven with no T2 equipment. (NadirDDT) Difficulty rating easy to medium.

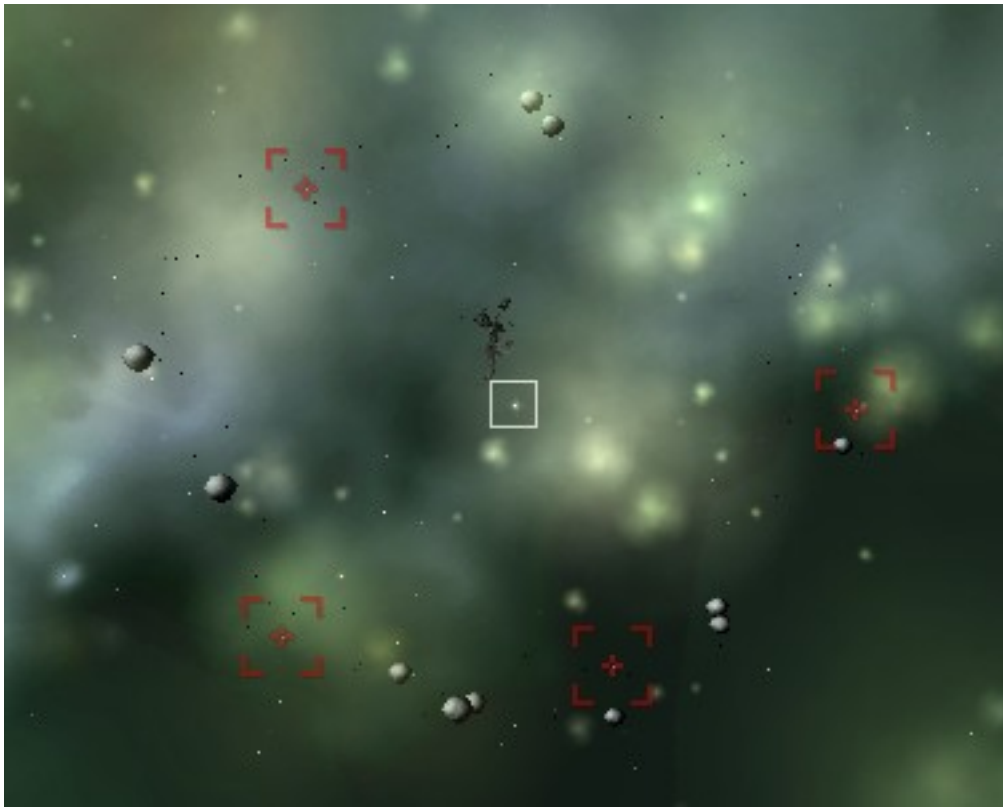
Completed with Dominix (Dual named repairers) (Outo)

Completed with Abbadon (Mega beams) (Maobih Vanire)

Completed in a Drake DR: Easy (nugpot)

Completed in: T2 fitted passive Drake with shield recharge rigs DR: Easy (ZhouXi)

After warping to the mission area you get a message saying that the convoy you are supposed to escort has been destroyed. Shortly after, 4 drones, a mix of Bomber Alvum and Defeater Alvatis warp in and aggro.



The most important thing is, for each of the 4 initial drones you kill, a reinforcement group spawns. Each group is 2 or 3 bs type, and 2-3 smaller ships. No webbers.

They will all aggro you, but they are easily sniped (especially as you can warp in and out at any distance you choose). The Alvus Rulers could be sniped just as easily as the Parasites. The max attack distance is approx 50-55km, and they move very slowly.

Drones and team-mates may get aggroed by the respawns.

Blitz: The drone which triggers the respawn that leads to "objective completed" is the one that is a little bit asymmetric to the other three - in the screenshot the top left one. It's not the one with a different name.

Complete spawn listing (may differ):

Warp in:

4 - Bomber Alvum/Defeater alvatis - Havoc Missiles - Exp

Killing each of the initial drones will spawn something like:

2 - Alvus Rulers/Supreme Alvus spawn

2-3 - Random frigs.

Avenge a Fallen Comrade, Level 1

Reported by Tim Mangold 2007.11.09

Faction: Angel Cartel

Mission type: Deadspace

Damage dealt: Kin/Ex

Recommended damage dealing: Ex

Completed in: Trasher

Warp in right into group 1, group 2-4 aggro individually on attack.

Group 1: instant Aggro, few km

2 Gistii Hijacker

Group 2: 40-50 km on 10 o'clock

3 Gistii Rogue (frig)

Group 3 at habitat: 50-60 km on 12 o'clock

1 Gistii Ambusher (frig, Piranha Light Missile)

Group 4: 50-60km on 2 o'clock

8 Gistii Hijacker (frig)

Mission objective: Habitat at about 75km

Avenge a Fallen Comrade, Level 2

Reported by Jokus Balim 2007.09.22

Faction: Angel Cartel

Mission type: Deadspace

Damage dealt: Kin/Ex

Recommended damage dealing: Ex

Completed in: Rupture with 3 assault launcher, 3 650mm artillery cannons

Warp in right into group 1, group 2-4 aggro individually on attack.

Group 1: instant Aggro, few km

6 Gistii Hijacker

Group 2: 40-50 km on 10 o'clock

5 Gistii Hijacker (frig)

2 Gistii Rogue (frig)

Group 3 at habitat: 50-60 km on 12 o'clock

3 Gistii Shatterer (dest)

Group 4: 50-60km on 2 o'clock

3 Gistii Ambusher (frig)

3 Gistii Raider (frig)

Mission objective: Habitat at about 75km

Avenge a Fallen Comrade, Level 2

Reported by: Kyty Hawk, 2007.06.03

Faction: Blood Raiders

Mission type: Encounter

Damage dealt: EM/Therm

Reccomended damage dealing: EM/Therm

Completed in: Moa with 2 large screens, 2 assault lunchers, 2 Medium lasers and 1 heavy ion blaster and a Stasis Webifier (a must for the fast frigates). DR: Easy (Kyty Hawk)

All groups aggro. Groups appear after the last one is destroyed at 30-40 km

1st group - at 10 km

2 x Corpii Diviner

1 x Corpii Raider

2nd group

3 x Corpior Visionary (destroyer)

1 x Corpum Arch Templar (cruiser) - appears at 50 km after the destroyers get close to you

3rd group

6 x Corpii Follower

4th group

4 x Corpii Diviner

1 x Corpii Engraver

Avenge a Fallen Comrade, Level 2

Reported by: Fayceoff, 2008.01.21

Faction: Concord

Mission type: Deadspace

Damage dealt: All kinds, kin/exp missiles

Reccomended damage dealing: Any

Completed with: Caracal DR: Easy (Fayceoff)

No aggro on warp-in. All groups aggro when the Habitat is hit.

1st group – 45 km at your 10 o'clock high position

4 x DED Soldier 3rd Class

3 x DED Soldier 1st Class

2nd group – 55 km at your 2 o'clock position

4 x DED Special Ops Piranha

4th group – 55 km at your 12 o'clock position

4 x DED Soldier 2nd Class

1 x DED Officer 1st Class

Blitz: Destroy the habitat, not many hitpoints. (good idea if you dont want to take such a security hit)

Avenge a Fallen Comrade, Level 2

Reported by: Fadamor, 2007.09.05

Faction: Gurista Pirates

Mission type: Deadspace

Damage dealt: Kin/Therm

Recommended damage dealing: Kinetic

Completed in: Drake with 3 heavy launchers and 4 Hornet drones. DR: Easy (Fadamor)

Warp-in 10K from group 1. Groups 1 and 2 aggro upon warp in. Groups 3 and 4 wait their turn to be destroyed.

1st group - at 10 km right below you

2 x Pithi Arrogator (3,000 ISK)

2 x Pithi Imputor (3,750 ISK)

2nd group – 40 km at your 10 o'clock high position

2 x Pithi Infiltrator (4,500 ISK)

3 x Pithi Invader (4,875 ISK)

1 x Pithior Nihilist (11,250 ISK)

3rd group – 40 km at your 2 o'clock position

1 x Pithi Infiltrator (4,500 ISK)

2 x Pithi Invader (4,875 ISK)

1 x Pithum Silencer (35,625 ISK)

4th group – 60 km at your 12 o'clock position

2 x Pithi Despoiler (6,000 ISK)

3 x Pithi Saboteur with ECM (6,375 ISK)

Avenge a Fallen Comrade, Level 1

Faction: Serpentis

Mission type: Deadspace

Damage dealt: Kinetic, Thermal

Reccomended damage dealing: Kinetic, thermal

Completed with: Imicus

3 groups. No aggro at warp in. 2, 3 and 6 frigates in the groups.

Attacking the habitat will aggro the groups.

Avenge a Fallen Comrade, Level 2

Reported by: Builder AlphaOne

Updated by: Tonto Auri

Last update: 2007.06.05

Faction: Serpents

Mission type: Deadspace

Damage dealt: Kinetic, Thermal

Reccomended damage dealing: Kinetic, thermal

Completed with: Caracal

Four opo groups

1. 2 frigates at 2km from warpin; instant agro, no jamming

[do others in order from left to right]

remains groups will not agro until you attack them -- or attack habitat

2. 5 frigates at 40km. May contain a destroyer.

3. 1 cruiser, up to 4 frigates near habitat

[whacked the habitat to get the last group to rush me -- makes salvaging easier]

4. Up to 7 frigates

Beware They Live, Level 3

Reported by: Bendar Vol, 2007.12.06

Mission type: Encounter/mining

Space type: Deadspace

Faction: Drones

Damage dealt: Various

Recommended damage dealing: EM

Completed in: Drake for encounter, Osprey for mining (maxed out mining Osprey was unable to get time bonus)

Upon warp in there are 2 Drone Light Missile Batteries.

Killing them spawns 4 Rogue Drones

After drones are dealt with, have to mine 15000 units (9000m³) of ore (omber quality).

Black Market hub, level 3

Reported by: Chepe Nolon

Updated by: Jek Tahr, Emveedee

Last update: 2007.07.04

Faction: Mercenaries

Mission type: Deadspace

Damage dealt: All kinds

Reccomended damage dealing: Thermal

Pocket 1:

10km - aggro when you warp in
mercenary commander x2
mercenary elite fighter x2

50km
mercenary commander x1
mercenary elite fighter x4
heavy missile battery x2 (50km)

55km
mercenary commander x3
heavy missile battery x2
note : no aggro from the cruise missile battery, they aggro when you are at 40km

Pocket 2:

15km
tower sentry I
tower sentry II aggro when you warp in

12km
mercenary elite fighter x2
mercenary commander x2
mission objective loot is in the docked bestower

Blitz: Destroy docked bestower, scoop cont

The Bloodraider Spies, level 2

Reported by: androne, 2007.06.07

Faction: blood raiders

Mission type: Deadspace

Damage dealt: EM, Therm

Reccomended Damage Dealing: EM, Therm

Completed in: Ferox (DR: Easy) (androne)

group one, 6 frigs. 30 km out, near instant aggro.

group two, 6 frigs 50 km out, aggros after first group is killed.

The Bloodraider Spies, level 3

Reported by: Veralidaine Sarrasri, 2007.06.04

Faction: Blood Raiders

Mission type: Deadspace

Damage dealt: EM, Therm

Reccomended damage dealing: EM, therm.

single pocket:

group 1 - 35-40k away - 1x battlecruiser (1x 131,250 Bishop), 3x destroyer (2x 11,813 Converter, 1x 11,250 Visionary)

group 2 - 80-90k away - 3x destroyer (3x 11,250 Visionary)

group 3 - 90-95k away - 2x battlecruiser (2x 135,000 Spy)

group 4 - 100-110k away - 2x elite frigate (1x 25,000 Disciple, 1x 30,000 Wraith), 1x destroyer (1x 11,250 Visionary)

The Blood Raider Spies, level 4

Faction: Blood Raiders

Mission type: Deadspace

Damage dealt: EM, Therm

Reccomended damage dealing: EM, therm.

Completed with: Dominix (DR: Easy)

Aggro from one group with 1x Corpus Monsignor (bs) and 3x battlecruisers.

Two more independent groups. One with the spies (battlecruiser) and some webifiers. And a last group with 3x Corpus Archons, 3-4 cruisers/battlecruisers and some frigates.

Drones doesn't get aggro.

Easy to armor tank.



The Blockade, level 1

Reported by: Jin Gege, 2007.05.16

Updated: 2007.05.20

Faction: Angel Cartel

Mission type: Encounter

Aggro from every spawn.

Initial spawn has 1 Starbase Stasis Tower, 4 Gistii Rogues and 1 Gistii Raider(Trigger)

First wave has 3 Gistii Hijackers, 3 Gistii Rogues and 1 Gistii Outlaw(Trigger)

Second wave has 6 Gistii Rogues and 1 Gistii Nomad(Trigger)

Third wave has 8 Gistii Rogues and 1 Gistii Ruffian(Trigger)

Final wave has 3 Gistii Ruffian and 1 Gistii Raider(end boss)

The Blockade, level 2

Reported by: Jin Gege

Faction: Angel Cartel

Mission type: Encounter

Aggro from every spawn.

Initial spawn within 10km when warping in at 0km from bookmark.

1 Starbase Stasis Tower

4 Gistii Ambushers

5 Gistior Defacers

First wave spawns around 100km away

4 Gistii Ambushers and 2 Gistii Nomads

3 Gistior Shatterers and 3 Gistior Defacers

3 Gistum Predators and 1 Gistum Depredator(trigger for next wave).

Second wave spawns around 100km

3 Gistior Defacers

3 Gistior Hunters

4 Arch Gistii Ruffians(may web/warp scramble)

1 Gistum Depredator(trigger for next wave)

Third wave spawns around 120km

3 Gistii Impalers

2 Gistior Shatterers

4 Arch Gistii Ambushers(may web/warp scramble)

1 Gistum Depredator(trigger for final wave).

Final wave spawns around 35km

4 Gistii Raiders

3 Gistior Seizers

1 Gistum Phalanx(End boss).

The Blockade, level 3

Reported by: Kai Lun
updated by: Brutus Salazaar
Last update: 2007.04.22

Faction: Angel Cartel
Mission type: Encounter
Space type: Normal
Damage Dealt: Exp, Kin
Reccomended Damage Dealing: Exp, Kin
completed with: Dominix dual T2 large rep, 1 each T2 active hardener exp, kin, therm, 1 eanm T2
Completed with: Cyclone (Spacepox)
Mission completes when Gistatis Tribunus is destroyed in last wave

Initial spawn:

4x FF
4x DD Gistior Hunter is trigger for next wave
1x Stasis tower

1st wave:

Spawns as 3 groups all about 100km from the JIP
Group 1: 2x BC
Group 2: 2x cruisers
Group 3: 2x DD, and 3 BC Gistatis Tribuni is trigger

2nd wave:

Spawns as 2 groups in 2 of the spots used by the 1st wave
Group 1: 3x BC, and 2 HAC
Group 2: 4x DD, 4 BC Gistatis Praetectus is trigger

3rd wave:

Spawns as 2 groups also in 2 of the same spots used by first wave
Group 1: 2x cruisers, 2 BC
Group 2: 3x HAC, 4 BC Gistatis Primus is trigger

4th and final wave:

Spawns approx 20km from jip as 1 group
4x BC Gistatis Legatus is final guy
4x FF

The Blockade, level 4

Reported by: Chepe Nolon, 2008.01.05

Faction: Angels

Damage dealt: Exp, Kin (EM or therm from some ships)

Reccomended damage: Exp, kin

Completed in: Raven with Tech 2 Drones and Tech 2 Hardeners and a Gist C-Type XL Booster (DR: Medium to Hard)

Completed in: Nighthawk with t2 fitting. (DR: Easy/Medium) (Ixtelle)

Completed in: Golem w/faction tank DR: Easy (Chepe Nolon)

Completed in: Maelstom (Kosh Maranek)

This mission contains 1 initial wave and 4 extra waves that is triggered upon destroying a certain ship in the previous wave. The waves is picked randomly out of a pool of several types of waves. Trigger is usually an unique battleship. If there are only one type of battleships or two unique battleships, the trigger is pretty random. Try to figure out by placement.

Initial Spawn

You warp in approx 30km from this one. Aggro on warp in from all.

Variant 1

1x Starbase Stasis Tower

3x Gistior Trasher

3x Gist Throne (EM torps)

1x Gist Malakum (Trigger)

The three waves after the initial wave

Variant 1 (3 groups 45-85 km away)

2x Arch Gistii Ruffian (Web/scramle)

2x Gistior Defacer

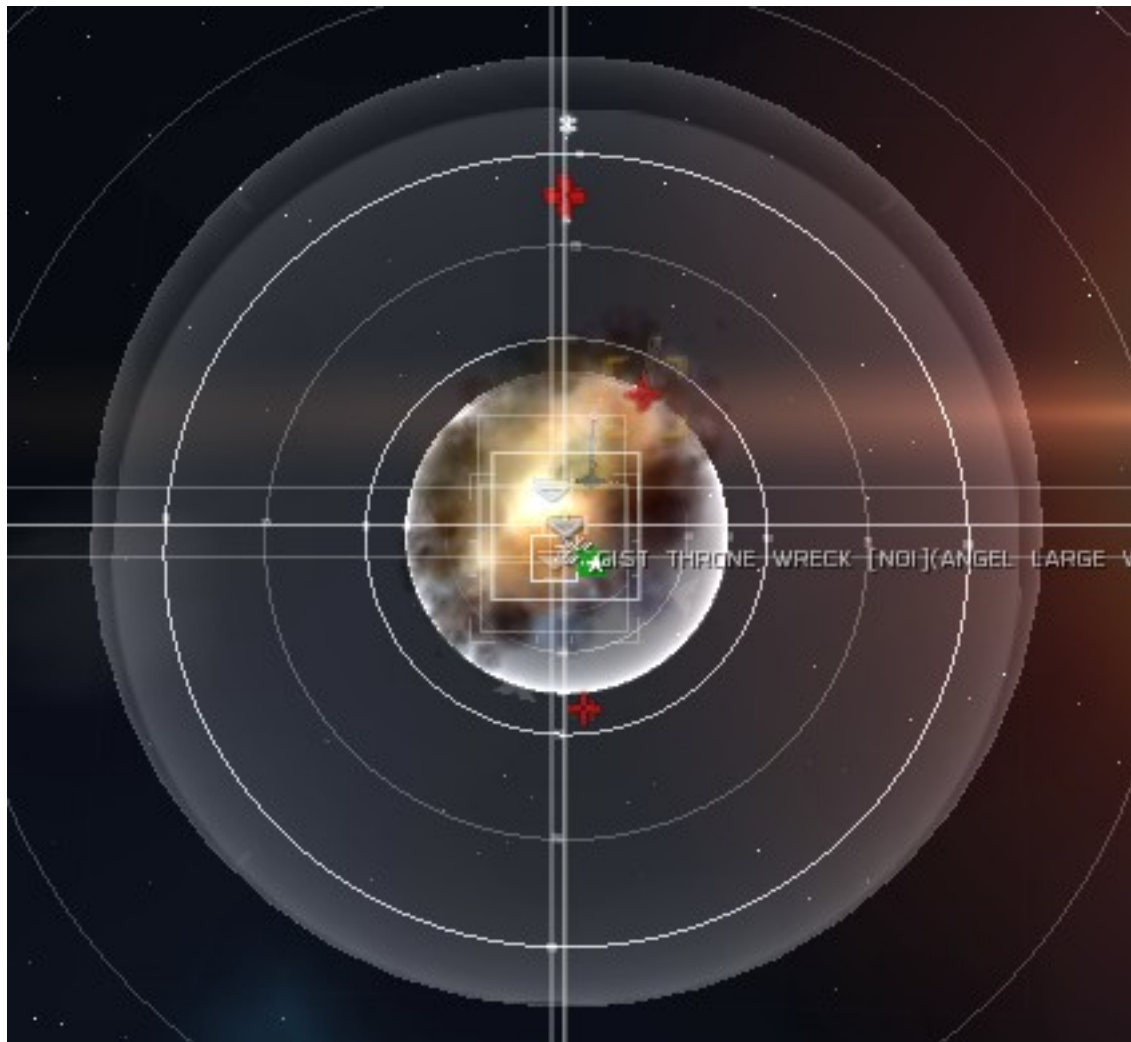
2x Arch Gistum Phalanx (HAC)(Thermal Damage)

3x Arch Gistum Smasher (HAC)(Painter)

2x Gistatis Praefectus

3x Gist War General

1x Gist Nephilim (Trigger)



Variant 2 (2 Groups 50 and 90 km away)

Gist Malakim is in the closest group with just a Gistior Seizer as a wingman.

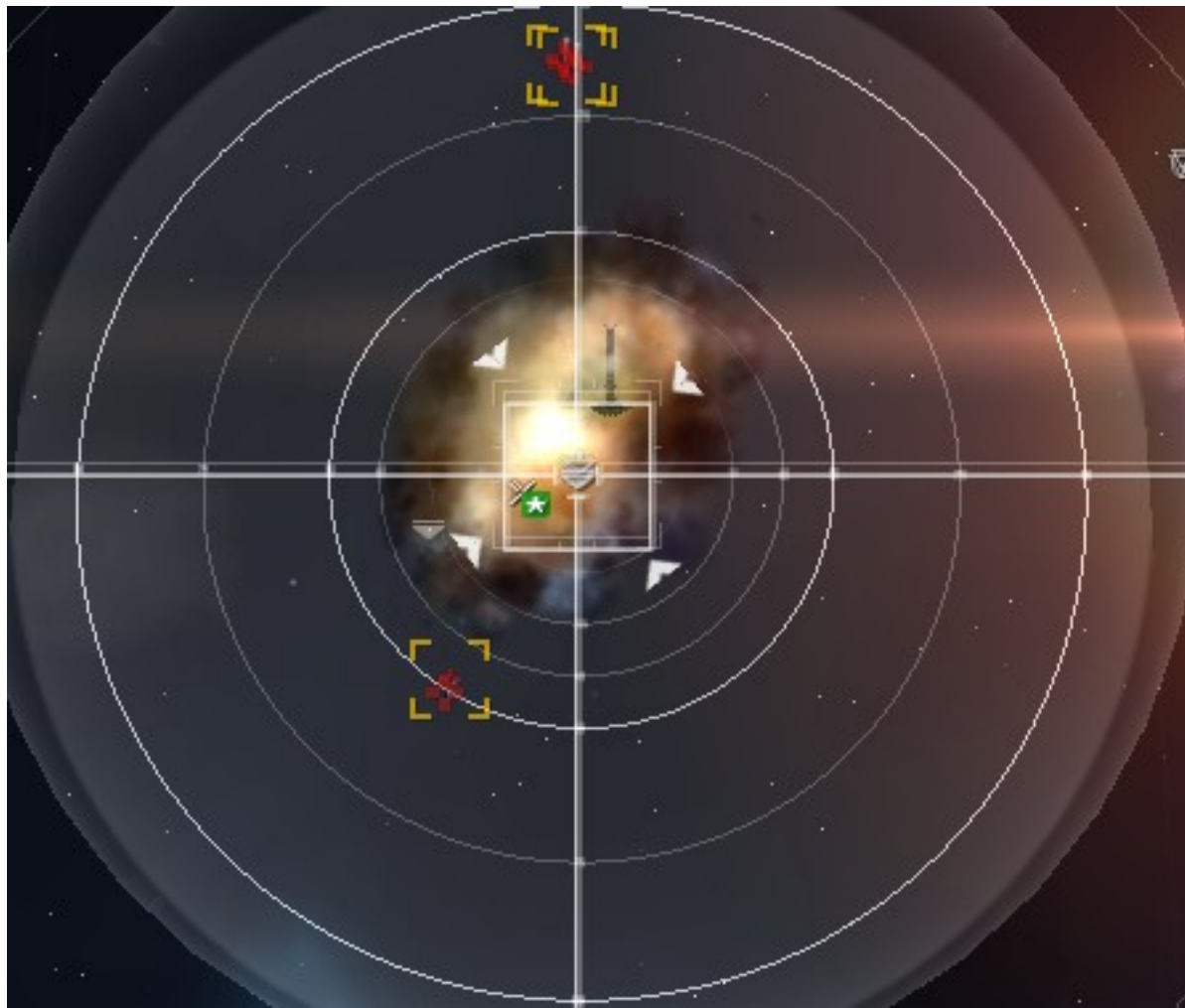
1x Gistior Seizer

1x Gist Malakim (Not the trigger!)

2x Arch Gistii Ruffian (Web/scramble)

2x Gist War General

1x Gist Nephilim (Trigger)



Variant 3 (2 Groups 75 and 90km away)

3x Gistior Shatterers

3x Arch Gistum Smashers (HAC)(Painter)

1x Gist Malakim (Trigger)(EM torps)

3x Gistatis Legionnaires

3x Gist Warlords



Final Wave (5th wave)

The trigger ship here triggers mission completion upon destruction.

Variant 1 (1 Group, 50km away)

3x Arch Gistii Outlaws (Web/Scramble)

4x Gist Throne (EM torps)

1x Gist Seraphim (Mission Trigger)



Kosh Maranek reports:

Was able to maintain range favourable to the optimal range of my Maelstrom. Used Titanium Sabot for targets between 50 - 100 km and then EMP for targets under 50 km. Since everything aggro's as soon as

it spawns use that to your advantage specially when in a gunboat. Pick of smaller vessels first and then take out BS's. Didn't take many hits, except the Seraphim has cruise missiles that hit me at 130km, Malakim and Saint's have Exp torpedos that started hitting around 70 - 75km. With 2 EXP hardeners damage from the Exp Torps should be minimal specially if shield tanking.

The Blockade, level 2

Reported by: Builder AlphaOne

Faction: Blood Raiders

Mission type: Encounter

Damage dealt: EM/Therm

Reccomended damage dealing: EM/Therm

Completed with: Caracal with 4x assault launchers and 500+ light missiles. (Builder AlphaOne)

Five waves

1. no cruisers, destroyers and frigates
2. three cruisers .. 43k, misc destroyers and frigates
3. one cruiser, 37.5k and four armor tanked frigates .. 22k ea + misc frigs
4. one cruiser, 43k and four armor tanked frigates, 24,750 ea. + misc frigs
5. one 79k cruiser, four frigates, four destroyers

Various ordinary destroyers and frigates not mentioned.

Interesting addition, new with Revelations 1.4 ----

after whacking all five waves of rats and salvaging the wrecks, i came back to mine the plag and pyro 'roids.

they are boobytrapped ... 150 hp smartbomb. detonations seem to occur with increasing frequency as you continue mining.

a covetor definitely will not stand up to this abuse (I tried ... got down into armor quite quickly despite small sheild booster running full on).

The Blockade, level 3

Reported by: Kikmaidog, 2007.09.23

Faction: Blood Raiders

Damage dealt: EM, Therm

Reccomended damage dealing: Em, therm

Completeded in Dominix - DR: medium,

Tried in Myrmidon - DR: Hard.

1st Wave

1 x Stasis Tower

4 x Corpior Exorcist (Cruiser class)

4 x Elder Corpii Diviner (Frigate class)

1 x Corpior Devoter (Frigate class) -- Trigger for next wave

2nd Wave

2 x Corpior Visionary (Frigate class)

2 x Corpior Templar (Frigate class)

5 x Corpior Seer (Cruiser class)

2 x Corpior Fanatic (Cruiser class)

1 x Corpii Raider (Frigate class)

1 x Corpior Shade (Cruiser class) -- Trigger for next wave

3rd Wave

4 x Corpior Templar (Frigate class)

4 x Corpior Seer (Cruiser class)

2 x Corpior Bishop (Cruiser class)

2 x Elder Corpum Arch Sage (Cruiser class)

1 x Corpior Fanatic (Cruiser class) -- Trigger for next wave

4th Wave

3 x Elder Corpii Raider (Frigate class)

4 x Corpior Bishop (Cruiser class)

2 x Corpum Arch Priest (Cruiser class)

4 x Corpior Seer (Cruiser class) -- Trigger for next wave

5th Wave

4 x Corpior Exorcist (Cruiser class)

4 x Elder Corpii Raider (Frigate class)

1 x Corpior Phantom (Cruiser class)

The Blockade, level 4

Reported by: Chepe Nolon

Updated by: Seetesh

Last updated: 2007.11.20

Faction: Blood Raiders

Mission type: Encounter

Damage dealt: EM/Therm

Reccomended damage dealing: EM/Therm

Extras: Nos from cruisers

Mission completes when Corpus pope is destroyed. (Final wave).

Completed with: Dominix. (em therm hardeners)

You warp right into the mission at a random spot. The respawns might be random. It's allways the battleship that is 1x of that triggers the next spawn. If all battleships are similar, the respawn is random.

Initial: 5 bs, stasis tower, 3 dessies.

1st wave: 5 bs, 8 cruisers, 2 frigs, 2 scrambling inties.

2nd wave: 5 bs, 4 scrambler frigs, 1 frig.

3rd wave: 4 bs, 4 battlecruisers, 3 hacs, 3 scram frig.

4th wave: 4 bs, 4 scram frigs. Mission complete when Corpus pope is killed.

You get notified each time a new spawn arrives, and when you have killed the leader.

warp in

The Blockade, level 1

Reported by: Skryme, 2008.01.25

Faction: Concord

Mission type: Encounter

Damage Dealt: All kinds

Reccomended damage dealing: None, equal resists on all ships.

Completed in: Rifter (AC/Rockets) DR: Medium (Skryme)

NPC's: DED Soldier 1 Class, DED Soldier 2 Class, DED Soldier 3 Class (Frigates)

At warpin a Stasis Tower will hit you from roughly 20km, and you will get aggro from a number of DED Soldiers. Kite them away from tower and warp out. That will give you time to put out the tower at a new warpin. I recomend killing the DED's in the order they are numbered. 1 first and 3 last, as I experienced the 1's to be the hardest hitting ones. Take them out group by group, and don't get nervous when new warpins are triggered. New warpins will be at distance, so just keep the groups separated and you will be fine. There will be a total number of 47 DED Soldiers, at least it was for me, so make sure you have an enduring setup. No scramblers experienced. Loot table is biased towards energy/capacitor and e-war. All soldiers drop tags.

As the DED's are close combat fighters, this mission might be done with ease kiting the DED's from a missile platform. Not tested though.

The Blockade, Level 4

Reported by: Malibu Stacey, 2008.01.18

Faction: CONCORD

Mission type: Encounter

Damage dealt: Kin/Therm (EM & Kinetic missiles)

Recommened damage dealing: Any (DED have even resists, use whatever you do highest damage with)

Mission completes when DED Army General in 5th wave is destroyed.

Completed with: Ishtar (EM Hardener II + 2*EANM II. Resists=88/80/90/46. Thermal T2 drones) DR: Medium/Hard (Malibu Stacey)

Initial spawn:

1 Stasis Tower

4 Cruisers (DED Officer 1st Class)

4 Battleships (3*DED Army Colonel, 1*DED Army General)

2nd Wave:

4 Frigates (DED Special Ops Panther)

3 Cruisers (DED Special Ops Raptor)

4 Battleships (as initial)

3rd Wave:

5 Frigates (DED Special Ops Piranha)

4 Cruisers (DED Army Captain)

4 Battleships (as initial)

4th Wave:

3 Cruisers (DED Officer 3rd Class)

4 Battleships (as initial)

5th Wave:

4 Frigates (DED Special Ops Panther)

4 Battleships (as initial)

Frigates in waves 2 & 4 web & close distance fast. They orbit at around 7.5km.

All Cruisers fire Kinetic Heavy Missiles.

DED Army Colonels fire EM Cruise Missiles.

DED Army Generals fire EM Torpedos.

Next wave is spawned when the DED Army General is killed.

My drones did not appear to be targetted when each wave spawned.

Blitz would be to kill the DED Army General in every wave until the 5th. Good luck doing that & living to tell the tale in anything smaller than a capital. Not much point in Blitzing it as the tags the enemy drop make you 28 million when sold to NPC orders.

The Blockade, level 2

Reported by: sertus, 2007.08.05

Additional hints by: Tom Schlong

Last updated: 2007.10.14

Faction: Gurista Pirates

Mission type: Encounter

Damage dealt: Kin/Therm

Reccomended damage dealing: Kinetic

Note: The waves are random, this is just an example.

first wave

pithior anarchist x 3 (desstroyer) 11,813

pithi demolisher x 4 (frigate) 9000

pithior nihilist x1 (trigger) (destroyer) 11,250

starbase stasis tower 35000

second wave 60k spawn from entery point

pithior nihilist x 6 11.250 destroyer

pithium silencer x 1 37.500 cruiser trigger

pithi sabsteur x 1 frigate

pithi demolisher x 3 9000 frigate

pithium ascriber x 3 43.125 cruiser

third wave 60-70k spawn from start location

dire pithi despoiler 22500 x4 jamming frigate

pithior renegade 12375 x 3 destroyer

pithior nihilist 11250 x 3 destroyer

pithum silencer 37500 x 1 cruiser trigger

fourth wave 60-80k spawn from start location

dire pithi demolisher x3 28125 frig

pithior nihilist x2 11250 destroyer

pithi wrecker x 3 7875 frig

pithum ascriber x1 43125 trigger cruiser

fifth wave 50k spawn

pithior terrorist x 3 14625 destroyer

pithi destructor x 4 8250 frigate
pithium eraser x1 76875 cruiser

Intended for Cruiser missile ships such as a Caracal.

First and most important: shoot the trigger lastly.

Warp-in in 0km from location, kill all but the trigger.

Then kill the Starbase Stasis Tower, since it slows you down to ~50% speed.

Here is why: when the next wave spawns after killing the first trigger (Anarchist), the new wave will come at you with 400+ m/s, while you are slowed down in a generally slow cruiser. So kill the tower.

Then kill the trigger.

The next wave spawns. They fly towards you and the moment they hit your heavy missile's maximum range, you choose a ship out of the nearest group and keep it at range. Doing this will have you fly backwards, away from the group making use of your superior distance with missiles. While doing this always keep track of your speedometer: if the ship you chose to keep range to slows down, your ship will slow down, too and the other ships close ranks. Shoot the trigger at last and repeat this until the last wave is done.

I recommend 2 Ballistic Control Systems for low slots, an Afterburner and 4 or 5 Heavy Missile Launchers.

The Blockade, level 3

Reported by: PuJu, 2007.08.22

Updated by: Mangala Solaris

Last update: 2007.11.13

Faction: Gurista Pirates

Mission type: Deadspace w/o gate

Damage dealt: Kin/Therm (kinetic missiles)

Reccomended damage dealing: Kinetic

Completed with: Drake (1x invul, 2x kinetic, 1x thermal) DR: Medium

Hint: fit a backup sensor, they love to spam the jammers!

The triggers may vary, so do the spawns. Usually the ship with the highest bounty is the trigger).

Initial:

1x stasis tower

4x pithatis exectuor

4x dire pithum eraser (thermal missiles)

1x pithior renegade (trigger for next wave)

1st Wave:

6x pithior anarchist

2x pithi wrecker

8x pithatis executor

1x pithatis assassin (trigger for next wave)

2nd Wave:

4x pithior anarchist

6x pithatis enforcer

2x dire pithum mortifier (thermal missiles)

1x pithatis assassin (trigger for next wave)

3rd Wave:

2x pithum abolisher

4x dire pithi plunderer

7x pithatis enforcer (random trigger for next wave)

4th Wave:

4x pithatis revolter

4x dire pithi saboteur (jamming spammers!)

1x pithatis death dealer (mission complete)

The Blockade, level 2

Reported by: Aidin Amado, 2008.01.09

Faction: Sansha Nation

Mission type: Encounter Damage dealt: Kinetic

Reccomended damage dealing: EM/Therm/Kinetic

Completed in a T1 fitted Thorax (Aidin Amado)

(f) = frigate

(d) = destroyer

(c) = cruiser

Five waves, you can warp in at a reasonable distance to handle this.

Note: Waves are random. This is just an example.

WAVE 1

1x Stasis Tower

5x Centior Cannibal (d)

3x Centior Manslayer (f) (one of these is the trigger)

WAVE 2

3x Centii Butcher (f)

4x Centior Misshape (d)

2x Centior Cannibal (d)

2x Centrum Ravisher (c) (one of these is the trigger)

WAVE 3

3x Centii Loyal Slavehunter (f)

3x Centior Cannibal (d)

1x Centum Ravisher (c) (the trigger)

3x Centior Devourer (d)

WAVE 4

2x Centior Misshape (d)

4x Centii Loyal Enslaver (f)

3x Centii Butcher (f)

Wave 5

1x Centum Hellhound

2x Centior Misshape

3x Centior Horror

3x Centior Butcher

The Blockade, level 3

Reported by: Builder AlphaOne

Faction: Sansha Nation

Mission type: Encounter

Damage dealt: EM/Therm

Reccomended damage dealing: EM/Therm

Completed in: Drake using kiting

1st wave ... 25km at warp in .. inst agro

1 destroyer

7 c/bc [the 4 'cruisers' are armor tanked and tougher than the BCs]

2nd wave ... 2 groups totalling

6 des

8 BC

3rd wave

4 des

11 c/BC

4th wave

4 des

5 BC

At long range, Thunderbolt [EM] missiles will be all that hits you, so dual active EM shield tank recommended

LOTs of ammo needed ... i used over 1500 heavy missiles on the cruisers [used T2 Hobgoblin (therm) drones on the destroyers]

The Blockade, level 4

Reported by: Abavus Durden

Update by: MaXiMiZor, Tsunamisan, Danasearch, Stephen HB

Last update: 2008.01.14

Faction: Sansha Nation

Mission type: Encounter

Damage dealt: EM/Therm

Extras: Heavy tracking disruption.

Recommened damage dealing: EM/Therm

Completed in high-resist active tank Rokh and a non-tanking drone Domi for dps.

Completed in Raven, arbi's torp and 1xEM, 1xTher, 1 invul. (MaXiMiZor)

Completed in a T2 fitted Dominix 2thermal/2em active hardeners 2 t2 LAR. (Tsunamisan)

Completed with: Abaddon 2xLAR2 T2-EM/TH/EANM hardeners (Stephen HB)

The trigger for next spawn are the BS bosses (usually most expensive one at current spawn).

EXCEPTION: the 5BS spawn with one cheaper Centus Savage Lord, only instance the trigger switches to the cheaper one.

Initial Wave (aggro at warp in):

4x BS, Centus Savage Lord (Trigger)

4x DD, Centior Abomination

1x Starbase Stasis Tower

The trigger triggers 4 successive random spawns that could be 4 out of the following:

Example 1 -Trigger (Centus Overlord) [BS]

2 Centior Devourers [F]

3 Centium Loyal Fiends [C]

2 Centiatis Wraith [C]

3 Centium Loyal Beast [C]

4 Centum Loyal Execrator [C]

4 Centus Mutant Lord [BS]

1 Centus Savage Lord [BS] (Trigger)

Example 2

2 Centi Loyal Savage [F]

1 centior Horror [F]

4 Centus Mutant Lord [BS]

1 Centus Overlord [BS] (Trigger for wave 4)

Example 3

3 Centi Loyal Slavehunter [F]

3 Centum Loyal Execrator [C]

3 Centus Dark lord [BS]

1 Centus Overlord [BS] (trigger for wave 5)

Example 4

4x BS Centus Savage Lord (543k)

1x BS Centus Overlord (881k) (Trigger)

3x BC Centatis Devil (142.5k)

4x CR Centum Loyal Execrator (236k) (Tracking Disruption)

3x CR Centum Loyal Fiend (270k)

3x CR Centum Loyal Juggernaut (214k) (Tracking Disruptor)

3x DD Centior Horror (16k)

Example 5

3x BS Centus Savage Lord (543k)

1x BS Centus Overlord (881k) (Trigger)

1x DD Centior Horror (16k)

2x FF Centi Loyal Savage (23k) (Tracking disruption)

Example 6

3x BS Centus Dark Lord (994k)

1x BS Centus Beast Lord (769k) (Trigger)

2x CC Centum Loyal Execrator (236k) (Tracking Disruption)

3x FF Centi Loyal Slavehunter (24k) (Tracking disruption)

Last wave Example 1

3 Centii loyal Servant (Web/scramble)

4 Centus Dark lord [BS]

1 Centus Tyrant (Trigger for mission objective)

Last wave Example 2

4x BS Centus Overlord (881k)

1x BS Centus Tyrant (1.22m) (Trigger for mission objective)

4x FF Centi Loyal Servant (18k)

The Blockade, level 2

Reported by: Yeo San, 2007.12.04

Updated by: Telethgar

Last update: 2007.12.23

Faction: Serpents

Mission type: Encounter

Damage dealt: Kin/Therm

Reccomended damage dealing: Kinetic

Hacs/interceptors: Guardian

Completed With: Myrmidon, 2x Med Repper, EANM, DC, Kin I, Therm I (DR: Medium/Easy with this setup) (Yeo San)

Killing the last [Corelior Trooper] in the 1st wave triggers the 2nd wave.

Killing the single/last [Corelum Chief Spy] in the 2nd wave triggers the 3rd wave.

Killing the single [Corelum Chief Scout/Spy] in the 3rd wave triggers the 4th wave.

Killing the single [Corelum Chief Scout/Spy] in the 4th wave triggers the last wave.

Initial encounter: (~20km out, immediate aggro)

1x Starbase Stasis Tower

3x Frigate [Corelior Defender/Protector]

5x Destroyer [Corelior Trooper]

2nd Wave (jumpin 50-60 km, sometimes 2 Groups)

2x Frigate [Coreli Watchman/Patroller]

3x Frigate [Coreli Safeguard/Protector]

6x Destroyer [Corelior Soldier]

3x Cruiser [Corelum Chief Scout/Spy]

3rd Wave (jumpin 60-90 km)

3x Destroyer [Corelior Infantry/Sentinel]

3-4x Destroyer [Corelior Soldier]

3-4x Stealth Bomber [Coreli Goardian Patroller], jamming

1x Cruiser [Corelum Chief Scout/Spy]

4th Wave (jumpin 70-90 km, sometimes two Groups)

4x Frigate [Coreli Defender/Safeguard]

2-3x Destroyer [Corelior Trooper]

4x Steath Bomber [Coreli Guardian Guard]

1x Cruiser [Corelum Chief Scout/Spy]

5th and last Wave

4x Frigate [Coreli Guard]

3x Destroyer [Corelior Artillery]

1x Cruiser [Corelum Chief Infantry]

Annotation: Mission area contains considerable amount of ores: Pyroxeres, Plagioclase, Veldspar

Starbase ship maintenance array drops a lot of tradegoods.

The Blockade, level 3

Reported by: Magnetus Tchan

Additions by: Ninti Zero

Last update: 2007.04.28

Faction: Serpents

Mission type: Encounter

Damage dealt: Kin/Therm

Reccomended damage dealing: Kinetic

Completed With: Domi, ABII, LARII, 2x Therm II, 2x Kin II (DR: Medium/Easy with this setup)

Tip on spotting the triggers by Ninti Zero:

Look for a 'unique' ship in each wave. Killing that triggers the next one. For me it's:

Killing the single [Corelior Sentinel] in the 1st wave triggers the 2nd wave.

Killing the single [Corelatis Platoon Leader] in the 2nd wave triggers the 3rd wave.

Killing the single [Corelatis Captain] in the 3rd wave triggers the 4th wave.

Killing the single [Corelatis Platoon Leader] in the 4th wave triggers the last wave.

>Initial encounter and all 4 subsequent waves immediately aggro

Hint: When multiple gangs spawn, AB to closest gang first so you do not get all at once.

Initial encounter: (~20km out, immediate aggro)

3x Corelatis Squad Leader (C)

1x Corelior Infantry (F)

3x Corelum Guardian Chief Infantry (C)

1x Starbase Stasis Tower

1st Wave: (3 gangs spawn ~105km out surrounding you, immediate aggro)

3x Corelior Soldier (F)

3x Corelior Cannoneer (F)

1x Corelior Trooper (F)

2x Corelatis Wing Leader (C)

3x Corelatis Squad Leader (C)

1x Corelatis Platoon Leader (C)

2nd Wave: (2 gangs spawn, ~95km and ~145km out, opposite sides, immediate aggro)

2x Corelum Guardian Chief Protector (C)

6x Corelatis Wing Leader (C)

4x Corelior Cannoneer (F)

1x Corelatis Captain (C)

3rd Wave: (2 gangs spawn, ~85km and ~175km out, immediate aggro)

3x Corelum Chief Defender (C)

7x Corelatis Squad Leader (C)

4x Corelum Guardian Safeguard (F)

4th Wave: (immediate aggro)

4x Corelatis Captain Sentry (C)

4x Corelatis Guardian Watchman (F)

The Blockade, level 4

Reported by: Chepe Nolon w/ help from dookes

Additional testing by: wolf

Additional info by: Malibu Stacey, Alcair Dovyenia

Last update: 2007.11.19

Faction: Serpentis

Mission type: Encounter

Damage dealt: Kin/Therm

Reccomended damage dealing: Kinetic

Mission completes when Core Lord Admiral is destroyed. (Final wave).

Hacs/interceptors: Guardian

Completed with: Cerberus and Dominix. Easy tanking with the Cerberus (89 kin and 92 therm res).

Completed with: Dominix (Malibu Stacey)

Completed with: Ishtar (Alcair Dovyenia) (DR: Easy/Medium)

You warp right into the mission at a random spot. The respawns is random. It's allways the battleship that is 1x of that triggers the next spawn. If all battleships are similar, the respawn should be when you've killed all but 1 battleship.

Example of waves:

Initial: 5 bs, stasis tower, 3 dessies.

1st wave: 5 bs, 17 cruisers, 2 frigs.

2nd wave: 2 bs, 3 dessies, 1 scrambling frig.

3rd wave: 4 bs, 3 cruisers, 1 scam frig.

4th wave: 4 bs, 4 scam frigs. Mission complete when Core lord admiral is killed.

Heavy dampening in the first wave and some in the 3rd wave. Corelum Guardian Chief Patroller and corelum Guardian Chief Guardian is the heaviest dampners. A unboosted raven gets approx 15km range.

You get notified each time a new spawn arrives, and when you have killed the leader.



Malibu Staceys tip: This mission is very snipable in a Dominix using Sentry Drones. Warp in at 100km to the mission area & deploy your Wardens, makes it very easy (stay approx 90-100km from the stargate). There is the occasional damp though so Sensor Booster(s) may be in order. Popping the frigs & cruisers at range is easy with Wardens & I found once they were gone the BS's didn't ever damp.

The Blockade, Blitz

Reported by: Tonto Auri, 2007.11.13

Just kill every trigger in the spawns.

Currently confirmed: Serpentis level 1 and 3.

Bountiful Bandine, level 3 and 4

Reported by: Unholy Ustarte, 2007.12.16

Screenshot by: cemc

Mission type: Mining

Space type: Deadspace, no gate. Warp to bookmark works.

Faction: None present.

The goal is to mine 20,000 units of Bandine (a particular sort of Veldspar) which represents exactly 2000 m3 of cargo.



Break Their Will, level 2

Reported by: Ivisis Avisus

Last updated 2007.11.20

Faction: Mercenaries / Angels

Damage dealt: All kinds

Reccomended damage: Exp, Kin

Finished In Thorax DR: Easy(Ivisis Avisus)

Brief desc: Mission requires to destroy a repair station, type Encounter. After warp-in there are only structures, when they are shot at a group of rat spawns:

When you shoot at station (Power relays do not trigger them)

Gistii Rogue x5

Gistii Hijacker x1 (Trigger)

Tip: Destroy the repair station, or else they will be insta-repaired.

Destroying the aux power generators next to the station, will disable the station's repair capability.

Merc reinforcements

Mercenary Rookie x6

Mercenary Fighter x5

Halfway they triggers

Station Point Defence Battery x4

Tip: If you do not wanna kill all. Keep Distance 35+ Lounch your drones Destroy Power Relays (No enemies will show) so that station do not repair itself. Drones will destroy station fast enough until first wave came in range to shoot you.

Break Their Will, level 3

Reported by: Obsidian Hawk

Additions by: Narrina Skyler, Lost Daughter and Corben Rukh

Last updated 2007.09.17

Faction: Mercenaries / Angels

Damage dealt: All kinds

Reccomended damage: kin primary and exp/therm secondary.

Brief desc: Mission requires to destroy a repair station, type Encounter. After warp-in there are only structures, when they are shot at a group of rat spawns:

1 Gistum Crusher

3 Gistior Seizer

3 Gistior Shatterer

1 Gistum Breaker

2 Gistum Depredator

3 heavy missile batteries

1 stasis tower.

Tip: Destroy the repair station, or else they will be insta-repaired.

Destroying the aux power generators next to the station, will disable the station's repair capability.

Merc reinforcements

3x Mercenary Lietenants

1x Mercenary Commander

1x Destroyer

Break Their Will, level 3

Reported by: Tellora,

Updated by: Corben Rukh, 2007.09.17

Faction: Mercenaries / Blood Raiders

Damage dealt: All kinds

Reccomended damage: Therm primary and em/kin secondary.

Completed in a Harbinger (Tellora)

Brief desc: Mission requires to destroy a repair station, type Encounter. After warp-in there are only structures, when they are shot at a group of rat spawns: web tower

2x missile turrets (Thunderbolt missiles, EM dmg)

4x frigs/destroyer Corpior/Corpum

4x cruisers

Repair station does send drones to repair rats;

After destroying rats and all structures 2nd wave of rats spawns, this time Mercenary Blood Raider:

1x frig/destroyer (Flameburst, therm dmg)

4x cruisers (Scourge missiles, kin dmg)

Destroying the aux power generators next to the station, will disable the station's repair capability.

Break Their Will, level 3

Reported by: EvilSpork, 2007.10.31

Faction: Mercenaries / Guristas

Damage dealt: Kin(therm) missile batteries do kin dmg

Reccomended damage: kin primary and therm secondary.

Completed in Drake - DR: easy-medium(easy if you destroy the station and warp out, medium if you stay to clear the room)

Brief desc: Mission requires to destroy a repair station, type Encounter. After warp-in there are only structures, when they are shot at a group of rat spawns:

- 2 Pithior Renegade
- 2 Pithior Terrorist
- 2 Pithum Nullifier
- 1 Pithior Anarchist
- 1 Pithum Killer
- 1 Pithior Nihilist
- 2 Pithium Silencer
- 3 heavy missile batteries
- 1 stasis tower.

Tip: Destroy the repair station, or else they will be insta-repaired.

Destroying the aux power generators next to the station, will disable the station's repair capability.

Merc reinforcements

1x Mercenary Lietenant (cruiser)

2x Mercenary Corporal (cruiser)

1x Mercenary Commander (cruiser)

1x Mercenary Fighter (frigate class)

Break Their Will, level 1

Reported by: Tim Mangold 2007.11.08

Additions by: -

Last updated 2007.11.08

Faction: Mercenaries

Damage dealt: Kin / Therm

Recommended damage: Kin / Therm

Brief description:

Mission requires to destroy a repair station, type Encounter. After warp-in there are only structures, when they are shot at a group of rat spawns:

4x Coreli Initiate

2x Coreli Scout

4x Repair Station`s Point Defense battery (Foxfire Rockets, pretty low range, wont hit you until you get < 10 km to them)

Merc reinforcements after destroying the Repair Station :

2x Mercenary Fighter (Flameburst Light Missiles)

3x Mercenary Rookie

Tip: Destroy the repair station, or else they will be insta-repaired.

Destroying the aux power generators next to the station, will disable the station's repair capability.

Break Their Will, level 3

Reported by: Calacheng, 2007.11.15

Last updated: 2007.12.15

Faction: Sansha's Nation / Mercenary

Damage dealt: EM / Thermal

Recommended damage: EM / Thermal

Desc: Mission requires to destroy a repair station, type Encounter.

After warp-in there are only structures, when they are shot at a group of NPC spawns:

- 2 Centior Horror
- 2 Centior Misshape
- 1 Centum Beast
- 2 Centum Excecrator
- 2 Centior Abomination
- 1 Stasis Tower
- 3 Missile Battery
- 2 Centior Cannibal
- 1 Centum Ravisher

Mercenary reinforcements:

- 1 Mercenary Commander
- 1 Mercenary Lieutenant
- 2 Mercenary Corporal
- 1 Mercenary Fighter

Tip: Destroy the repair station, or else they will be insta-repaired.

Blitz: Destroy repair station, mission complete, warp out and return to your agent.

Break Their Will, level 3

Reported by: Weyoun 1

Updated by: Corben Rukh, 2007.09.17

Faction: Serpents / Mercenary

Damage dealt: Kinetic / Thermal

Recommended damage: Kinetic / Thermal

Completed in: Drake (Weyoun 1)

Desc: Mission requires to destroy a repair station, type Encounter.

After warp-in there are only structures, when they are shot at a group of NPC spawns:

2 Corelum C Safeguard (Vigilant)

2 Corelum C Watchman (Vexor)

1 Corelum C Spy (Celestis)

1 Webbing Tower

3 Heavy Missile Battery (Scourge)

2 Corelior Trooper (Catalyst)

1 Corelior Soldier (Catalyst)

2 Corelior Artillery (Catalyst)

1 Corelior Sentinel (Catalyst)

Tip: Destroy the repair station, or else they will be insta-repaired.

Destroying the aux power generators next to the station, will disable the station's repair capability.

Mercenary reinforcements:

2 Mercenary Commander (Caracal)

1 Mercenary Lieutenant (Moa)

2 Mercenary Corporal (Moa)

1 Mercenary Fighter (Kestrel)

Blitz: Destroy repair station, warp out, mission complete.

Cargo Delivery, level 1

Reported by El'essar Viocragh

Faction: Angel Cartel

Type: Deadspace

Damage Dealt: Exp, Kin

Reccomended Damagedealing: Exp (kin)

No aggro on warp in, no enemies on warp in.
Approaching the Warehouse triggers first Wave.

Wave 1:

Spawn 1 to 3 each: (aggro, 10km out on each side)

2x Gistii Outlaw

Spawn 4: (aggro, 20km out, trigger for wave 2)

1x Gistii Outlaw

1x Gistii Raider

Wave 2:

Spawn 5-7: (aggro)

2x Gistii Hijacker

Spawn 8: (aggro)

1x Gistii Hijacker

1x Gistii Raider

1x Mitylen Likk (frigate)

Cargo Delivery, level 2

Reported by Builder AlphaOne

Update by: Veralidaine Sarrasri

Last update: 2008.01.10

Faction: Angel Cartel

Type: Deadspace

Damage Dealt: Exp, Kin

Reccomended Damagedealing: Exp (kin)

Completed with: Caracal (Builder AlphaOne)

On entry, no opps present. Says 'deadspace' but is not.

1st group appears when you close to within 20km of objective [hidden warehouse].

2x elite frigates (2x 24,750 Arch Gistii Ambushers)

1x frigate (7,500 Ambusher)

2x destroyers (1x 12,375 Haunter, 1x 14,625 Seizer)

1x cruiser (37,500 Depredator)

2nd group joins in as soon as you kill any one ship of the 1st group.

1x elite frigate (27,000 Irmur Filara)

5x frigates (3x 8,250 Hunters, 2x 7,875 Raiders)

5x destroyers (3x 11,250 Shatterers, 2x 15,750 Trashers)

Regular frigates total 15 and range from 8250 to 14625. No scrambling.

With 19 ships attacking, you'll likely have to warp out and come back several times [five for my Caracal with 4x Assault launchers]. Bkmk a wreck and return at 70km did NOT work -- I landed right in the middle again.

Blitz: You don't have to destroy any of the ships, so you can just warp in, grab the goods and warp out. Mind the Elite frigates probability of scrambling.

Cargo Delivery, level 2

Reported by Sevnn, 2007.07.04

Faction: Blood Raiders

Mission Type: Deadspace

Damage Dealt: Em, Thermal

Recommended damage dealing: EM/Thermal

Spawn 1 (spawned as I got near the warehouse):

2x Corpii Engraver

4x Corpii Reaver

4x Corpii Devoter

Spawn 2 (spawned as I killed the last member of spawn 1:

3x Corpior Converter

1x Corpior Friar

4x Corpior Templar

1x Corpum Arch Engraver

1x Zorenyen Zitul

If you keep 25km+ away from the hostiles they can't hit you.

Cargo Delivery, level 3

Reported by Thaddeus Bruto

Faction: Blood Raiders

Mission Type: Deadspace

Damage Dealt: Em, Thermal

Recommended damage dealing: EM/Thermal

Just giving confirmation that this is just like the [L4 version](#), just smaller ships. At 20 km the first group spawns, when you kill the first target reinforcements show up, including the boss. Sniping is the easiest way to kill them, their damage output up close is around 300 DPS, since my 500 DPS dual-rep tank was failing slowly with only one repper turned on.

Cargo Delivery, level 4

Reported by NineofThree

Updates by: Chepe Nolon, Thaddeus Brutor, Gryndel, D'uce

Additions by Shuckstar

Pictures by: Chepe Nolon

Blitz by: Dolmant

Last update: 2007.12.10

Faction: Blood Raiders

Mission Type: Deadspace without a gate

Damage Dealt: Em, Thermal. Kinetic missiles from the battleships.

Extras: Heavy nos by Corpus Archbishops and Corpus Harbingers

Scramblers: Elder Corpii Upholder, Elder Corpii Diviner x2

Recommended damage dealing: EM/Thermal

Completed with: CNR (3x invul) DR: Easy (Chepe Nolon)

Completed with: Abaddon (2x em, therm, kin) DR: Easy (Numir)

Update: The Elder Corpii frigate may be the trigger (unconfirmed).

Chepe Nolon adds: Did the mission straight after I added this, and the elite frigs didn't trigger. The Corpior Cleric is still the trigger.

It's similar to the other variants. Shooting the Corpior Friar causes the respawns. Its very easy if you run away after the spawn and just snipe them all. They do no damage from 40k+.

First ambush (16km from the warehouse) (8 rats total)

2-3x Corpior Exorsists

2-3x Elder Corpum Dark Priests

1-2x Elder Corpii Friar/Herald (warp/scramble)

1-2x Corpior Friar/Cleric (trigger)



Second ambush (when shooting the trigger)

- 2x Corpus Harbinger (NOS within 20km range, 25% chance, 350 units)
- 2x Corpus Archbishop (NOS within 20km range, 25% chance, 350 units)
- 1x Corpus Pope aka. Kubi Gayar
- 1x Corpum Dark Priest
- 2x Corpior Phantom
- 3x Elder Corpii Raider (web/scramble)

Alternative Second ambush (to show the randomness)

- 6x Corpus Archbishop (NOS within 20km range, 25% chance, 350 units)
- 1x Corpus Pope aka. Kubi Gayar
- 1x Corpum Arch Priest
- 2x Corpior Phantom
- 3x Elder Corpii Engraver (Web/scramble)

3 of the archbishops will empty your cap in no time if they get into range.



Tip 1: try to keep at least 30km distance from the battleships. Then it's no problem. Might be best to get rid of the 3 web/scrambling frigs first.

Tip 2: If you don't shoot the destroyer, you will avoid the spawn with the heavy nossing battleships.
Tip 3: If you're going to shoot the destroyer, get some distance from the warehouse as they will spawn around it. (See screenshots)

Chepe Nolon's first encounter: I felt too confident in my CnR when I took on this one for the first time. I hadn't encountered anything that posed a threat yet. But this one nearly got me. If it hadn't been for my team mates transferring shields and killing the ships, I'd be one CnR less. It's not the damage, but the nossing. Suddenly my cap was empty and I was scrambled. Versius Bloodraiders that is a bad thing since my hardners stopped working too. So as the tip says, snipe 'em. At least get out of nossing range if you're active tanking.

Blitz: It can be done in a shuttle. Just zip in straight to the warehouse, grab the loot, and use autopilot to get out. Im not sure if i got the same spawns as you did, but they appeared all around me and got into my armour (about half) before i left. Its a free 1.5M for about 2 minutes work. Not worth the CnR ;) If you get your ship blown up, you can buy the cargo from the market.

Cargo Delivery, level 4

Reported by Sara 7

Faction: Sansha Nation

Mission Type: Deadspace

Damage Dealt: Em, Thermal

Extras: Heavy NOS

Recommended damage dealing: EM/Thermal

Completed in: Drake/Typhoon (Sara 7)

first spawn 4 cruisers 2 frigates

As reported, first spawn at around 12 km .. killed 2 frigs first and then killing a cruiser spawned the second wave

second spawn 6 battleships, 3 frigates:

Elder Corpii Raiders

elder Corpii Upholders

Corpior Clerics

Corpum arch Priest

corpior Exorcists

corpior Phantoms

corpus Harbinger (uses Battleship NOS!!!)

Cargo Delivery, level 3

Reported by Somal Thunder, OSGOD

Update by: Anathema Matou, dltrfh, Melme Rahka

Last update: 2008.02.13

Faction: Serpentis

Mission Type: Deadspace

Damage Dealt: Kinetic, Thermal

Extras: Heavy damp: (Corelum Guardian Chief Safeguard)

Recommended damage dealing: Kinetic/Thermal

Completed with: huginn, DR: easy (Anathema Matou)

Completed in: Myrmidon (OSGOD)

1ST WAVE

2 x corelior Artillery/infantry (Triggers)

1 x coreli Guardian watchtman

2 x corelum Guardian chief Safeguards

4 x corelum Guardian chief sentinels

2ND WAVE

1 x Amore Veal : (Dimos)

2 x coreli infantry:(Catalyst)

1 x Coreli Platoon leader (brutix)

5 x corelum chief infantry :(Dimos)

Cargo Delivery, level 4

Report, pictures and blitz by SynTx

Update by FrozenDreams, Soniea Blends, Allaera, Oftherocks

Last update: 2008.01.09

Faction: Serpentis

Mission Type: Deadspace

Damage Dealt: Kinetic, Thermal

Extras: Heavy Damp (Guardian Chief Safeguards)

Recommended damage dealing: Kinetic/Thermal

Completed in: Navy Issue Raven (SynTx)

completed with Typhoon tech2 armor hardeners therm, 2 kin and energized adaptive nano (DR: Easy to medium)(FrozenDreams)

Completed in: Rokh (McEivalley)

Completed in: Passive tanked Nighthawk DR: Easy (Allaera)

Completed in: Drake (Passive, T2 fitted, with shield recharge rigs) DR: Easy (ZhouXi)

At a distance of 12 km to the warehouse > Initially spawn.

Trigger for wave 2 is the last corelum chief sentinell you kill.

Initial Spawn

4 Cruiser

2 Frigs

1-2 BS



Second Spawn

6 BS

3 Frigs



Got dampened by "Core Flotilla Admiral".

No chance to lock any target without a ECM in a Drake

Blitz:

First:

Buy the needed goods (Quafe Ultra)

Put it in the hanger (where the missen agent is)

Then:

Accept the mission.

Fligh to mission rendezvous point.

By the Initial Spawn >> Mission Complete (watch the Log)

Dock where ever you are.

Report back to your Agent.

Cargo Delivery, The Blitz

General blitz: You don't have to trigger the respawn to complete the mission.

- By Dolmant: It can be done in a shuttle. Just zip in straight to the warehouse, grab the loot, and use autopilot to get out. Im not sure if i got the same spawns as you did, but they appeared all around me and got into my armour (about half) before i left. Its a free 1.5M for about 2 minutes work. Not worth the CnR ;)
- By Accurus: throw a cheap cloaker on a quick frigate, and pick a straight route to the can, keeping 2k away from everything else along the route (quite easy).
As soon as you get to the can, align to someting you can warp to then open can, transfer goods to cargo hold and warp before they get chance to lock you.

Cheap Chills, level 4

Reported by: Cemc amd Rezerwowy Pies, 2007.12.27

Mission type: Mining / Combat

Space type: No gate, warp to beacon only.

Faction: Rogue drones + Same as the belt rats in the system

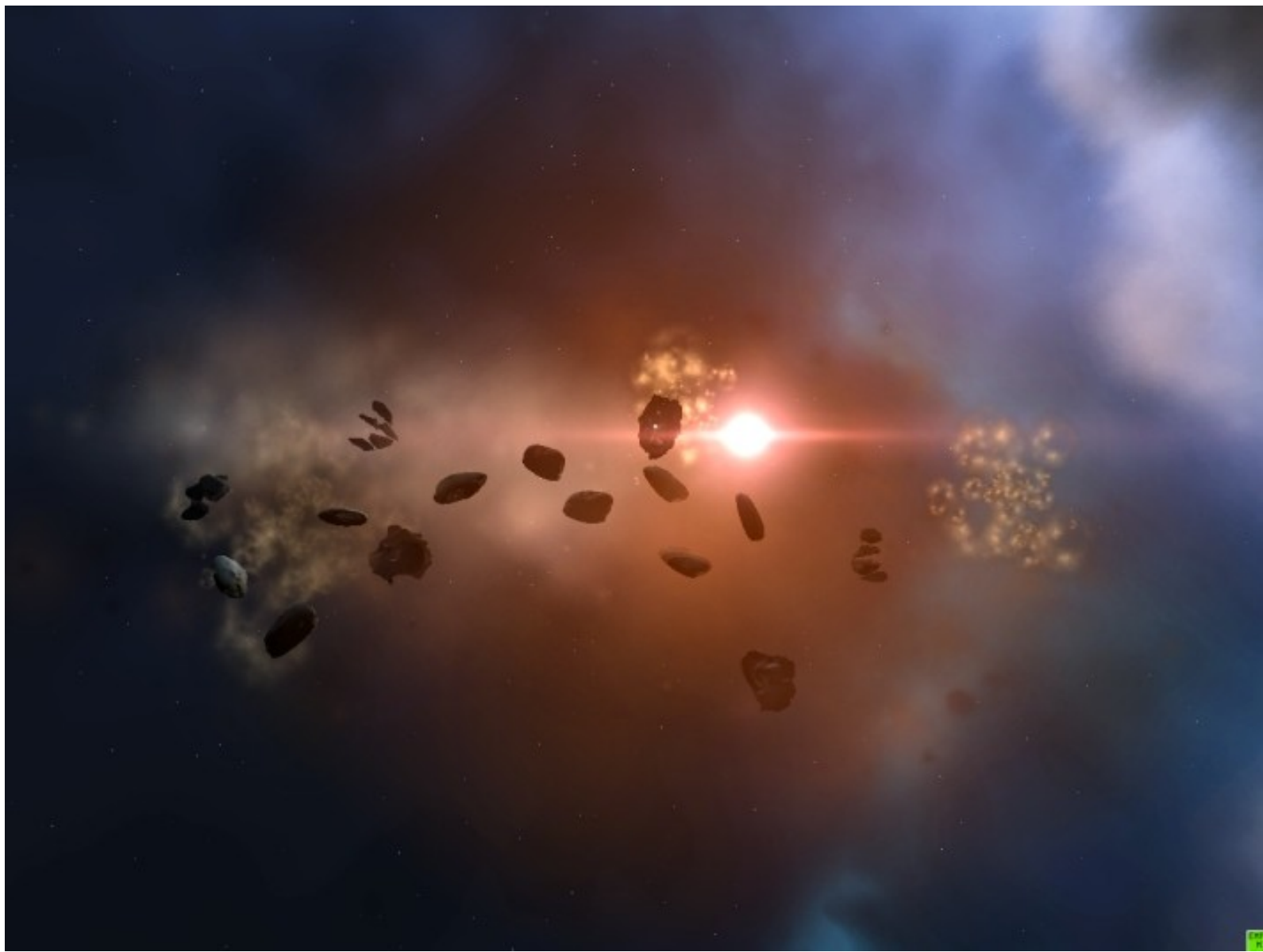
Mine 20 units (20000 m3) of Azure Ice.

1 roid, exactly 20 units of Azure Ice, nothing else to mine.

First warp-in i got 2x Annihilator Alvum and 2x Hunter Alvi, after that some Serpentis rats.

One Drone Bunker which dropped no loot.





Claimjumpers, level 2

Reported by: Dirk Fallows, 2008.02.01

Mission type: Mining

Space type: Deadspace, no gate. Warp to member does not work.

Faction: Same as the belt rats in the system.

Bandine is a kind of veld. 18,000 units to be mined.

Clear The Trade Route, Level 1

Reported by: Gem 2grind, 2006.06.18

Faction: Rogue Drones

Mission type: Warp to encounter

Damage dealt: All kinds

Reccomended damage dealing: EM

Single pocket:

1x Mamon APis @5km which agro's

@30km the following, both agro at 20km:

1x Mammon Apis

1x Belphegor Apis

Covering your Tracks, level 3

Reported by Iris Yee with help from Snow Lotus
updated by Jin Gege

Faction: Mercenaries
Mission type: Hybrid
Damage dealt: All kinds.
Reccomended damage dealing: Thermal

This is a hybrid mission, meaning you will warp to a beacon, but there's no deadspace affecting your mwd, nor will there be a gate.

Single spawn

Aggro from entire group from warp-in point.

2x Mercenary Wingmen
2 Mercenary Elite Fighters
1x Mercenary Lieutenant
Ytari Niaga, Zerak Cheryn or Kuran "Scarface" Lonan

Ytari Niaga will drop 1 unit of Special Delivery that is required to be brought back to agent to complete the mission. The Casino will drop 20 units of Tourists and 20 units of Tobacco when destroyed. None of the NPCs in the entire mission respawn.

The beacon is 15km from the group of rats, meaning you can try to warp in at 100km getting some distance. But the rats are very fast, and will swarm you in a few seconds.

Covering your Tracks, level 4

Reported by homunculi

Additions and screenshot by Chepe Nolon

Updates by: Hype Hamfist, Landrassa, Moriari, Rezerwowoy Pies, Thoran Karlien

Last updated: 2008.03.01

Faction: Mercenaries

Mission type: Encounter

Space type: Normal, no gates.

Damage dealt: All kinds. Low exp.

Web/Scramble: Mercenary Wingmen

Reccomended damage dealing: Kinetic (Therm would work on all rats but Ratah Niaga).

homunculi completed it in a Navy Raven w/über tank

Chepe Nolon completed it in a Dominix (kin (82%), therm(82%), em(88%) tank. One faction repairer online.

Cagot completed it in Dominix with LAR2, MAR2, T1 EM and Explo hardeners, and N-type Kin and Therm hardeners.

Completed in CNR (Gist XLarge sb, Pith-X EM, Kin, Therm). DR: Easy (Rezerwowoy Pies)

Completed in: T2 fitted passive Drake with shield recharge rigs DR: Easy (ZhouXi)

At warp-in

3x Mercenary wingmen DPS: 24.90hp/s (EM: 9.62hp/s, Expl: 11.44hp/s, Kin: 3.85hp/s, Therm: 0hp/s) + piranha light missile

3x Mercenary commanders DPS: 56.40hp/s (EM: 22hp/s, Expl: 0hp/s, Kin: 6.90hp/s, Therm: 27.50hp/s) + Scourge heavy missile

2x Mercenary overlords DPS: 138hp/s (EM: 0hp/s, Expl: 0hp/s, Kin: 42hp/s, Therm: 96hp/s) + Scourge heavy missile

1x Ratah Niaga DPS: 107.95hp/s (EM: 72.75hp/s, Expl: 0hp/s, Kin: 16hp/s, Therm: 19.20hp/s) + Paradise Precision Cruise Missile (Rof 8 seconds)

2x sentry gun

Note: Rata Niaga has an orbit distance of 250km. So kill him first. Then the two overlords.

Auto aggro at warp-in

Alternative 1: Rata Niaga was exchanged with Tauron. DPS: 200hp/s (EM: 60hp/s, Expl: 0hp/s, Kin: 28hp/s, Therm: 112hp/s) + Paradise Cruise Missile (Rof 10 seconds)

Alternative 2: Rata Niaga was exchanged with Taisu Magdesh. DPS: 135hp/s (EM: 50hp/s, Expl: 65hp/s,

Kin: 20hp/s, Therm: 0hp/s) + Devastator Cruise Missile (Rof 15 seconds)



The named boss has a small chance of dropping faction loot.

Abandoned Stargate have small amount of hp, dropping loot, but only 50 Metal Scraps.

Damsel In Distress, level 2

Reported by: Jan Sobiestor

Updated by: Fadamor, Elseer Radak

Last updated: 2007.10.22

Faction: Mercenaries

Mission type: Encounter (You may set a bm so you can get a safe distance)

Damage dealt: All kinds. Heavy therm/kin.

Extras: Structure deals AoE damage when blown up

Reccomended damage dealing: Kinetic

Smartbombs will get you concordokkened if you hit the neutral buildings close to the warp in.

Upon warping in theres mass aggro from

8x Kruul's Henchmen (frigs)

1x Kruul (cruiser)

When you fire at kruul, 10x Merc. Elite Fighters will warp in.

Destroy the pleasure hub and get the damsel.

The damage is pretty massive, so be prepared to jump out if your tank is weak.

Damsel In Distress, level 3

Reported by: Nedicus
Additions by: Zachis,
Blitz by: Brutus Salazaar
Last update 2007.06.04

Faction: Mercenaries

Mission type: Encounter (You may set a bm so you can get a safe distance)

Damage dealt: All kinds. Heavy therm/kin.

Extras: Structure deals AoE damage when blown up

Reccomended damage dealing: Kinetic

Completed with: t2 fittet raven (wich was kinda overkill) (Nedicus)

Completed with a Drake (Invul, EM, Thermal, Kinetic hardeners T1, 2x large shield extenders) (Zachis)

Completed with a ferox fitting 1 large shield booster t2 shield boost amp 1 em 1 kinetic 1 thermal (snijder)

Upon warping in theres mass aggro from 22 rats in total.

If you blow up the Pleasure Hub before you kill Kruul, he wont call in Reinforcements.

Approx:

4x Pleasure Hub Patroller (frig @ 10k)

9x Pleasure Hub Guardian (cruiser @ 90k)

8x Krull's henchmen (frigs @ 3k)

1x Krull (frig @ 20k)

Destroy the pleasure hub and get the damsel.

The damage is pretty massive, so be prepared to jump out if your tank is weak.

Zachis adds:

Attacking Krull caused him to send out a distress signal (red text message in chat windows) which spawned 4 Pleasure Hub Patrollers (Merc Frigs) and 5 Pleasure Hub Guardians (Merc Cruisers)

Mission is also a lot easier if you drop a BM and warp back in at distance.

The Damsel In Distress, level 4

Reported by: Cialtron Heston

Additions by: SynTx, Inc MuadDib, Judician Nar

Updates by: Elbar Thera, Anathema Matou, Thaddeus Brutor, Weyoun 1, Tokra, Mister Q, Sakurako Calvin

Last update: 2007.12.23

Faction: Mercenaries

Mission type: Encounter (You may set a bm so you can get a safe distance)

Damage dealt: All kinds. Heavy therm/kin.

Extras: Structure deals AoE damage when blown up. (1200 untanked dmg)

Reccomended damage dealing: Thermic for Zor, Kinetic for the rest.

Completed with: t2 fitted raven with support domi (Cialtron Heston)

Completed with: Faction fitted navy raven (SynTx)

Completed with: T2 fitted raven (Siminuria)

Completed with: T2 fitted rattlesnake (em, therm, kin) (Anathema Matou)

Completed with: T2 fitted abaddon 2x repairers (em, therm, kin, eanm) (Thaddeus Brutor)

Completed with: CNR (2x invul, 1x therm) (DR: Easy) (Chepe Nolon)

Completed with: Dominix (t2 fitting, t1 drones) (Dr: Easy) (Lukas Rox)

Completed with: T2 fitted Abaddon - (1xLAR, 1xDC, nano,/kin/therm membranes), no T2 guns DR: Easy (Judician Nar)

Completed with: Hyperion (therm, kin, eanm) (DR: Easy) (Weyoun 1)

Completed with: Blaster Megathron (1x LAR II, 1x exp/kin/therm, 2x eanm II) DR: Medium (Emerald666)

Completed with: Passive shield tanked Ishtar DR: Medium (Theo Samaritan)

Completed with: T2 fitted passive Drake with shield recharge rigs DR: Easy to Medium (ZhouXi)

The names of the ships are different, but you'll get the usual mercenary types in your wallets journal.

The mission description is based upon the journal (easier to look up in a npc db)

An example is Pleasure hub Sentinel = Mercenary Overlord.

Full aggro from this initial spawn :

3x Kruul's Henchmen (Trigger)

2x Mercenary Corporals

2x Mercenary Commanders

3x Mercenary Overlords

1x Kruul



Once you hit Krull it triggers this, so take him last:
6x Mercenary Overlords

If you destroy the casino before kruul, this spawn wont appear.



When you kill them all then the structure with the damsel is the krull gardens in the middle. The structure itself has huge hit points, but, what's worst, at some point when it is still in shields it calls for another reinforcement wave:

4x Mercenary Overlords
4x Mercenary Corporals
... and some frigs.



Another wave of the same rats comes after you continue shooting including Zor
Zor is immune to Target Painters & modules 'of this type'.

5x Seven Death Dealers (Frigates)
3x Seven Assassins (Cruisers)
1x Zor (Navy Raven)



Finally, when it explodes, it does damage to nearby ships. It doesn't reach 40km though.

Structures with loot: target gardens, casino

Deadly Arrival, level 2

Reported by Chiana Torrou

Faction: Gallente Federation

Mission type: Encounter

Damage dealt: Therm, Kinetic

Recommended damage dealing: Kinetic

Completed with: Maller (Zapthe Buggers)

Difficulty Easy if you just complete the objective, medium if you kill everything

Mission objective - Fly to bookmark and reach the area. You have to wait until the journal blinks but you can then leave and collect your reward. You do not have to kill anything if you don't want to.

Aggro from all on warp in.

6 Gallente Sentry Guns

2 Stasis Towers

1 Federation Insidiator

If you pop the Insidiator 2nd group spawn

2 Republic Austi

4 Republic Faxti

Deadly Arrival, level 3

Reported by: Orphand, 2007.07.26

Faction: Gallente/Minmatar

Type: Encounter

Damage dealt: Therm/kin (Gallente), Exp (Minmatar)

Recommended damage done: Therm(sentries/gallente) Exp(Minmatar)

Bliz: Approach ruins and as soon as you get mission completed jump out (enemies spawn same time)

1st spawn: 2 Stasis towers, 10 Gallente sentries, and 2 Federation Insidators. (Trigger: approaching the ruins. Aggro on spawn)

2nd spawn: 4 Republic Faxi, and 1 Republic Austri.
(Trigger: death of Insidator 1. Aggro on spawn)

3rd spawn: 5 Republic Bormin, and 1 Republic Tribal Faxi.
(Trigger: death of Insidator 2. Aggro on spawn)

Simple even if you stay and fight.

Approach ruins, when 1st spawn hits, kill stasistowers fast, then sentries 1 by 1. When only Insidators left, kill 1 and next spawn, then other Insidator and last spawn. be sure to have something to hit those stasis towers from long range.

Deadly Arrival, level 2

Reported by Kerosina, 2007.06.01

Faction: Caldari Navy (triggers and static), Amarr Navy (Reinforcements)

Mission type: Encounter (No deadspace)

Damage dealt: KI/EM/TM (Heavy DoT from sentries - hard to armor tank)

Reccomended damage dealing: TM/KI/EX

Completed with: Prophecy (armor tank) + Catalyst (speed hunter, 125mm rails with AM ammo)

Difficulty medium to kill everything

Gigantic heap of crap at JIP - be careful to leave it before kill trigger.

1st spawn:

4x Caldari Sentry Tower

2x Caldari Stasis Tower

1x State Katana (trigger)

When trigger destroyed,..

1st reinforcements:

4-6 Amarr Navy Destroyers of two types.

After most of that group destroyed...

2nd spawn:

4x Caldari Sentry Tower

2x Caldari Stasis Tower

1x State Vakizashi (trigger - unsure about exact name)

After State Vaki destroyed...

2nd reinforcements:

4-6 Amarr Destroyers of two types.

Deadly Arrival, level 3

Reported by Somal Thunder and El'essar Viocragh

Blitz by: Jenina Hawke

Last updated: 2007.06.24

Faction: Caldari and Amarr

Mission type: Encounter

Damage dealt: EM / Therm [Amarr]

Damage dealt: Kin [Caldari Ships]

Damage dealt: EM / Exp / (Kin / Therm) [Caldari Sentry]

Damage to deal: Therm / Kin (Exp works too)

Completed in Drake (Somal Thunder)

Completed in Hurricane (El'essar Viocragh)

WTZ: 40km from ruins

At about 15km distance to the ruins the mission is complete.

This triggers the first spawn.

All spawns aggro.

Spawn #1: (at 40km around you)

5x Tower Sentry Caldari I

5x Caldari Point Defense Battery

2x Caldari Stasis Tower

2x State Wakizashi (Caldari Heron)

Spawn #2: (triggered by first Wakizashi)

4x Imperial Deacon (Amarr Coercer)

2x Imperial Exarp (Amarr Coercer)

Spawn #3: (triggered by second Wakizashi)

4x Imperial Caius (Amarr Coercer)

2x Imperial Crusader (Amarr Coercer)

Tags received:

2x Caldari Navy Midshipman Insignia II

2x Amarr Navy Sergeant Insignia II

10x Amarr Navy Sergeant Insignia I

Tip on how to complete it:

Warp in, destroy sentries first using kinetic damage, kill the two caldari frigates, switch to EM and thermal, kill amarr, and loot :D

NOTE: Amarr Navy Insignia as loot, about 12 sergeant ones and 2 midshipmans, otherwise, looting and salvaging is a "complete" waste of time.

Blitz: Warp in a shuttle. Wait for the message, warp out.

Desperate Measures, level 1

Reported by: Jin Gege

Faction: Mercenaries

Mission type: Deadspace

Damage dealt: All kinds

Reccomended damage dealing: Thermal

Deadspace with one group of 4 Mercenary Rookies and 1 Mercenary Fighter. None of the structures listed on overview drop any loot.

The Disgruntled Employee, level 1

Faction: Rogue Drones, Angel

Mission type: Deadspace

Damage dealt: All kinds

Reccomended damage dealing: Thermal

Completed with #1: Imicus w/2x hornets, 1x Hobgoblin

Fairly easy mission. One small frigate and two rogue drones. Auto aggro from the drones.



Down and Dirty, level 2

Reported by: Fred Strangelove, 2007.12.21

Mission type: Mining

Space type: Deadspace

Faction: None

This is a simple mining mission.

To locate the ore use a survey scanner or add Pyroxeres to the overview.

Mission complete when all asteroids are depleted.

Drone Detritus, Level 1

Reported by: Fadamor, 2007.12.09

Mission type: Encounter

Space type: Deadspace

Faction: Rogue Drones

Damage dealt: Various

Recommended damage dealing: EM

Completed in Kestrel with 3 x Std Lchrs - DR: Easy (Fadamor)

Mission varies the actual drones assigned with only a few constants.

JIP places you over one Drone Bunker (I'll call it the "1st") with another to the lower right-rear ("2nd"). Four structures identified: the two Drone Bunkers, a "Drone Structure I", and an "Infested Station Ruins". None of the structures gave up cans when destroyed.

1st Drone Bunker (aggro's on Warp-In)

5 x Alvi-class drones (Renders and Splinters)

1 x Wrecker Alvum

2nd Drone Bunker (no aggro until you approach)

10 x mixture of Apis and Alvis

1 x Destructor Alvum (destruction triggers next wave)

Wave 2

2nd Drone Bunker

2 x Wrecker Alvum (destruction triggers next wave)

Wave 3

2nd Drone Bunker

3 x Alvi-class drones (Decimators and Renders) (destruction triggers next wave)

Wave 4

Infested Station Ruins

5 x Alvi-class drones (Infestors & Splinters)

Drone Distribution, level 3

Reported by: Turay, 2008.01.15

Mission type: Mining / Encounter

Faction: Rogue Drones

Reccomended damage dealing: EM, therm

Damage dealt: EM, Therm

Completed in: Retriever (5 Hobgoblin I drones) (Turay)

Acquire 40,000 Banidine

Spawn after warp in - 7 Splinter Alvi (EM, Therm)

Drone Infestation, Level 1

Faction: Rogue Drones

Mission type: Deadspace

Damage dealt: All kinds

Reccomended damage dealing: EM

Completed with: Imicus

Single pocket:

Three small groups. No aggro at warp in.

No loot from structures at all.

Drone Infestation, Level 2

Faction: Rogue Drones

Mission type: Deadspace

Damage dealt: All kinds

Recommeneded damage dealing: EM

Single pocket:

3 Groups, aggro from a single wrecker drone on warp in.

No loot from the other buildings than the mission building. (Drone bunker).

Duo of Death, level 3

All the (reported) variants are listed on this page.

Faction: Serpents

Reported by JeanClaude DuSoir

Mission type: Deadspace

Damage dealt: Kin, therm

Reccomended damage dealing: Kin / Therm

Single pocket:

Two battlecruisers, 18km away.

Example: Corelatis Captain and Corelatis High Captain

Faction: Angel Cartel

Reported by: Iris Yee with help from Snow Lotus

Mission type: Deadspace

Damage dealt: Exp, Kin

Reccomended damage dealing: Exp, Kin

Single pocket:

Any combination of 2 Gistatis Legatus and/or Gistatis Tribunus(Deadspace battlecruisers) at around 48km from warp-in point.

The second battlecruiser will drop 1 unit of Special Delivery required to be brought back to agent when destroyed.

Faction: Blood Raider

Reported by: Veralidaine Sarrasri, 2007.05.27

Mission type: Deadspace

Damage dealt: EM/Thermal

Recommended damage dealing: EM/Thermal

Single Pocket

Group 1 - 20k away - 2x battlecruisers (2x 146,250 Phantom)

Faction: Guristas

Reported by: Caldar Rhysk, 2007.06.29

Updated by: JamesBolivar DiGriz

Last update: 2008.01.26

Damage dealt: Kin/therm

Reccomended Damage: Kin/therm

Mission Type: Deadspace

2 x Pithatis Death Dealers @ 45km

2 x Tower Sentry Guristas II @ 45km

Power generator drops loot.

Faction: Sansha Nation

Reported by: GlyphKnight, 2007.07.13

Mission type: Deadspace

Damage dealt: EM/Thermal (some kin/exp from towers)

Recommended damage dealing: EM/Thermal

Single Pocket

Aggro warping in.

2xSpider Drone I (Web)

2xTower Sentry Sansha I (Primarily EM/Therm but also slight Kin/Exp damage)

Centatis Daemon 146k

Centatis Behemoth 153k (Dropped Mission Loot)

Bunker sometimes drops loot.

Make sure to bring something to take out the Spider drones, they orbit at 450m/s @ ~7500m distance.

Duo of Death, level 4

Faction: Serpentis

Reported by: Chepe Nolon

Updates by: Krug Dug, IsmaelYU5 Iluvatar

Last updated: 2007.07.11

Mission type: Deadspace

Damage dealt: Kin, therm, (some exp and EM from the sentries)

Reccomended damage dealing: Kinetic (thermal)

Completed with: Ishtar

Single pocket:

2x Core Lord Admirals

2x Spider drones II (Orbit range: 7,5km. 100% chance of web. 5% chance of scramble)

3x Tower Sentry Serpentis III

Aggro from towers.

Stronghold structure is dropping some random t1 loot.

Faction: Blood Raiders

Mission type: Deadspace

Damage dealt: EM, Therm, Kin

Reccomended damage dealing: EM, Therm

Completed with: Dominix (EM, Therm, EANM) (DR: Easy)

Single pocket:

2x Corpus Popes

6x Spider drones I

Aggro from everything.

Structures that drop loot: None



Faction: Gurista

Updated by: MEEATYOU

Last Updated: 2008.01.13

Mission type: Deadspace

Damage dealt: Kin, therm, (some exp and EM from the sentries)

Reccomended damage dealing: Kinetic (thermal)

Completed with: Cerberus (Chepe Nolon)

Completed with: Dominix (2x Kin/therm, 2x t2 lar) (MEEATYOU)

Completed with: Drake (3x kin, 1x therm) DR: Easy (nugpot)

Completed in: T2 fitted passive Drake with shield recharge rigs DR: Easy (ZhouXi)

Single pocket:

2x Pith usurpers

2x Spider drones II (Orbit range: 7,5km. 100% chance of web. 5% chance of scramble)

3x Gurista Cruise Missile Launchers

All structures except for Power Generator drop loot. Random T1 Ammo and Commodities. Nothing good so far.

Faction: Sansha

Reported by Ulric Wolfbane

Updated by j Daniels

Mission Type: Deadspace

Damage Dealt: EM. Thermal

Recommended Damage Dealing: EM

Completed with: Raven (Large T2, T2 invul, T2 Photon, T2 Heat, boost amp)

Single Pocket:

2x Centus Tyrants

2x Spider Drone II

4x Sansha's Sentry Gun

Breeding Facility - 10x Refugees, 10x Dairy Products, 10x Oxygen

Faction: Angel Cartel

Reported by: Ixtelle

Updated by: Oxcidiax

Last update: 2007.09.12

Damage Dealt: Exp (a little bit of Kin / Therm as well)

Recommended Damage Dealing: Exp

Completed With: Solo, Raven, Exp / Kin / Therm Hardeners, 2x Boost Amp, T2 XL Booster.

Single Pocket, aggro from all on warp in:

2x Spider Drone II

2x Gist Seraphim

4x Angel Heavy Missile Battery

I sicced my light drones on the Spider Drones and took down the missile batteries, then switched to med drones and went for the BS's. Scoop the can and go home. Pretty easy mission.

Oxcidiax noticed that sometimes while running "duo of Death" lvl 4 vs angels, you will find an angel diamond tag in one of the wrecks. This is used to gain access to the bonus room in Angel Extravaganza.

Eliminate a Pirate Nuisance, level 1

Faction: Angel Cartel

Reported by: Jin Gege

Mission type: Deadspace

Damage dealt: Exp, Kinetic

Reccomended damage dealing: Exp, Kin

Deadspace with 1 Gistii Nomad and 1 Gistii Hijacker.

The Low-tech Energy Harvester drops any combination of 3 items: 100 small hybrid ammo, 100 small projectile ammo, 10 cap boosters or 10 random freight goods.

Faction: Sansha Nation

Reported by: Kanimori

Mission type: Deadspace

Damage dealt: EM, Thermal

Reccomended damage dealing: EM, Thermal

1x Belphegor Drone

2x Infester Drone

1x Centii Savage

1x Centii Servant

Faction: Serpentis

Reported by: Anti Hiro

Mission type: Deadspace

Damage dealt: Kinetic, Thermal

Reccomended damage dealing: Kinetic, Thermal

2x Coreli Initiates

2x Coreli Spys

Faction: Blood Raiders, Rogue Drones

Reported by: Trimutius III, 2007.07.03

Mission type: Deadspace

Damage dealt: EM, Therm

Recommened damage dealing: EM, Therm

Completed with:

Single pocket:

1x Splinter Alvi

1x Corpii Seeker

1x Corpii Follower

It would be useful to take a webifier if you can't hit a fast drone near yourself without it. When you jump in Splinter Alvi is only about 5 km away from you and Aggro.

The most interesting that if you will destroy Cargo Rig, you will find there: L and M charges for Hybrids and Projectiles and Light Missiles.

Eliminate the pirate campers, level 1

Reported by: Kanimori

Faction: Sansha Nation

Mission type: Hybrid

Damage dealt: EM, Thermal

Reccomended damage dealing: EM, Thermal

5x Centii Servant

1x Centii Minion

All aggro on you when you warp into the group

Eliminate the pirate campers, level 3

Reported by: Iris Yee, with help from Snow Lotus

Faction: Angel Nation

Mission type: Hybrid

Damage dealt: Exp, kin

Reccomended damage dealing: exp, kin

3 Gistum cruisers

5 Gistior destroyers (May be in random combinations).

Eliminate the pirate campers, level 3

Reported by: Tig, 2007.06.16

Faction: Blood Raiders

Mission type: Hybrid

Damage dealt: EM, Therm

Reccomended damage dealing: EM, Therm

Completed in a Typhoon (DR: Very Easy) (Tig)

aggro on warp in,
1 corpior templar,
4 eldar corpil engraver,
3 corpior bishop

killing corpior templar spawned
3 corpior shade
2 corpum shadow sage

Eliminate the pirate campers, level 2

Reported by: Builder AlphaOne

Faction: Gurista Pirates

Damage dealt: Kin/Therm [usual Gurista]

Reccomended damage dealing: Kin (therm)

Completed with: Caracal, 4x Assault Launchers; all damage types

One group, instant agro, ... you'll always warp in at 5km or less range

Pithi Saboteur (jams)

Pithi Despoiler x3

Dire Pithi Demolisher

The Saboteur will jam you before you can fire unless you have fof loaded. Wait out his jam cycle and then whack him first.

Saved Dire Pithi Despoiler for last ... he has good shield tank and will absorb a fair bit of damage.

Eliminate the pirate campers, level 2

Reported by: LeetCanadian

Faction: Thukker Tribe

Mission type: Hybrid

Damage dealt: Explosive

Reccomended damage dealing: Any

One group, aggro on warp-in:

4x Thukker Mercenary Elite Fighter

3x Thukker Mercenary Fighter

All aggro on you when you warp into the group

Endless Battle, Tutorial

Reported by Iris Yee with help from Snow Lotus

Faction: Mercenaries

Mission type: Deadspace

Damage dealt: EM, Therm

Reccomended damage dealing: Any but kin therm.

1x Saboteur Mercenary. It will drop 1 unit of Stolen Documents required to bring back to agent.

The mission leads to Part 2: Encryption Code Book (Courier mission)

Enemies Abound 1-4 of 5, level 4

Enemies Abound 5 of 5 is found [here](#).

The original walkthrough is made of **MrBadidea** and is found [here](#).

Updates by: Jarez Aleris, lyfan, Arryn Sun, Aceformat (screenshot), Szmuglerka, Kynes Harkonnen, Ciel Chocobo

Last update: 2008.02.12

1 of 5

Faction: Gallente

Damage dealt: Therm/Kin

Reccomended damage: Therm/Kin

Drone Aggro: Yes.

Completed in T2 fit Abaddon, w/ T1 drones (DR: Easy/Med) (Moriari)

Completed in Nighthawk (Aceformat)

Completed with t2 fitted Raven (except siege launchers & drones) (DR:Easy) (Szmuglerka)

Completed in: Drake (Passive, T2 fitted, with shield recharge rigs) DR: Difficult, 1 warp out (ZhouXi)

Single pocket:

GROUP 1 - (Inital aggro)

1x Gallente Navy Dominix

1x Gallente Navy Megathron

2x Gallente Navy Gamma I Support Frigate - (I kept them alive until I took out GROUP 2)

GROUP 2

1x elite federation manica (Scramble)

4x navy thorax

2x navy mega

1x navy orian

1x federation navis longa

1x federation praktor navis praetoria (sensor damps??) (Web/scramble)

GROUP 3

2x Gallente Navy Megathron

2x Gallente Navy Thorax

3x Gallente Navy Gamma I Support Frigate

Different approach:

Initial warpin will grab you aggro off the first set of NPC's, kill these off first, do not move when you drop out of warp. The second group will aggro the closer you get to the can, so start approaching the can and then stop once this group aggro's you.

Third and fourth aggro come from that center group, again once you have killed the second group move closer to the can until you pick up aggro off 2 BS's and a couple of frigs/cruisers. then once done, finish off the rest

Gallente Navy Dominix hits you, doing 10.4 damage.

2nd aggro

3rd & 4th group

Initial aggro group

SHIELD: 90.0%
ARMOR: 100.0%
CPU: 100.0%

NO OBJECT SELECTED		
OVERVIEW		
IC	DISTANCE	NAME
+	7,696 m	Gallente Navy Gamma I
+	7,711 m	Gallente Navy Gamma I
+	9,485 m	Gallente Navy Megathron
+	19 km	Gallente Navy Dominix
+	38 km	Gallente Navy Megathron
+	39 km	Gallente Navy Orion
+	40 km	Gallente Navy Thorax
+	40 km	Federation Navis Longa
+	41 km	Gallente Navy Thorax
+	40 km	Gallente Navy Thorax
+	41 km	Elite Federation Manica
+	41 km	Gallente Navy Thorax
+	41 km	Gallente Navy Megathron
+	42 km	Federation Navis Longa
+	50 km	Gallente Navy Gamma I
+	54 km	Gallente Navy Thorax
+	54 km	Gallente Navy Thorax
+	55 km	Gallente Navy Megathron
+	59 km	Gallente Navy Megathron
+	60 km	Gallente Navy Gamma I
+	59 km	Gallente Navy Gamma I
□	17.9 AU	Kakakela VI - Moon 15

2 of 5

Enemies Abound 2/5

Courier Mission

Cargo = 0.1M3

Usually a 2~3 jump affair, go here and grab this, bring it back pleasethanks from yer agent.

If you've got this far, you should be able to manage it!

Mission Reward: 268,000 ISK

Mission Bonus Reward: 91 Units of Enriched Uranium

3 of 5

Completed with t2 fitted Raven (except siege launchers & drones) (DR:Easy) (Szmuglerka)

Completed in: Drake (Passive, T2 fitted, with shield recharge rigs) DR: Easy to Moderate (ZhouXi)

WARP IN - (auto aggro from 7 frigates)

5x Gallente Navy Officer

2x Gallente Navy Delta I Support Frigate

GATE 1 - (auto aggro from 1x BS, 4x cruisers and 5 frigates)

1x Federation Covinus

4x Federation Praktor Centurion

2x Federation Praktor Harpago

2x Federation Praktor Belos

1x Elite Federation Lixa - (trigger for respawn if attacked)

*1st RESPAWN - (auto aggro from 2x BS, 3x BC, 3x destroyer, 1x frigate)

1x Federation Navis Longa

1x Federation Covinus

1x Federation Praeco

2x Federation Pezos

1x Federation Matara

2x Federation Machaira

1x Elite Federation Lixa - (trigger for respawn if attacked)

*2nd RESPAWN - (auto aggro from 3x BS, 2x BC, 2x destroyer, 1x frigate)

1x Federation Navis Longa

2x Federation Covinus

1x Federation Praeco

1x Federation Calo

2x Federation Matara

1x Elite Federation Lochos - (trigger for respawn if attacked)

*3rd RESPAWN - (auto aggro from 2x BS, 2x elite cruiser, 2x destroyer, 1x frigate)

1x Federation Navis Longa

1x Federation Covinus

1x Elite Federation Bearcus

1x Elite Federation Calo

2x Federation Arcus

1x Elite Federation Lixa

GATE 2 - (3 groups, auto aggro from one, no linked aggro between groups)

7x Gallente Navy Megathron

3x Gallente Navy Orion

3x Federation Navy Orion's Wingman

4 of 5

Enemies Abound 4/5 - Gallente Navy Version

Update by: Arryn Sun (2007.07.12)

Completed in: Drake (Passive, T2 fitted, with shield recharge rigs) DR: Easy (ZhouXi)

Deadspace (Gates) - Area's = 3

Please note: The design of this deadspace, as in the individual stages are precisely the same as Enemies Abound 3/5, but with an extra stage tacked on at the end. The rats differ in each stage as well, so don't just rush in and assume everything will work the same.

**** Area 1 ****

Rats

2 Navy Orion

5 Gallente Navy Delta II Support Frigate

3 Gallente Navy Officer

This group will aggro on entry, although I believe the Delta II support frigs will not warp scramble. The orions don't seem to do **too** much damage either, so you should be good here solo quite easily.

**** Area 2 ****

Rats

3 Gallente Navy Dominix

5 Gallente Navy Megathron

Two of the mega's are right ontop of the warp in point, and will aggro upon somebody entering. They again don't do too much damage in such a small group so you should be fine again. Once those are out of the way, the remaining ships are split into two groups again. 2 Navy Domi's and a Navy Mega off to the right, and two navy mega's and a domi on the left. Neither group seems connected, so take them out in whatever order you wish.

**** Area 3 ****

Rats

3 Roden Shipyard Megathron

4 Roden Shipyard Officer

7 Roden Shipyard Interceptor (Note: Even though there are 7 "Interceptors" sharing the same name, there are TWO different versions - two that initially attack you appear to be the same as the Gamma II/I frig from the 1/5, but the 5 that lie in wait appear to be the same as the Delta IIs from the first stage of the mission)

1 Roden Shipyard Orion

3 Gallente Sentry Guns (III) (70K Bounty)

When you enter this stage, you will immediately aggro the 4 Roden Patrol Officers, 2 of the Interceptors, the Sentries and the Orion.

Take out the Orion first, leave the sentries alone as attacking them may draw aggro from everything else. Take out the Interceptors next since they web. From the beginning I was moving away from the structure to give me some room. After the Interceptors take out the 4 officers which do very little damage anyway, but they do shoot lots of defenders.

After this you are left with the Megathrons and remaining Interceptors (which will web, but I never came close to having to warp out).

The bottom line is that the Megathrons and last 5 Interceptors did not aggro until I attacked them. Attacking the sentries earlier may aggro them as well as attacking anything other than the Orion at the beginning.

Structure dropped 1,000 Planetary Vehicles (plus several other goodies) for me and most of the bunkers in Area 2 dropped loot (not just ammo).

The station itself will soak up around 150K HP of damage. (228 torps, 676.8 damage each, ish).

Mission Reward: 1,450,000 ISK

Mission Bonus Reward: 1,210,000 ISK

Enemies Abound 5 of 5, level 4

Updated by: Nabar Phargal, Tig, cypriss

Last update: 2007.09.26

Last confirmed: 2008.01.16

Enemies Abound 1-4 of 5 is found [here](#).

Faction: Minmatar Republic

Type: Deadspace

Damage dealt: Exp, kin, therm, em

Reccomended damage: Therm, Exp for the Darkana's.

Completed in: CNR (Grey Area)

Completed in: Domi (2x LAR2, EANM2, T2 exp/kin/therm hardeners.) (Nabar Phargal)

Completed in: Typhoon (1 armarr navy LAR, 3 t2 explosive hardeners and 2 kinitic hardener) (Tig)

Completed in: Raven, T2 Fitted, no warp outs (Moriancumer)

Completed in: Golem (Res 81, 92, 78, 75) DR: Easy (Rezerwowoy Pies)

Warp in, line up for a warp out (just in case) then kill the ships and missile batteries. Then target the gate (obviously as time is of the essence you should NEVER be sat on this mission with an empty target buffer, waiting for something to lock up). I kept a range of 80km to the gate.

The second spawn is small and easily dealt with, then immediately go back to the gate. Pull in your drones between each spawn so they don't get targetted. You should find the third spawn arrives with a tiny bit of the gate to go...I finished off the gate before switching. Once the gate is dead, start heading towards you warp point...this gives you some extra time for the next spawns, which arrive without much time in between. Obviously target the support frigs at a distance so you do more damage to them as they are microwarping towards you (question; why does THEIR microwarp work in deadspace?)

Initial Spawn (t = 0 mins);

4 x Republic Fleet Rupture

4 x Republic Fleet Stabber

1 x Republic Fleet Tempest

1 x Republic Fleet Typhoon

2 x Heavy Missile Battery

Second Spawn (t = +14 mins)

3 x Republic Fleet Officer

1 x Republic Fleet Darkana

Third Spawn (t = +18 mins)

4 x Republic Fleet D-1 Support Frigate
1 x Republic Fleet Tempest
2 x Republic Fleet Typhoon

Fourth Spawn (t = +25 mins)

4 x Republic Fleet Rupture
2 x Republic Fleet Typhoon
2 x Republic Fleet Darkana

Fifth Spawn (t = +30 mins)

3 x Freedom Patriot
3 x Freedom Liberty

Sixth Spawn (t = +35 mins)

5 x Republic Fleet C-1 Support frigate
3 x Republic Fleet Darkana

Times are approximate, as they are from my first hit on the new ship, not from when the spawned. The smuggler Stargate took 249,142.40 damage to destroy. It took about 1400 Devastator's to finish in total. Total damage done: 562,234.20, total damage taken: 95,457.59, over 40 minutes.

..."

Update:

Nabar Phargal on the mission:

I burned away from the spawns as long as my tank held with one rep and lined them up for my T2 ogres. When doing this none of the spawns started closer than 100km away. They all targeted me, never aggro'd drones. Managed to kill the first darkana between the 3rd and 4th spawn. Had to leave 2nd repper on and burst AB when last spawn came in. Saved the rest of the Darkana for last. I used T1 Berserkers on the Darkanas.

Tig on the mission:

I warp allined and started kiting spawns, killed cruisers and BS let hammerheads kill frigs switched to ogre for BS. The major problem for me was the darkana. Very good tanks with mjolir torpedoes. Also watch for Freedom liberty with cataclysm cruise missiles.

Escaped Dissident, Level 1

Reported by: Kathryn Dougans, 2007.12.26

Faction: Minmitar

Mission type: Encounter

Space type: Deadspace

Damage Dealt: Kinetic and Explosive

Reccomended damage dealing: Kin/therm

1st stage

6 Republic frigates

Some structures that drop trade goods as loot

2nd stage

4 Republic frigates

Parriaval Mastes (Amarr frigate)

Starbase silo structure has trade goods loot

The Slave Must be Returned, Level 3

Reported by: Gargulous, 2008.02.15

Faction: Amarr

Mission Type: Encounter

Space Type: Deadspace

Damage Dealt: EM/Thermal

Reccomended Damage Dealing: Thermal/EM

Completed in: Jaguar(3x200mm AC II's, 1xStandard Missile Launcher, shield tanking) (Gargulous)

1st Stage:

Imperial Haran x 3

Imperial Dicile x 2

Imperial Forian x 1

No agro untill approach Accel Gate

2nd Stage

Milare Terhellen in Minmatar Breacher

Imperial Matendi x 2

Imperial Dicile x 1

Imperial Haran x 1

Agro on warp in.

Silo Drops Scrap metal and Comodities.

Federal Inspection, Level 3

1 of 5

Courier mission.

2 of 5

Faction: Rogue Drones

Type: Deadspace

Damage dealt: Multiple

Reccomended Damage Dealing: EM, Thermal

Completed with: Enyo

Two gates.

Gate to the storage facility

Aggro from one small group at the gate. More drones spread out that doesn't aggro.

Gate to the forward point leads to the start of the deadspace.

Gate "Danger keep out"

3x Viral infector drones

Contains the warehouse.

3 of 5

Faction: Serpentis

Type: Warp in.

Damage dealt: Therm, Kin

Reccomended Damage Dealing: Kin, Thermal

Completed with: Enyo

You search for a Serpentis agent named Pourpas Aunten in some belts in a given system. It's a thorax class cruiser. But is a hard nut to crack.

4 of 5

Faction: Serpents

Type: Deadspace

Damage dealt: Kin, Therm

Recommended Damage Dealing: Kin, Therm

Completed with: Enyo

You go through a standard cosmos complex. The mission target is in the second pocket.

You don't have to kill anything to get to him. In the pocket you get sporadic aggro from turrets and ships.

5 of 5

Courier mission.

Feeding the Giant, level 4

Reported by: Rezerwowy Pies, 2007.12.23

Updated by: Dagle

Last update: 2008.01.21

Mission type: Mining / Combat

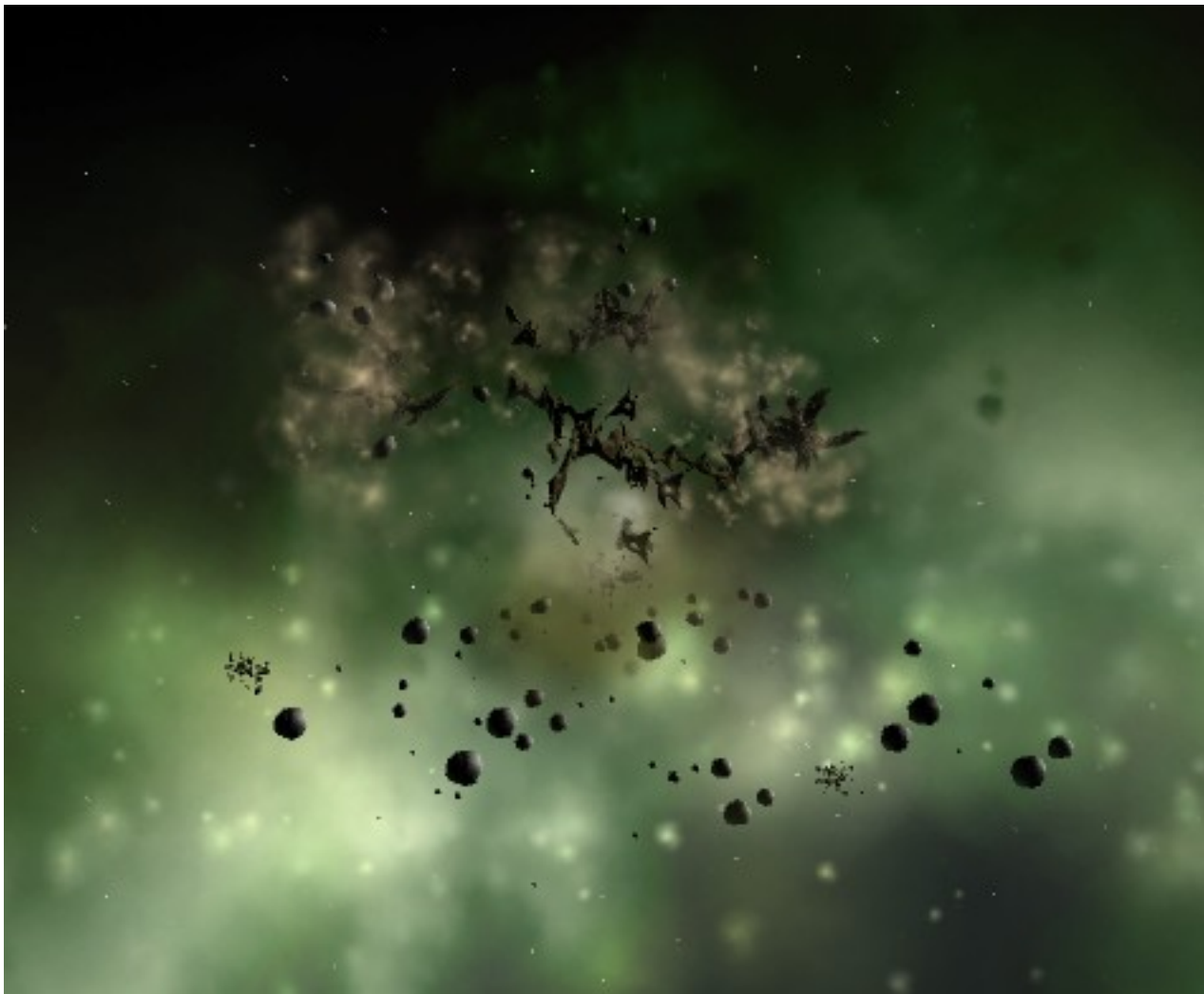
Space type: No gate, warp to beacon only.

Faction: Same as the belt rats in the system

Mcquire 5600 units of Oeryl (44800 m³)

Exactly 5600 units of Oeryl to mine, also few small Veldspar and Scordite rocks. 3.5m Veld; 1.1m scord (520k m³)

NPC spawns same as on regular belts (t1 frigates).



Flame of Peace, level 1

Reported by: Weyoun 1, 2007.12.30

Flame of Peace - Heresy (1 of 4)

Faction: Flame of Peace (Blood raider ships)

Mission type: Encounter

Space type: Deadspace (no gates)

Damage dealt: EM, Thermic

Recommended damage dealing: EM, Thermic

Completed with: Retribution (Weyoun 1)

Nothing present when warping in. 6 frigates spawn after 1 minute, no aggro.

6x Flame of Peace cultist (frigates)

Cultists' habitat drops the mission loot.

Flame of Peace - Scriptures (2 of 4)

Mission type: Courier

Deliver the Encrypted data crystals.

Flame of Peace - Scriptures (3 of 4)

Faction: Flame of Peace (Blood raider ships)

Mission type: Encounter

Space type: Deadspace with gates

Damage dealt: EM, Thermic

Recommended damage dealing: EM, Thermic

Completed with: Retribution (Weyoun 1)

Warp in

3x frigate

2x destroyer

Room 1

No aggro on warp in.

1x Lazerius (frigate)
3x Flame of Peace cultist (frigates)
1x Blood Raider sentry gun

Cultists' habitat drops the mission loot.

Flame of Peace - Chosen (4 of 4)

Mission type: Encounter
Space type: Deadspace with gates
Damage dealt: EM, Thermic
Recommended damage dealing: EM, Thermic
Completed with: Retribution (Weyoun 1)

Warp in

No aggro

3x frigates
1x destroyer

Room 1

4x frigates
1x destroyer

Room 2

8x Executioner frigates
1x Opux luxury yacht (Chosen)
1x Webbing tower (15km range)

5 more frigates spawn upon destruction of Chosen

For Justice, Level 1

Reported by: Saiutt, 2007.12.24

Faction: Ammar

Mission type: Deadspace.

Damage dealt: EM + Thermal

Reccomended damage dealing: Kin + Thermal

Completed in Rifter with 1x Missile Bay, 2x Artillery DR: Quite Easy (Saiutt)

First pocket:

Warp-in, 4-5x Ammarian Guard agro imediatly at < 20km

Most can be killed with one shot.

Second pocket:

Warp in, 4x Ammarian Guard agro imediatly at <20km

Most can be killed with one shot.

Third pocket:

1x Amarrian Spy - Augoror Cruiser

Requires a bit more effort but orbiting at 6km, I received very little damage.

The Score, level 1

Reported by Piyu, 2008.01.03

Faction: Serpents

Mission type: Encounter

Space type: Deadspace with gates.

Damage dealt: Kin, Therm

Recommended damage dealing: Kin, Therm

Completed in: Vengeance (therm/kin) DR: Easy (Piyu)

Warp-in

When you warp to the first gate you see a Gallentean terrorist but it disappears in a second...

Gate 1 :

6x Gallentean guards (frigates)

3 of them agroed

Gate 2 :

5x Gallentean guard

all agroed

Gate 3 :

1x Gallentean terrorist (cruiser exequor)

Cruiser drops mission item...

For the Greater Good, Level 1

Reported by: Hikash, 2008.01.16

Faction: Minmatar, Amarr, Concord

Mission 1- Courier

Mission 2- Kill Minmatar Relief Convoy (Two Cruisers + 3-4 Frigate Guards)

Mission 3- Courier (Not 100% sure)

Mission 4- Kill (Target: Amarr Frigate x2, CONCORD frigate)

Mission 5- Kill Minmatar Colony + Rescue Survivors

Of special note is there there's absolutely no standing loss towards Minmatar, Concord or Amarr incurred during all of this, as far as I could tell from my standings transactions logs. Amarr ships drop tags, as do CONCORD and Minmatar. Also likely the only time you can kill CONCORD and not get fragged by the NPCs.

For the Honour of Rouvenor, level 1

Reported by: LooneyBandit, 2007.12.26

Updated by: Hikash

Last updated: 2008.01.16

Faction: Caldari

Mission type: Encounter

Space type: Gates

Damage dealt: kin, therm

Recommende damage dealing: kin, therm

Completed with Catalyst

This acceleration gate is locked:

It handles: Frigate, Industrial, Shuttle, Rookie ship, Assault Ship, Destroyer, Electronic Attack Ship

1st pocket

6 x caldari frigs

1 x cruiser - warps out as you enter

2nd pocket

6 x caldari frigs

3rd pocket

1 x cruiser (Thief)

Cargo can holds the Armor of Rouvenor

Freedom must not Prevail, level 2

Reported by: Lood Pyp

Last update: 2007.07.16

Faction: Minmatar

Mission type: Encounter

Damage dealt: Exp, Kinetic

Reccomended damage dealing: Exp, Kin

Completed in Caracal - using Kinetic missiles DR: Medium (for a lvl 2)

Completed in Wolf DR: Easy (Englam)

Minmatar Freedom Fighters x 8 (Claw) - 40/50 km from warp-in point. Aggroes on attack. No EW.

Furrier Fiasco, level 1

Reported by: Crowdad, 2007.12.08

Updated by: hollandnavigator

Last update: 2008.01.31

Faction: Environmental Terrorists

Mission type: Deadspace.

Damage dealt: Therm/Kin

Reccomended damage dealing: Therm/Kin

DR: Easy

First pocket:

Warp in from 16km from gate. by approaching the gate 5 frigs came in, all bearing the name Environmental Terrorists. After those 5 where shot down, another 2 spawned.

Second pocket:

Warp in at 20km from objective, no spawns.

hen approaching the infested lab 5 Environmental Terrorists spawned, and after killing them, 5 more came.

The lab dropped some general trade goods: 10 Dairy products, 10 Coolant, 10 Enriched Uranium, 10 Livestock and 50 metal scraps.

Gas Injections, level 4

Reported by: Rezerwowo Pies, 2007.12.14

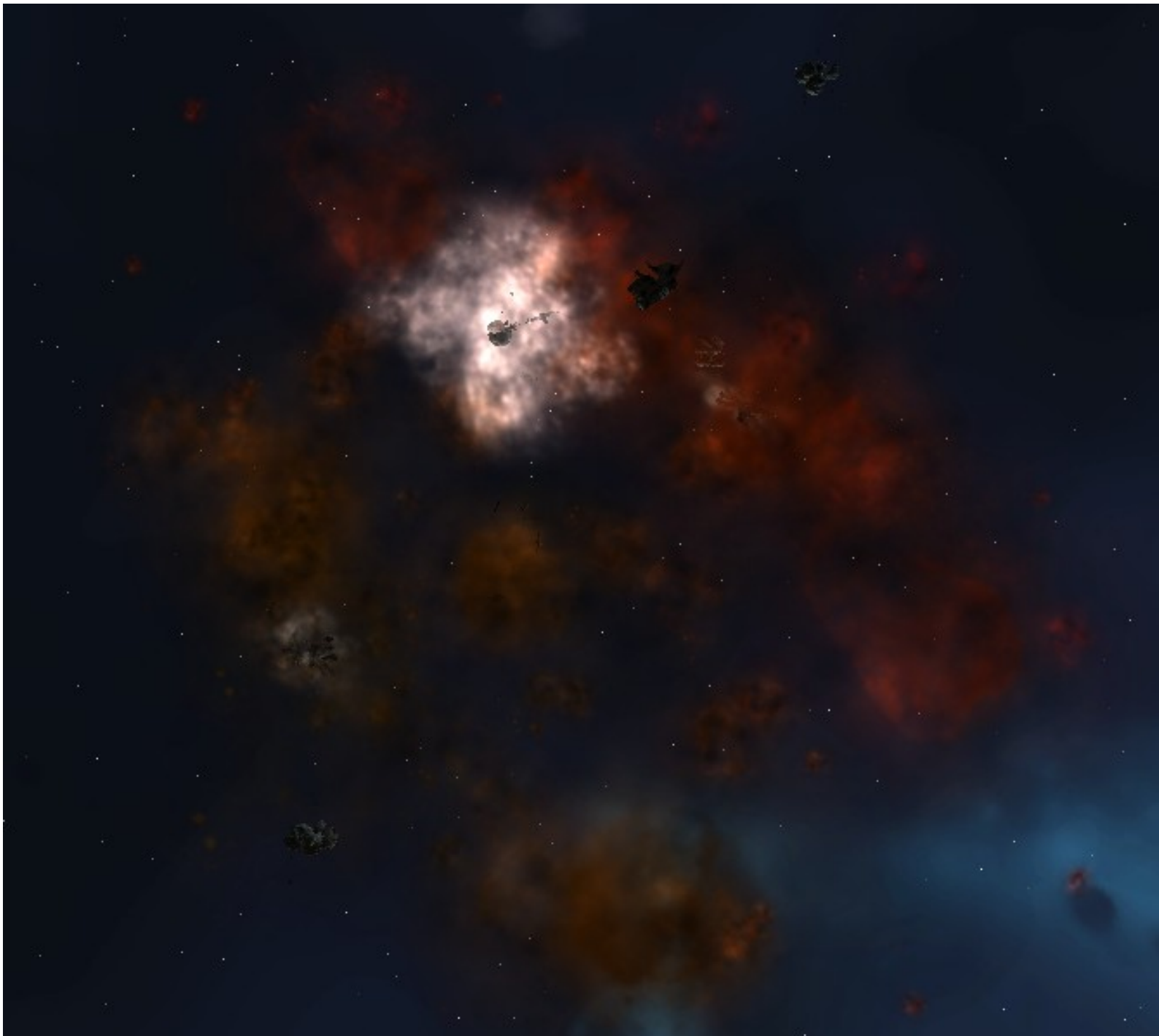
Mission type: Mining

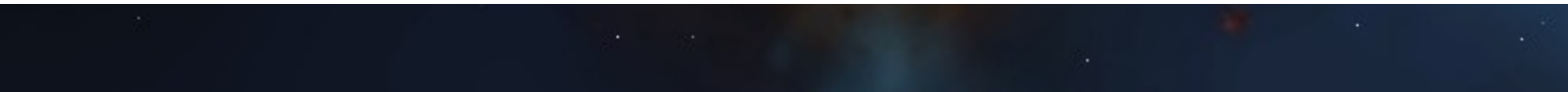
Space type: Deadspace, no gate. Warp to bookmark works.

Faction: None present.

Acquire 425 units of Gamboge Cytoserocin (4250 m3)

No enemies spotted. Only one gas Cloud.





Geodite and Gemology, level 4

Reported by: Cemc, 2008.01.02

Updated by: Dagle

Last update: 2008.01.21

Mission type: Mining w/beltrats

Space Type: Normal

Space type: Deadspace, no gate. Warp to bookmark works.

Faction: Same as the belt rats in the system

Mine 2800 units of Geodite (44800 m³).

2 asteroids of Geodite at 30km from warp-in, it is a variant of Crokite. Veldspar asteroids at various sizes. 1.75m Veld (175k m³)

No rats at warp-in, they spawn as you mine.



Get the Relic, level 1

Reported by: Weyoun 1, 2007.12.30

Updated by: Xi Mishikani

Last updated: 2008.02.04

Faction: Blood raiders

Mission type: Deadspace

Space type: Gates, encounter at first gate.

Damage dealt: EM, Thermic

Reccomended damage dealing: EM, Thermic

You warp in about 40km from the acceleration gate. Only Rookie Ships, Frigates, Destroyers and Cruisers are able to activate the Acceleration Gate

Room 1

4x Corpii Upholders

Loot the Ancient Amarrian Relic from the cargo container.

Gone Berserk, level 1

Reported by: Dinife

Blitz by: Kadesh Priestess

Last update: 2007.12.01

Faction: EoM

Mission type: Encounter

Damage dealt: Multi (Lasers + Exp missiles)

Reccomended damage dealing: Kinetic and thermal

Initial spawn (Aggro)

6 imp

3 fiends

Second spawn

6 fiends

3rd and 4th spawn

2 incubus

5th spawn

2 fiends

6th spawn

2 incubus

You can blitz it by killing right group of NPCs (you may kill only fiend =]) and then killing subsequently appearing groups of EoMs, Incubus are the last one.

Gone Berserk, level 2

Reported by: Sky Marshal

Updates by: DheCuir, Kuantinja

Blitz by: Kadesh Priestess

Last update: 2007.12.30

Faction: EoM

Mission type: Encounter

Damage dealt: Kin/Therm (Kin missiles)

Reccomended damage dealing: Kinetic and thermal

Completed in a Drake (Sky Marshal) DR: Easy.

Distance to the closest group : 45Km

They aggro at warp-in.

Like the [level 4 variant](#), the spawns appear in chains.

Initial spawn

3x Groups (each contains 2 x EoM Sucubus)

For each group you kill, you'll get an additional spawn of

1 x EoM Demon (Trigger)

1 x Eom Sucubus

When the EoM Demon is killed you get

2 x EoM Demon

When both EoM Demon are killed you get

2 x EoM Demon

When this group is killed you get

1 x EoM Priest

The wave before the EoM Priest completing the mission is different

You will get 2 x EoM Sucubus instead of the 2x EoM Demon

Blitz: you may kill left group of EoMs and kill each newcoming group without even touching mid and right groups. Once you kill cruiser, mission is done.

At the Demon + Sucubus spawn, you only have to kill the trigger and leave the Sucubus.

Gone Berserk, level 3

Reported by: Obsidian Hawk

Additions by: Brutus Salazaar, kornhole

Updated by: Anathema Matou, Mystinen, Jercy Fravowitz

Last update: 2007.09.30

Faction: EoM

Mission type: Encounter

Damage dealt: Kin/Therm (Kin missiles)

Reccomended damage dealing: Kinetic and thermal

Completed with: Drake (Obsidian Hawk)

Completed with: huginn, DR: easy (Anathema Matou)

This mission resembles the blockade as in reinforcements warp in regularly.

Initial ships:

6 EoM Prophets in 3 groups.

Each time you kill a the last prophet in a group you chat will flash as they call in for reinforcements.

1 prophet dead -> black priest + daemon -> crusader + succubus -> crusader + succubus -> 2 daemons + death knight

Tip to not get overwhelmed: kill one prohphet, then kill the reinforcements chain. Then start on a new prophet.

Also to note, the deadspace has a large amount of high density Veldspar, Plagioclase, and pyroxeres.

813,864 plagio

479,979 pyro

1,639,289 veld

Gone Berserk, level 4

Reported by: Anonymous

Analysis of the respawns by Princess Athena

Additional info by: teth'eala, shuckstar, chepe nolon, Maestro Ulv, Chumber

Updates by: Vince Gedema

Blitz by: Anathema Matou

Last updated: 2007.12.16

Faction: EoM

Mission type: Encounter

Damage dealt: Kin/Therm (Kin missiles)

Reccomended damage dealing: Kinetic (Secondary EM or EXP)

Completed with: CNR (DR: Easy) (Chepe Nolon)

Completed with: Ishtar using Ogre II (Alcair Dovienva)

Completed in: Drake (Passive, T2 fitted, with shield recharge rigs) DR: Easy (ZhouXi)

In a team, the target of the respawns might be random.

Initial spawn

3x EoM Hydra (bs) - 500k

3x EoM Crusader (cr) - 100k

For each EoM Crusader you kill, you'll get 2x Eom death knight

When one or both of those are killed u get 1x EoM Hydra (And perhaps 2x EoM Saboteurs)

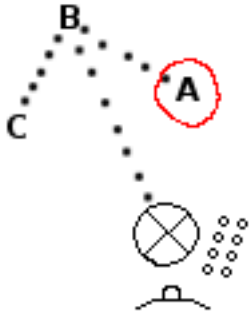
Once that is killed, you'll get 1x EoM Hydra and 1x EoM Ogre

once those are dead you get the DeathLord.

Kill each group in that order and you'll get all of the above 3 times. One of the spawns thows out 2x EoM Saboteur with the Death Kights.

The 3x hydra from start doesnt seem to spawn anything.

Blitz:



when looking at the mission area from the top, the spawns form an arrow with the structures, with a small nebula below the middle spawn (B). the right-hand spawn (A) triggered the mission completion for me, with the following spawn chain after the initial EoM Crusader:

- 2x EoM Death Knight (trigger = only one of them)
- 1x EoM Hydra
- 1x EoM Hydra + 1x EoM Ogre (trigger = Ogre)
- 1x EoM Death Lord

the other spawn chains I've seen were slightly different, so if you're looking to blitz and your chain is different, just stop with it and start another EoM Crusader chain.

Gurista Extravaganza, level 3

Reported by: hipno (brief report) and Bellasarius Baxter (detailed), 2007.06.10

Updated by: Demikhov

Last updated: 2007.12.19

Faction: Guristas

Mission type: Deadspace

Damage dealt: Kin, Therm

Reccomended damage dealing: Kin, therm.

Completed with: Prophecy, 2 kin hardeners and 1 thermal

Room 1

1x Gruistas kyoukan, 2x Gruistas webifier

1x Pithatis enforcer, 2x Pithatis executor

1x pithior anarchist 2x pithior renegade

1x pithum inferno 5x pithum mortifier

Room 2

3x tower sentry 2 4x light missile 1x pithum silencer

Room 3

A couple of missile towers

2x guristas transport

2x pithum silencer, pithum abolisher, pithum ascriber, pithum eraser, pithatis executor, 2x pithior anarchist

Room 4

1x Guristas Kyoukan

1x Guristas Personel Transport

2x Guristas Webifier

1x Pithatis Enforcer

1x Pithatis Executor

3x Pithi Demolisher

1x Pithi Destructor

3x Pithum Ascriber

1x Pithum Inferno

2x Pithum Mortifier

1x Pithum Silencer

Structures with loot: Guristas Outpost Residential Hub, Narcotics Warehouse, Major Assembly Array

Room 5

1 Pithi Demolisher

4 Pithi Destructor

4 Pithum Abolisher

1 Pithum Inferno

1 Pithum Mortifier

1 Spider Drone I

1 Satori Kardun (Guristas general)

Structures with loot: Storage Silo

Bonus Room 6 (needs a Guristas Palladium Tag)

Difficulty: Hard (requires full tanking abilities)

1 BS (kin torpedoes), 2-4 BC, Batteries & Sentries (thermal) plus other cruise & frigates

Structures with loot: Guristas War Installation

Gurista Extravaganza, level 4

Reported by: Rezerwowy Pies and Ubidak, 2007.12.31

Blitz by Syntx, Schmams

Triggers by: Sandeep, Rezerwowy Pies

Faction: Guristas

Mission type: Encounter

Spacetype: Deadspace with gates

Damage dealt: Kin, Therm

Extras: Jamming (Dire Pithi Despoiler)

Web/scramble: Guristas Webifier and Kyoukan

Reccomended damage dealing: Kin, therm.

Completed with CNR (Gist XL SB, SS Sensor Booster, 2x Pith-X Kin, 1x Therm). DR: Easy (Rezerwowy Pies)

Completed with CNR (CN XL SB, CN Therm, 2*CN Kin, 1 DG Invul, CN SBA. DR: Easy (Ubidak)

Completed with Rokh (425mm rails, shield tanked) (McEivalley)

Completed in: Drake (Passive, T2 fitted, with shield recharge rigs) DR: Easy if you watch the triggers (ZhouXi)

Triggers:

Main rule: Webbing frigs like Webifier and Kyoukan

Exception: The last battleship in the last wave of room 3

The last webifier/Kyoukan in pocket 5 triggers on attack. All other triggers on kill.

Destroying all structures before shooting the triggers will prevent the respawns.

Note: Sometimes spawns can be slight different like a bit better BS or BC, but entire NPC structure types is same.

1st pocket:

Autoaggro from sentry's

3x Tower Sentry Guristas III

3x Tower Sentry Guristas II

1x Pithum Silencer

1x Pithum Ascriber

2x Pithi Plunderer

Guristas Bunker drops ammo

First spawn (1 BS):

- 1x Pith Exterminator
- 1x Pithatis Death Dealer
- 1x Pithatis Assasin
- 1x Guristas Webifier (Trigger)
- 1x Pithior Terrorist

Second spawn (2 BS):

- 1x Pith Eliminator
- 1x Pith Extinguisher
- 2x Pithatis Enforcer
- 1x Guristas Kyoukan
- 1x Guristas Webifier (Trigger)

Third spawn (2 BS):

- 1x Pith Dismantler
- 1x Pith Obliterator
- 1x Guristas Webifier (Trigger)

Fourth spawn 3BS):

- 1x Arika Tosch (543k)
- 2x Pith Eradictor
- 1x Pithum Ambolisher
- 1x Pithum Eraser

Ion Field Projection Battery, Moon Harvester, Starbase Hangar drops loot. Kill those before the trigger to blitz the pocket.

3rd pocket:

First spawn (3 BS):

- 3x Guristas Cruise Missile Battery
- 3x Pith Obliterator
- 2x Pithatis Enforcer
- 1x Guristas Kyoukan (Trigger)

Second spawn (2 BS):

- 1x Pith Obliterator
- 1x Pith Eradictor
- 2x Pithatis Enforcer

1x Guristas Kyoukan
1x Guristas Webifier (Trigger)

Third spawn (3 BS):

2x Pith Extinguisher
1x Pith Dismantler
2x Guristas Webifier (Trigger)

Fourth spawn (2 BS):

1x Pith Exterminator (Trigger, yes BS)
1x Pith Eliminator
1x Pithatis Assaulter
1x Pithatis Enforcer
1x Guristas Webifier

Fifth spawn (2 BS):

1x Pith Exterminator
1x Pith Extinguisher
1x Pithor Terrorist
1x Guristas Webifier

Destroying Guristas Medium Refinery, Subspace Frequency Generator and Asteroid Mining Post before any of the triggers will blitz the pocket.

4th pocket:

Autoaggro from everything, Amarr batteries doing alpha strike at 1,800 EM dmg so take them first if you arent tanked against EM.

First spawn (3 BS):

4x Amarr Heavy Missile Battery (Thunderbolt Heavy Missile doing 450hp EM dmg at 0% resist, rof 24s)
3x Pith Eradictor
1x Guristas Emissary (50k crusier)
1x Guristas Kyoukan
1x Guristas Webifier (Trigger)

Second spawn (2BS):

2x Pith Extinguisher
2x Pithatis Assassin
1x Guristas Kyoukan

There are 3 weak structures in the whole room, destroy them before the trigger, to blitz the pocket.

5th pocket

First spawn (2 BS) starting at 70km:

- 2x Tower Sentry Guristas II
- 1x Guristas Heavy Missile Battery
- 1x Pith Extinguisher
- 1x Pith Dismantler
- 2x Pithatis Enforcer
- 2x Pithor Renegade
- 2x Pithor Anachist
- 1x Guristas Kyoukan
- 1x Guristas Webifier (Trigger)

Objective completed after taking out the two battleships in the first spawn.

Second spawn (3 BS) starting at 43km:

- 3x Pith Eliminator
- 4x Dire Pithi Despoiler (sometimes 3, take them first, JAMMING)
- 1x Guristas Kyoukan (Trigger)

Third spawn (3 BS) starting at 50km:

- 3x Pith Eradictor
- 4x Pith Supremecist
- 1x Guristas Webifier (Insta Trigger)

Fourth spawn (4 BS):

- 1x Aimon Kuzni (993k bs) dropping standard bs loot
- 3x Pith Eradictor
- 3x Pithas Enforcer
- 2x Guristas Webifier

Prison, Guristas Bunker, Guristas War Installation has loot.

The War Installation has about 360k hp, drops something like 1000 Large AM hybrid ammo, 200 scrapmetal, 10 ogres t1, 200 hydrogen batteries and 400 rocket fuel.

Blitz by Schmams: If you destroy the easily destroyable structures, and the war installation, BEFORE you pick off the potential respawn trigger frigs, then you get no triggered respawn at all. That's if you want there to be none. Done this twice, so quite certain.

Rezerwowoy Pies: In my opinion blowing Guristas War Instalation in 5th stage doesnt help at all to get

faction loot (i tested it many times), its a myth, dont waste your time. Structure drops rubbish loot.

Bonus stage

You need a Guristas Diamond tag to activate the gate. Team members can then activate the gate within 10 seconds without the tag.

2x Tower Sentry Guristas III

1x Pith Usurper

3x Pith Extinguishers / Eliminators

3x Pithatis Death Dealers

4x Pithior Supremacists / terrorists

The Guristas Storage Facility has the possible chance of dropping a dg mod.

The Gurista Spies, level 1

Reported by: Urszeli Kurva, 2007.11.11

Faction: Guristas

Mission type: Deadspace

Damage dealt: Kin, Therm

Reccomended damage dealing: Kin, therm.

Finished with a t1 fitted kestrel, DR: Easy (Urszeli Kurva)

Single pocket

2 groups of frigates:

4*Pithi Arrogators about 20km distance

3*Pithi Arrogators

1*Pithi Invader about 60km distance

There are some med ammo loot from the cargo rig, and Guristas bunker.

The Gurista Spies, level 2

Reported by: Madd Bomber, 2007.08.08

Updated by: Cheif Astartes

Last update: 2008.02.25

Faction: Guristas

Mission type: Deadspace

Damage dealt: Kin, Therm

Reccomended damage dealing: Kin, therm.

Completed in Brutix DR: Very Easy (Cheif Astartes)

Single pocket

1st Group, Aggro on Warp in (about 30 km away)

5x Pithi Despoiler (Frigate)

1x Pithor Guerilla (Destroyer)

2nd Group (about 57km away)

1x Pithi Demolisher (Frigate)

1x Pithi Destructor (Frigate)

1x Pithor Renegade (Destroyer)

1x Pithor Anarchist (Destroyer)

The Gurista Spies, level 3

Reported by: Deast1

Faction: Guristas

Mission type: Deadspace

Damage dealt: Kin, Therm

Reccomended damage dealing: Kin, therm.

Completed with: Ishkur (Deast1)

Single pocket

Two groups:

First group, three Gursitas Spys (BC).

Second group, one Guristas Spy (BC) and a few frigs.

The Gurista Spies, level 4

Reported by: Zafon

Blitz by: Anathema Matou

Picture by: Empyre

Update by: Anathema Matou, Bonkers2000

Latest update: 2008.01.13

Faction: Guristas

Mission type: Deadspace

Damage dealt: Kin, Therm

Extras: Jamming

Reccomended damage dealing: Kin, therm.

Completed with: CNR (DR: Walkover) (Chepe Nolon)

Completed in Dominix 1 LARII, 1 EANMII, 2x Termic Armor Hardener II, 2x Kinetic Armor Hardener II (MurZilla san)

Completed in: T2 fitted passive Drake with shield recharge rigs DR: Easy (ZhouXi)

Single pocket

The groups will spawn in intervals after you arrive, but it's just a few seconds between each spawn.

First group:

3x BS

3x DD

Second Group:

4x BS

3x CR

Third Group

3x Spies

1x BS

2x Frigs

Blitz: Mission is completed after killing the group with the Spies; attacking them will not trigger aggro from the other groups. (Anathema Matou)



Guristas Strike, level 3

Original report by: Chepe Nolon

Update by: rodgerd, Quay Verinreck, Baggam, Corstaad, Darees, Elefant, Linocha, Hikash

Last updated: 2008.01.29

Faction: Mixed

Mission type: Encounter

Space type: Deadspace

Damage dealt: Varies

Reccomended damage dealing: Varies

This is a series of missions. Only the last one is important.

Guristas strike - Ambush in the dark (1 of 10)

2 x Tower Sentries II

6 x Rogue Pirates (Cruisers)

1 x Rogue Pirate Raider (cruiser)

The prisoners are found in a can.

Guristas Strike - The kidnapping (3 of 10)

Reported by rodgerd

Deadspace 1:

3 x 110k Mercenary Corporals

1 x 90k Mercenary Lieutenant

2 x 85k Mercenary Commanders

4 x 10k Mercenary Elite Fighters

2 x 30k Mercenary Wingmen (Web)

Misc Mercenary Fighters

11 x Omber Roids.

Habitat drops the keycard.

Deadspace 2:

Gate requires key from Habitat

2 x 30 k Mercenary Wingmen (Web)
1 x 90k Mercenary Lietenant
Kuran 'Scarface' Lonan 80 k (Web) - Implant drop
Got several reports that he doesn't drop it all the time.

Storage Facility drops loot

Guristas strike - Incriminating Evidence (5 of 10)

5 x 15k Odamian Privateers
3 x 45k Odamian Veterans
1 x 75k Odamian Master (Might drop a +3 implant)

All at close range. Privateers are Tristans, Veterans are Vexors. Master is a Thorax.

Fast cruisers, able to outrun a 400m/s Brutix

Guristas strike - The secret meeting (7 of 10)

Deadspace 1

1 x 250k Odamian Envoy (NPC Dominix)

Optional Fight. May drop a +4 implant.

Deadspace 2

No aggro.

3x 30 k Guardian Veteran (Web)
1x 57 k Corelum Chief Guard
2x 62 k Corelum Chief Safeguard
2x 8k Coreli Defender
1x 9k Coreli Protector
3x 138 k Corelatis Platoon Leader
1x 76 k Coreli Chief Infantry
1x 70k Corelum Chief Sentinel

Guristas strike - Defend the Civilian Convoy (8 of 10)

No aggro

1x 57 k Corelum Chief Guard
2x 62 k Corelum Chief Safeguard
2x 11 k Corelior Trooper
2x 11 k Corelior Soldier
1x 138 k Corelatis Platoon Leader
1x 142 k Corelatis Captain
1x 146 k Corelatis Captain Sentry

Guristas Strike - Retrieve The Prisoners (9 of 10)

It is a deadspace mission, with no agro at the JIP.

Group 1

Corelum Chief Defender 68k x 1
Corelum Chief Protector 74k x 2

Group 2

Corelas Squad Leader 135k x 1
Corelas Wing Leader 131k x 1
Coreli Defender 8k x 3

Group 3

Corelum Chief Sentinel 79k x 1
Corelior Soldier 11k x 1
Corelior Trooper 11k x 1

Group 4

Corelatis Platoon Leader 138k x 1
Guardian Veteran 30k x 3

Guristas Strike - Final Battle (10 of 10)

Pocket 1: Camped jip, aggro, towers

Pocket 2: Clear JIP, no aggro

Pocket 3: Camped by two ships. Aggro from those.

Pocket 4: Fly to the tower in the middle. Blast it. Pick up the cont and warp out. Optional, tag the cont, warp out. Finish the mission and warp to cont.

WARNING: Aggro from several bs's. Strike fast! Optional is fly far away from then and snipe the tower, mark the cont and warp out etc.

Head Hunter Threat, Level 2

Reported by: Fayceoff, 2008.01.21

Faction: Mercenaries

Mission type: Deadspace

Damage dealt: Therm/Expl

Recommended damage dealing: Any, Standard resistances

Completed in: Caracal /w Assault Launchers. DR: Trivial

One group, 35k @ 12 o'clock aggro on warp-in.

4 x Bounty Hunter Rookie (8k)

1 x Hunter Kalesh (8k)

The Heir's Favorite Slave, Level 1

Reported by: Thoran Karlien and Weyoun 1, 2007.12.26

Last updated: 2007.12.30

Faction: Minmitar

Mission type: Encounter

Space type: Gates

Damage Dealt: Explosive and Kinetic

Reccomended damage dealing: Therm

Completed in Firetail DR: Easy to Medium (Thoran Karlien)

Completed in Tristan (Weyoun 1)

Warp In:

You warp in approx 40-60km from the bad guys.

Group 1 (Aggro):

2x Republic Baldur

2x Republic Tarkan

When the 4 are destroyed:

1x Republic Otur

4x Republic Gleeda

Group 2 (No aggro):

2x Republic Tribal Gleeda

When the 2 are destroyed

2x Republic Radur

3x Republic Skani

1st stage:

(Gate only allows T1 Frigates and Destroyers)

1x Kilm Redstock (Thrasher)

9x Republic Tribal frigates spawn upon his destruction

Last destroyed rat dropped mission item

Hidden Stash, level 1

Faction: Serpents

Mission type: Deadspace

Damage dealt: Therm, Kinetic

Reccomended damage dealing: Kin, Thermal

Completed with #1: Imicus w/3 light drones.

Single Pocket:

One big group. Aggro from half of it.

Mission loot + another can from Warehouse (drops tradegoods)

Cargo rig and Pressure Silo drop a lot of ammo in all sizes

Habitation module drops tradegoods.

Power Generator drops nothing

Faction: Angel Cartel

Reported by: Jin Gege

Mission type: Deadspace

Damage dealt: Exp, Kinetic

Reccomended damage dealing: Exp, Kin

Deadspace with two groups at about same distance from warp-in point. Larger group of 8 Gistii

Hijackers will aggro, smaller group of 4 Gistii

Hijackers do not aggro.

Faction: Guristas

Mission type: Encounter

Space type: Deadspace

Damage dealt: Kinetic, Thermal

Reccomended damage dealing: Kin, Thermal

Completed in: Vengeance (therm/kin) DR: Easy (Piyu)

Single Pocket:

3x pithi arrogator

2x pithi imputor

All agroes on warp in

Hidden Stash, level 2

Reporte by: Leet Canadian

Faction:

Serpentis

Mission type: Deadspace

Damage dealt: Therm, Kinetic

Reccomended damage dealing: Kinetic

Completed with: Rifter with standard passive shield setup, had to warp out after each destroyer, but finished it without much difficulty.

Single Pocket:

4x Corelior Soldier

1x Corelior Infantry

The structures' loot is the same as the [level 1](#) version.

Hidden Truths, Cosmos

Reported by Ninti Zero, 2007.05.31

Agent: Remy Ouche (2.00 standing required)

Location: Sanctum Psychosis, Lanngisi, Minmatar Cosmos

Corporation: Eifir & Co

To complete the mission you're required to head into the Contested Minmatar Guerilla Base. This is NOT a walk in the park! It's a place with fast respawns of several groups, consisting of 5-10 frigates, destroyers, battlecruisers and yeah, battleships (in a level 2 mission ?!)

1 of 3 - Hidden Truths

Courier Mission - 0.1m³ (Blood Sample)

2 of 3 - Unfolding a Mystery - Low sec warning!

Courier Mission - 0.4m³ (Analyzed Blood Sample)

3 of 3 - Extremely Unfortunate Incident

Faction: Minmatar/Angel Cartel

Damage Dealt: Various

Recommended Damage Dealing: Exp/Kin

Completed In: Dominix

Your goal is to collect 3 refugees from the deserted Nefantar bunkers. Destroy a bunker and the can will hold 1 refugee.

The bunkers are floating right in the middle of the baddies (what a relief!) in the 2nd (and optional 3rd) pocket, making it impossible to avoid mass aggro from the center groups. So either bring some friends or pimp your BS, HAC or other uber ship that fits through a gate.

Note: Most of the time there are other players ratting in the complex, which helps a lot.

In my eagerness to kill baddies it didn't occur to me at the time, so i haven't tried this. But buying refugees on the market and giving them to Remy Ouche MIGHT work.

Human Cattle, level 2

Reported by Helen Highwater, 2007.05.10

Updated by: Ivisis Avisus, Am0k, Shamistrudel

Last updated: 2008.02.07

Faction: Amarr, Caldari and a few mercenaries

Type: Deadspace

Damage Dealt: Amarr: EM, Therm; Caldari: Kin, Therm

Reccomended Damagedealing: Therm

Completed with: Myrmidon (Helen Highwater)

Completed with: CNR (Shamistrudel)

Part 1: 4 sentry drones and 3 missile batteries at the warp in point. All aggro on warp in. Once they are dealt with go to the cargo can disguised as a habitation module to pick up the datachip needed for the mission. There are a bunch of other structures none of which dropped loot for me.

Part 2: Transport the datachip you retrieved to a different station. Straightforward transport mission.

Part 3: 4 frigates (Caldari Navy) sat at WIP. All aggro immediately. After a short time reinforcements arrive - 9 more frigs which appear pretty much at combat range, These are not triggered by the initial force as far as I can see. Although the mission brief says you are supposed to be defending the settlement, all the structures are tagged as 'Wanted' so you can blow them up while you wait for the reinforcements. Some dropped loot for me.

Part 4: Warp to the gate which is locked and 6 Mercenary Fighters appear. One will drop the prisoners you need for the mission. Alternative wave is 5 Fighters and 1 interceptor.

Part 5: Deadspace encounter. For some reason you are dropped some distance from the gate, there are a couple of structures but no ships waiting for you here. just fly through the gate as normal.

Pocket 1: Several groups of ships, mixed force of Amarr and Caldari vessels.

9 frigs/destroyers at 15k range which all aggro on warp in. Approximately ten more frigs/destroyers in two loose groups plus two cruisers separately.

6x State Yumi

2x State Kai Gunto

1x State Shukuro Ashigaru

1x Imperial Templar Paladin

1x Imperial Agatho

2x Imperial Templar Forian
1x Imperial Haran
2x Imperial Felix
1x Imperial Sixtus
4x Imperial Disciple

Pocket 2: 3 Sentry guns and 2 elite frigs.

Pocket 3: As soon as you warp in you complete the mission. There's 1 support frig (scrambles) at about 20k range which aggro shortly after warp in and a whole lot of Amarrian navy vessels at about 130k range.

8x Amarr Navy Gamma I Support Frigate
3x Amarr Navy Gamma II Support Frigate
12x Amarr Navy Delta I Support Frigate
5x Amarr Navy Delta II Support Frigate
8x Amarr Navy Apocalypse
4x Amarr Navy Armageddon
3x Amarr Navy Maller
2x Amarr Navy Jakar

Drops about 2500 m3 of loot in total, including Large Tachyon Beam Lasers and a chance of some Caldari Navy Fulmination Heavy Assault missiles.

Ice Installation, level 4

Reported by: Cemc, 2007.12.29

Mission type: Mining

Space type: No gate, warp to beacon only.

Faction: Same as the belt rats in the system

Objective: Mine 20 units of Crystalline Icicles (2000 m3).

There's exactly 20 units (1 roid) of Crystalline Icicles, and it's only 2000 m3, so no need to haul.

There are 126 units of Clear Icicles in 13 roids to mine, and a bunch of Veldspar.



Illegal Activity, level 2

Reported by: Yumi Katanawe

Updates by: Acarina Tensukken, Bellasarius Baxter

Last updated: 2007.11.18

Faction: Opposite of the agent

Mission type: Hybrid

1 of 3

Spawns ships of one of the two enemy factions

Warp in, wait.

First group 2 soldiers, 2 support frigates (these take a lot to kill, so go first for the soldiers).

After some time, second group spawns. Officer (drops the required mission item) and a few smaller frigates.

No need to kill the miners.

2 of 3

Will spawn the same faction as the previous mission.

Warp in, blob of soldiers / support frigates / small frigates. Soldiers are faster so kiting works nicely. Kill them all to complete mission.

3 of 3

Will spawn same faction as previous mission.

Ok, things get interesting now.

First the warp in point is 120km away from the acceleration gate. Kill the officer for the key.

The welcoming party past the gate is:

3x Sentry guns, 3 soldiers. These agro as you jump in.

Ahead there are 3 packs - middle one has the two couriers you need to kill. The two side packs will not agro when you engage the couriers, The courier pack ships all have different speeds so kiting works well here.

There might spawn an omber roid in the asteroid field.

Illegal Activity, level 3

Reported by: Jupacha, 2007.07.03

Updated by: Bellasarius Baxter

Last update: 2007.11.18

Faction: Gallente

Damage Dealing: Kin/Therm

Recommended damage: EM/Therm

Mission type: Hybrid

Completed in: Hawk, Dr: Easy (Jupacha)

Part 1 of 3:

Takes a couple of minutes for the ships to warp in.

6 atron class miners jump in 1st

Then 8 frigs jump in. 4 maulus class ships and 4 tristan class ships.

The 2nd wave has what you need to complete the mission

Part 2 of 3:

3 maulus class ships (navy delta II support frigs)

3 Celestis class ships (navy detective)

Part 3 of 3:

1st poket a vexor cruiser greet you. R,s officer. he dropped a passcard so i think you need that to get in the gate.

2nd pocket 3 vexors and 3 sentury guns greet you with aggro. there are 3 thorax and 2 other vexors over 65km away allong with a cuople suport frigs. after a minute or so 2 roden ship corier jump in with 5 frig ecorts.

There might spawn an omber roid in the asteroid field.

Illegal Activity, level 4

Reported by: Baljet

Faction: Gallente (Varies)

Damage Dealing: Kin/Therm

Recommended damage: EM/Therm

Mission type: Hybrid

Part 1:

Warp to loc and kill the waves, ignore the miners
Large Smartbombs would be handy.

1st Wave

-Appear after the miners @ around 50K

3x Navy Delta Support(Fast, Webbers)

3x Navy Officers

2nd Wave

-Appear Shortly after @ around 30K

2x Navy thorax

4x Navy Delta Support

Part 2:

Investigate the Anomaly and Destroy any Hostiles

You'll find the same faction trespassing at the anomaly; Kill them, Kill them all!

3x Navy Delta Support

3x Navy Detective

Part 3:

Go back, kill them, kill them All!

1x R.S Officer guarding the gate

Room 2

4 Sentry Guns

4 Navy vexors

Ring entry point at 20-30k and agro

2nd group arrives shortly after:

2 Couriers and 5 Escorts

other groups:

2 Vexors, 3 Thorax and 2 Gamma I Support Frigates are optional kills

In the Midst of Deadspace (1 of 5), Level 4

Reported by: Admiral Keyes

Additional hints by: Kella DelRae, Jadice Dreamshifter, steveid

Update by Hortoken Wolfbrother, Silent Marauder

Last update: 2007.12.01

Mission type: Deadspace (3 Stages)

Faction: Amarr, Caldari (This report is from a mission given out by minmatar and gallente agents).

Damage dealt: EM, Thermal and Kinetic

Web/scramble: Delta Frigates

Reccomended damage dealing: Thermal and EM

Completed with : Machariel (Large Repairer II / EM / Kinetic / 2x Thermal hardeners) (Admiral Keyes)

Completed with: Raven with 1x Inv 1x Kin 1x Therm 1x EM (Kella DelRae)

Completed in: Domi with 1xKin, 1xEM, 2xTh hardeners + Megathron with 5 Armor Drone + Vexor for pew pewing the interceptors. DR: Easy, with cheap fittings.

Completed in: Ishtar (steveid)

Completed in: Domi (2 LAR2, 4 T2 hardener) (Dr: Medium) (Scy'the)

Completed in: Megathron (350 rails, kin/exp/thermal, plate, Damage control II, Lar II) DR: Easy (Industry Queen)

All Interceptors orbit between 3000m and 6300m, I used two Shadow Serpentis Large Plasma Smartbombs with 6'750m range to eliminate all interceptors. This Smartbomb costs around 40-50 million isk. Standard Large Plasma will NOT be sufficient to kill all interceptors. These are highly recommended for this mission due to the high number of interceptors.

STAGE 1

Group 1

6x Caldari Navy Moas (Aggro on warp in)

Group 2

2x Caldari Navy Raven

2x Caldari Navy Delta II Support Frigate

Group 3

4x Amarr Navy Armageddons

Group 4

2x Amarr Navy Apocalypse

4x Amarr Navy Mallers

Tips - Each group attacks seperately, thermal damage works on the caldari ships just as well as kinetic (SAmE Resists). Full aggro from the stage is possible but rare.

STAGE 2

3x Amarr Sentry Guns

1x Amarr Navy Apocalypse

1x Amarr Navy Armageddon

4x Amarr Navy Gamma II Support Frigates

Tips - Everything attacks upon warp in. Take out the Sentries first as they deal all damage types. Smartbomb/Drone the frigates once in range. Then take out the battleships. Easy to tank.

STAGE 3

5 Visible groups in this stage. Left, Right, Top, Bottom and Back. No aggro on warp in but attack aggro varies, explained below.

Left Group

2x Amarr Navy Apocalypse

2x Amarr Navy Delta II Support Frigate

1x Amarr Navy Delta I Support Frigate

1x Amarr Navy Gamma I Support Frigate

1x Amarr Sentry Gun

Right Group

2x Amarr Navy Armageddons

2x Amarr Navy Gamma I Support Frigates

1x Amarr Navy Delta I Support Frigate

1x Amarr Navy Delta II Support Frigate

1x Amarr Sentry Gun

Top Group

2x Amarr Navy Armageddons

2x Amarr Navy Gamma I Support Frigate

2x Amarr Navy Delta I Support Frigate

1x Amarr Sentry Gun

Bottom Group

2x Amarr Navy Armageddons

2x Amarr Navy Delta I Support Frigate
2x Amarr Navy Delta II Support Frigate
1x Amarr Sentry Gun

Back Group

2x Amarr Navy Jakars (Fires Kinetic cruise missiles)
3x Amarr Navy Malls
3x Amarr Navy Gamma II Support Frigates

Tips

I fired on the bottom group to initiate aggro. The Bottom, Right and Back groups all aggroed and engaged. Different groups might aggro but the strength of the attacking swarm is the same. Shoot the navy geddons and apocs while Smartbombing / Droning the dozen interceptors. Leave Jakars till last.

Amarr Navy Jakars deal a lot of damage and tank very strongly with EM being the lowest resist at 50%. The mission requirement (Amarr Light Marines) can also be found in a can dropped by one of the Jakars

Aggro the remaining groups as you see fit as they are easy to tank and kill.

The Sentries will only fire on you if you get close to them (Around 30-40km)

Additional Tips from Kella DelRae:

On the final section, if you fire at the top group then only that group AND the two Jakars from the bottom group will aggro you.. While flying away you can easily pick off the Geddon and Apoc from the top group while droneing the support frigs, once their dead the Jakars will be about 75 km out and can be cruised to death. Do NOT close in within drone range as they start hitting incredibly hard. Outside of 50km it's cake.

Jadice Dreamshifter adds: I fired on the top group and indeed only 2 more Jakars aggroed aside from the group itself. They don't hit "incredibly hard", 1 active LAR can handle their damage in optimal range with the right hardeners of course. The Jakars just die hard.

The remaining groups didn't aggro together either, first left group and then right group, all this was done about 75km off.

The mission really gave me a scary feeling when i read the tips, but it's nothing big, with 2BS and 1 cruiser that pops the interceptors we did the entire mission in like 1 hour, 1 and a half at most. I had 5 Heavy Armor Maint Drones on me and the only time i had to activate my own LAR was in the second stage where the sentries really deal ALOT of damage.

steveid reports this blitz: I noticed that in the third stage if you agress and kill the Jakars you get around 50% aggression but once they are dead they drop the soldiers and mission is complete. Bit of a quicker way there.

In the Midst of Deadspace (3 of 5), Level 4

Reported by: Admiral Keyes

Mission type: Deadspace (3 Stages)

Faction: Amarr (This report is from a mission given out by a minmatar agent).

Damage dealt: EM, Thermal

Reccomended damage dealing: Thermal (EM)

Completed with : Machariel (Large Repairer II / EM / 2x Thermal hardeners)

You warp back to the deadspace you cleared out in 1 of 5. (See stage [1 of 5](#) for more hints on how to do this.)

STAGE 1

Empty.

STAGE 2

Empty.

STAGE 3

One group. Auto Aggro on warp in. Funny message appears when you arrive.

2x Amarr Navy Apocalypses

3x Amarr Navy Officers

3x Amarr Navy Omens

5x Amarr Navy Delta II Support Frigates

Tips:

Once the npc's are dead, destroy the EM Field protecting the Imperial Armoury and then loot the Container from it.

Once the mission is complete you will recieve an Imperial Navy Gate Permit. This item is required for parts 4 and 5 of the series.

In the Midst of Deadspace (4 of 5), Level 4

Reported by: Admiral Keyes Additions by: Teiresias, Ixtelle, Xalib Zondo

Mission type: Deadspace (2 Stages)

Damage dealt: EM, Thermal and a little Kinetic

Reccomended damage dealing: Thermal for NPC's / Maximum Damage for Stargate / EM for Commander

Completed with : Machariel (Large Repairer II / EM / Kinetic / 2x Thermal hardeners, 6750m Thermal Smartbombs)

Completed With: Raven, 1x Inv 1x Therm 1x EM Active Hardeners, 6x Limos Siege Launcher. No warp outs required. (Ixtelle)

Completed with: Tempest 6x 1200gallium 2x malkuth cruise (edgeblade)

Info - 6750m Thermal Smartbombs are the minimum range to have to take out all the interceptors as they orbit at around 6300m. Standard Smartbombs wont work.

STAGE 1

Left Group

3x Imperial Security Captain (1x Amarr Navy Apocalypse) (2x Amarr Navy Armageddons)

5x Imperial Guard (1x Amarr Navy Delta II Support Frigate) (4x Amarr Navy Gamma I Support Frigate)

Middle Group

1x Imperial Security Commander (Amarr Navy Jakar)

5x Imperial Security Officers (Amarr Navy Mallers)

Right Group

3x Imperial Security Captain (1x Amarr Navy Apocalypse) (2x Amarr Navy Armageddons)

5x Imperial Guard (5x Amarr Navy Delta II Support Frigate)

Aggroed the left group at 60km and both the left group and middle group engaged, Smartbomb/Drone the frigates while shooting the cruisers and then the battleships. Tank held fine against all the aggroed npc's. Leave the Commander till last as he has a tough tank and is weak to EM damage.

Teiresias adds: there are three groups. Attacking either the left or right group will aggro that group and the middle group. Attacking the middle group will not aggro either side group.

STAGE 2

3x Amarr Sentry Guns
1x Imperial Stargate

Your agent contacts you and orders you to destroy the Stargate before reinforcements arrive. Reports from a few other pilots suggest that these reinforcements don't spawn even after waiting for 2-3 hours. However be on your guard as the composition of these "re-inforcements" are unknown and maybe on a random timer.

The stargate takes one hell of a beating as its Structure is roughly 250'000 HP. This is calculated from requiring around 375 torpedos at 655 damage per hit in a raven. This means that it will take between 10-20 minutes to destroy the gate. However, the gate has zero resists so any missile damage type will work or use your most damaging turret ammunition you have available. EMP / Multifrequency / Antimatter will work best. And if you're using drones, use Ogres as they have the highest multipliers.

Once destroyed, mission complete.

Xalib Zondo reports: after knocking out the Gate, the reinforcements arrive after about 10 minutes in the form of 2 IMPERIAL TEMPLAR ULTARA battleships.

Erinna Zarx reports this sighting when warping in, confirmed by Ixtelle:

2x divine imperial
2x imperial templar
1x imperial ultara
3x amarr sentry gun

Respawn info from Barook25:

Divine Imperial Equalizer 250k
Divine Imperial Avenger 250k
Imperial Dominator 700k

Another respawn from Ixtelle:

Approx 1hr after I entered the pocket (just as I was finishing looting it), 5x Imperial Avengers and 1x Imperial Equalizer respawned in the pocket.

Then two imperial templar torahs appeared about 18 minutes into the mission.

I believe I have seen the initial rats before on this mission but this was definitely the first time I ever saw the torahs come in during the mission.

Teiresias adds: There may be some variation in the mission drones here, rather than Imperial Dominator,

i got Imperial Utara. (Armageddon NPC) For the 18 minute respawn there are two Imperial Templar Utara (not Torah)

Tip from Ixtelle:

Use EM Torps. The BS's have very strong tanks. Recommend EM Drones if only for the Divine Imperial Equalizers.

The stargate took about half as many torps to kill as the guide said (I had fired 186 when it blew, so probably 180 to kill it. Each torp did 558 damage, so that's about 100k HP + whatever my drones did, I estimate 150k hp absolute maximum.

In the Midst of Deadspace (5 of 5), Level 4

Reported by: Admiral Keyes

Update by: Vitara DahReh, Teiresias, Silent Marauder

Last update: 2007.07.02

Mission type: Deadspace (3 Stages)

Damage dealt: EM, Thermal and Kinetic

Extras: Jamming

Recommened damage dealing: Kinetic for NPC's / Maximum Damage for Manufacturing Plant

Completed with : Machariel (Large Repairer II / 2x Kinetic / 1x Thermal hardener) (Admiral Keyes)

This mission takes place in the same location as part 4 of 5.

STAGE 1 - Empty (Cleared in part 4 of 5)

STAGE 2 -

Erinna Zarx reports this sighting near the jump gate to get to stage 3:

2x spider drone I

1x Khanid Mashtori

The Khanid Mashtori does Massive EM damage with Paradise Cruise doing 1500hp per shot with 0% EM resist firing ever 10 seconds

STAGE 3

Update by Vitara DahReh and Teiresias:

On warp-in message from agent instructs you to destroy the Manufacturing Plant.

Resist info on NPCs is not available in NPC database yet, but appears to conform to Caldari Navy types.

Left Group

3x State Zen (Scorpion/Juggernauts/Jams)

2x Taibu State Tendai (Blackbird/Flameburst missiles/Jams)

3x Taibu State Yari (Kestrel/Thorn Rockets/Webs)

Right Group

3x Taibu State Samurai (Moa/Scourge missiles)

2x State Oni (Ferox/Scourge missiles)

1x State Kanpaku (Ferox/Scourge missiles)

Middle Group

3x Caldari Navy Temuras (Raven/Juggernauts)

3x Taibu State Nagasa (Crow (?)/Thorn Rocket/Web/Scramble)

2x State Shukuro Chugen (Blackbird/Scourge missiles)

2x State Shikuro Ashigaru (Blackbird/Scourge missiles)

4X Caldari Cruise Missile Battery

Tips - Engage each group separately. Easy to tank the left and right groups and kill. The middle group should be left till last as the Temuras have an insanely strong shield tank and have 50% Kinetic as their weakest resist. After all three groups are dead destroy the Manufacturing Plant.

All Cruiser and Battlecruise class fired every 2.5 seconds with the Battleships firing every 8
The Caldari Cruise Missile Batteries never fired outside of 65k from them.

The Manufacturing Plant has a lot of HP so it will take a long time to kill. Estimate the total HP to be around the 250'000 HP just like the Imperial Stargate in part 4 of 5. Use your most damaging Ammunition and drones against the plant to destroy it faster.

The Infested Ruins, level 4

Reported by: Siminuria

Updated by: Jinhai Calanthisis

Last update: 2007.05.19

Faction: Rogue Drones

Mission type: Deadspace

Damage dealt: All kinds

Web/Scramble: Strain drones

Reccomended damage dealing: EM, Thermal

Completed in standard raven 6x cruise, 2x tractor beams, 2x invul field, shield booster, booster amp, 2x pds, 3x bcs. All fittings were t1.

Difficulty Rating - Easy

Pocket 1

(Note: The right hand most launcher when u warp in will agro spawn 2 if u shoot it. Reccomend therefore that this is the last launcher u take out. None of the other launchers cause more agro if shot.)

Spawn 1: 4x Drone Cruise Missile Battery (aggro)

Spawn 2: 2x Strain Render Alvi (Scram/Web), 1x Silverfish Alvi, 6x Violator Alvim

Spawn 3: 5x Violator Alvim, 1x Alvim Controller

Spawn 4: 3x Raider Alvi, 4x Disintegrator Alvim, 1x Enforcer Alvatis

All the spawns agro when u shoot the Lesser Hive.

Blitz: Once the lesser hive is down, mission is complete so u dont actually need to kill the drones.

Infiltrated outpost, level 4

Reported by: Chepe Nolon, 2008.01.05 (Total cleanup)

Blitz by: Stems

Faction: Rogue Drones

Mission type: Deadspace

Damage dealt: Major Exp/kin with small ammounts of therm/em

Web/Scramble: Strain drones

Reccomended damage dealing: EM, Thermal

Completed with: CNR, DR: Easy (Chepe Nolon)

Completed with: Abbadon, DR: Easy (Maobih Vanire)

Completed with: Golem, DR: Easy (Chepe Nolon)

Completed in: Drake (Passive, T2 fitted, with shield recharge rigs) DR: Easy (ZhouXi)

The group setup might differ, but there should be the same ammount of Alvus Controllers (BS)

Pocket 1:

Aggro is random. But the ships are so slow, that it doesn't matter.

Group 1 (25km away)

1x Sunder Alvi (Kin/therm)

2x Viral Infector Alvum (EXP/kin)

1x Decimator Alvi (EM/therm)

1x Bomber Alvum (EXP/kin)

1x Strain Splinter Alvi (Web/sramble) (exp/kin)

1x Alvus Controller (EXP/kin)

Group 2 (50km away)

1x Decimator Alvi(EM/therm)

2x Viral Infector Alvum (EXP/kin)

1x Sunder Alvi (Kin/therm)

1x Strain Splinter Alvi (Web/sramble) (exp/kin)

1x Defeater Alvatis (EXP/kin)



Pocket 2:

No aggro on warp-in. Attacking a bunker aggro's one of the groups close to it.

Group 1 (50km away)

- 3x Disintegrator Alvim (EXP/kin)
- 1x Strain Infester Alvi (Web/sramble) (exp/kin)
- 1x Sunder Alvi (Kin/therm)
- 2x Devastator Alvim (EXP/em/therm)
- 1x Barracuda Alvi (EXP/EM/kin)
- 1x Devilfish Alvi (THERM/kin)
- 2x Raider Alvi (EM/therm)
- 1x Alvim Controller (EXP/kin)

Group 2 (65km away)

- 1x Rogue Drone Colonel
- 2x Barracuda Alvi (EXP/EM/kin)
- 2x Cripler Alvim (EXP/kin)

2x Disintegrator Alvum (EXP/kin)
2x Alvus Controller (EXP/kin)

Group 3 (80km away)

3x Devastator Alvum (EXP/em/therm)
1x Disintegrator Alvum (EXP/kin)
2x Raider Alvi (EM/therm)
1x Strain Infester Alvi (Web/sramble) (exp/kin)
2x Strain Decimator Alvi (Web/sramble) (exp/kin)
1x Enforcer Alvatis (EXP/kin)
1x Sunder Alvi (Kin/therm)
1x Alvus Controller (EXP/kin)



Blitz Method: In the second stage of the mission, kill the 2 closest groups to you upon warp in. Once those groups are dead, kill all the drone structures, once this is completed, the mission objectives are completed.

The bunker approx 68km from warp in should be enough, but to be sure, destroy them all.

Only bunkers drop loot.

Intercept the Pirate Smugglers, level 3

Reported by: Rabalder, 2008.01.09

Faction: Blood Raider

Mission type: Encounter

Damage dealt: EM, Therm

Recommended damage dealing: Em, Therm

Completed in a Megathron DR: Overkill (Rabalder)

Objective

Fly to the Space-Port, ambush the convoy when it arrives, and then report back to your agent.:

First there is 6 "Space Port Guardian" and 2 Sentry Guns at 40 km.

- You get a little message at jump in, and if you don't leave they attack you. ;)

The Space Port Guardians is:

4 Corpior Cleric

2 Mercenary Elite Fighter

They orbit at about 1135 m, but have 40 km to fly, from your spot.

- After bowing up the first Sentry Gun (seems like a trigger) i get the respawn which is the transport you are going to deplete.

Call back your drones... Get everybody's attention and let your drones out to play again. ;)

The transport has 2 Blood Raider Transport Ships who orbit at about 3000 m, 4 "Convoy Guards", who like to orbit at 16 km, and one "Convoy Guard Captain".

The Convoy Guards is:

4 Mercenary Elite Fighter

1 Corpior Exorcist

No loot in structure

Intercept the Pirate Smugglers, level 3

Reported by: Arkady Sadik and Malibu Stacey

Pictures by: Malibu Stacey

Last Updated: 2008.01.09

Last confirmed: 2008.01.31

Faction: Serpents-like

Mission type: Encounter

Damage dealt: Therm, Kin

Recommended damage dealing: Therm, Kin

Completed with: Hurricane

Completed with: Drake (passive), DR: Easy (nugpot)

Completed with: Caracal (passive, standard missiles in assault launchers), DR: Easy (Somal Thunder)

First group, aggro on warp in: (Approx 40km from warp in)

2x Sentry Gun

2x Space Port Guardian (Merlin class)



After some time, the smugglers arrive. If you haven't moved since warp in, they'll warp on top of you:

4x Serpents Transport

3x Convoy Guard (Brutix class)

3x Convoy Guard Wingman (Merlin class)

Intercept The Saboteurs, level 2

Reported by Davincicod, 2007.05.10

Updated by: Sarah Gemini, 2007.10.01

Mission type: Deadspace

Faction: Amarr

Damage dealt: EM, Thermal

Recommended damage: EM, Thermal

Webber: yes (Divine Imperial *)

Scrambler: Divine Imperials capable

Mission objective drops from the last destroyed ship

At gate:

3 Imperial Paladin. No bounties. Tags for booty. 13km No agro.

Through gate:

About 35 Imperials varied. 3 Slave Transport. No bounties.

3 groups around 10 in each. From 20-120km. 1st group agro.

11 in second group with one transport and a divine imperial Nabih

Basic small loot and salvage and lots of Amarr navy tags.

Intercept The Saboteurs, level 3

Reported by Brutus Salazaar and El'essar Viocragh 2007.04.25

Pictures and updates by Dinife

Updates by: Ethaet

Last updated 2007.07.18

Mission type: Deadspace

Faction: Amarr

Damage dealt: EM, Thermal

Recommended damage: Thermal, EM

Extra Features: There was one or two ships that used NOS (Imperial Tamir)

Webber: yes (Divine Imperial *)

Scrambler: Divine Imperials

Mission objective drops from the last destroyed Transport.

Completed in Drake (Brutus Salazaar)

Completed in Hurricane (2x therm, 1x em, 1x DC II) (El'essar Viocragh)

Completed in Brutix (Dinife) DR: Easy

Room 0

4 x Imperial Paladin

2 x Imperial Felix

Room 1

Group 1 (30-40km)

On warp in aggro from

Imperial Donsus

Imperial Agatho

2 x Imperial Muzakir

Imperial Mathura

Group 2 (60-70km)

Divine Imperial Felix

Divine Impreial Sixtus

Group 3 (86-117km)

Impreial Agatho

3 x Impreial Muzakir

2 x Imperial Forian

Imperial Paladin
3 x Imperial Matendi
Imperial Felix
Imperial Donus

Group 4 (86-117km)
Imperial Nabir
Imperial Imran
Imperial Muzakir
Imperial Tamir
2 x Imperial Templar Caius
3 x Imperial Paladin
Imperial Templar Muzakir
3 x Amarr Transport Ship

Group 5 (86-117km)
Imperial Caius
3 x Imperial Paladin
Imperial Exarp
Imperial Donus
Imperial Agatho
Amarr Transport Ship

Notes: Upon firing upon Group 3, Group 4 also aggroe'd and the damage dealt was quite extensive, but nothing to get terribly worried about. No Aggro from group 5 though when I fired and destroyed the Transport Ships. One of the Amarr Transport ships seemed to stay behind, dont know if it will always happen though. The loot is also pretty poor, and most of it ended up being Amarr Tags



Intercept The Saboteurs, level 4

Reported by Chepe Nolon 2007.05.05

Mission type: Deadspace

Faction: Amarr

Damage dealt: EM, Thermal

Recommended damage: Thermal, EM

Mission objective drops from the last destroyed ship.

Completed in: CNR DR: Walkover (Chepe)

Room 0

5x Frigates (aggro)

Room 1

Looks like 3 groups. Shooting the leftmost group aggroes that and the group in the middle.

Slow ships, no initial aggro makes this snipable.

3x battleships total.

Web / Scramblers: 3x Divine Imperial Sixtus, 2x Divine Imperial Imrans

Intercept The Saboteurs, level 4

Reported by Vasponger, Ensomnia and Unian Septus, 2007.12.08

Updated: 2007.12.15

Mission type: Encounter

Space type: Deadspace w/gate

Faction: Guristas

Damage dealt: Kin, Therm

Recommended damage dealing: Kin

Completed in: CNR (Ensomnia)

Completed in: T2 fitted passive Drake with shield recharge rigs DR: Easy (ZhouXi)

Mission objective drops from the last destroyed ship.

At deadspace gate

3x Pithi Destructor

2x Pithior Guerilla

1st room

3 groups between 50-90km from warp-in, no aggro on warp-in.

Attacking might aggro all.

Battleships

1x Pith Extinguisher

2x Pith Obliterator

Battle Cruisers

2x Pithatis Assasin

3x Pithatis Assaulter

2x Pithatis Enforcer

Cruisers

4x Pithum Annihilator

2x Pithum Inferno

1x Pithum Mortifier

2x Pithum Nullifier

Frigates

5x Pithi Demolisher

4x Pithi Destructor

5x Pithior Guerilla
1x Pithior Terrorist
1x Dire Pithi Arrogator
2x Dire Pithi Imputor
1x Dire Pithi Infiltrator
2x Dire Pithi Invader

Transporters

3x Guristas Transport, contains 3 different kind of illegal drugs.

Shot at the dire pithi frigs first, only agroed some other frigs

Shot at cruisers on right side, agroed, middle and right groups

Drones agroed left group

Shooting at structures aggroes left group, structures drop loot

Mission completed once 3rd transport is killed and drops the viral agent, do not have to kill other group

Intercept The Saboteurs, level 2

Reported by Ryunosuke Kusanagi, 2007.06.09

Updated by: Black Prince

Last updated: 2008.01.15

Mission type: Deadspace

Faction: Minmatar Republic

Damage dealt: Explosive. Some thermal and kinetic.

Recommended damage: Explosive

Completed in Comorant (heavy thermal shielding and natural explosive) T2 125 railguns w/ spike ammo, flameburst missiles (Ryunosuke Kusanagi)

Completed in Cerberus (Black Prince)

Warp in

(unsure on aggro on warp in, I targetted before they did)

1x Minmatar transport

3x Republic Baldur/Takan

Room 1 (after first gate):

Group 1 (All aggro on warp in 20k)

7x Republic Gleeda/Baldur/Otur

1x Republic Takan

Group 2 (80-100km on warp in)

8x Republic Baldur/Takan/Gleeda/Otur

1x Minmatar Transport Ship

1x Chief Republic Isak

Group 3 (120k from warp in)

1x Chief Republic Isak

10x Republic Takan/Baldur/Borman/Otur

2x Republic Austri

1x Minmatar Transport

Don't forget to grab the can of Confiscated Virus Material

Intercept The Saboteurs, level 4

Reported by NadirDDT

Mission type: Deadspace

Faction: Minmatar Republic

Damage dealt: Explosive. Some thermal and kinetic.

Recommended damage: Explosive

Contains webbers and possibly scramblers.

Completed in standard Raven (2x T2 exp and 2x T2 therm hardeners, X-Large booster)

Difficulty rating: Easy to medium

Pocket 0 (No aggro):

5x frigates

Pocket 1:

3x BS

16x BC

21x Frigs (6x Chief Republic frigs)

3x Transports

Rats at roughly 40-70km away. No aggro on warp-in. Attacking anything but a frigate aggroes more or less everything. Attacking a frigate only aggroes all the frigs. The Chief Republic frigs web you and may scramble according to EVE-info although this did not happen to me. With webbers/scramblers killed, the rest should be easy as the BCs and BSs dont do too much damage unless very close

Intercept The Saboteurs, level 3

Reported by Iakov, 2007.12.29

Faction: Sansha Nation / Serpents

Mission type: Encounter

Space type: Deadspace w/gate

Damage dealt: EM, Therm (therm / kin from Corelum ships)

Recommended damage dealing: EM/Therm

Completed in: passive tanked Drake (Iakov)

Mission objective drops from the last destroyed ship.

At deadspace gate

3x Centii slavehunter

Centii savage

1st room

4 groups between 40-90km from warp-in, aggro from closest.

Drones didn't cause any aggro.

1st group

Cruisers:

3x Centum ravager

Spawn when last is destroyed:

Cruisers:

Centum juggernaut

Centum beast

2nd group

Frigs:

Centii loyal servant

Centii loyal minion

No aggro from rest of room when attacking these.

3rd group Looks like 3-4 groups but aggroed as one.

Frigs:

- 3x Centii ravener
- 2x Centii scavenger
- 2x Centii loyal servant
- 3x Centii slavehunter
- 1x Centior monster

Cruisers:

- 2x Centum juggernaut
- 1x Centum ravager
- 1x Centum ravisher
- 1x Corelum chief safeguard (Serpentis)
- 1x Corelum chief guard (Serpentis)
- 3x Transporters Sansha transport ship, contains 3 different kind of illegal drugs.

Mission completed once 3rd transport is killed and drops the viral agent, do not have to kill other group

Spawn when one of the frigs went down:

- 2x Centii savage
- 1x Centii slavehunter

4th group

No need to kill this to complete mission, didn't aggro until engaged.

- 1x Centii savage
- 3x Centii slavehunter
- 2x Centior cannibal
- 1x Centum beast (cr)
- 1x Centum Juggernaut (cr)

Intercept The Saboteurs, level 4

Reported by Spumantii

Updated by: Chepe Nolon, Crawler, Mr Undertaker

Updated: 2007.01.28

Mission type: Encounter

Space type: Deadspace

Faction: Serpentis / Sansha

Damage dealt: Kin / Therm (EM/Therm from Centii ships)

Recommended damage dealing: Thermal

Extras: Dampening from Corelum Chief Guards

Web/scramble: Guardians and Centii ships.

Mission objective drops in a can from a ship in the Right/mid group.

Completed in: Hyperion (Spumantii)

Completed in: CNR DR: Easy (Chepe Nolon)

Completed in: Abbadon DR: Easy (Crawler)

Room 0

6 Frigs at the gate. Aggro after a while.

Room 1

Appears to be 3 groups, 45k-80k distance from all rats, no agg on jip

Engaging the close group (right side) springs agg from the right and the middle groups.

Right and mid group:

2x centii butcher (EM/Therm)

1x centii manslayer (EM/Therm)

1x core commodore

1x core rear admiral

3x serp transport

2x corelum chief safeguard

2x corelum chief defender

1x corelum chief guard

1x corelum chief protector

3x corelior sentinel

1x corelior cannoneer

4x corelatis squad leader

2x coreli defender
1x coreli guardian agent
2x coreli guardian spy

The can will drop from either the Core Rear Admiral, or from the last ship in this group.

Left Group:

1x core baron
3x corelum chief guard
2x corelatis squad leader
2x corelior sentinel
2x coreli protector
2x coreli guardian spy
2x coreli guardian agent



Blitz: kill the corelatis platoon leader and the mission is over... he drops the loot...

Khanid Nobleman, level 4

Reported by Admiral Keyes and Iris Yee

Faction: Mercenary/Khanid

Mission Type: Encounter

Damage Dealt: EM, Thermal and Kinetic

Recommended Damage Dealing: Thermal (Kinetic)

Completed With: Raven (w/ Gist B-Type XL Booster, Gist B-Type EM/Kinetic/Thermal hardeners)
(Admiral Keyes)

Spawn 1

1x Pleasure Cruiser

6x Mercenary Commanders

5x Mercenary Elite Frigates

4x Mercenary Wingmen (Web/Scramble)

Spawn 2

2x Khanid Hawks

2x Khanid Eagles

5x Khanid Officers

Spawn 3

5x Khanid Eagles

6x Khanid Sparrows (Web/Scramble)

Spawn 4

1x Khanid High Commander

5x Khanid Hawks

5x Khanid Officers

3x Khanid Sparrows (Web/Scramble)

Tips - Engaged at over 100km for each spawn, never took serious damage.

Kidnappers Strike, level 3

Reported by: Khana Loaris, 2007.08.20

Additions by: The JediDK, Princesse Qiao, Elseer Radak, Maria Epinconthe, Cyppe, Ixtelle, Reep Mawr, Kazuki Katsuro, Bellasarius Baxter

Last updated: 2008.02.21

Note 1: Under the group listings in this report 'ship/ship' indicates that NPC ship names may vary but the number of ships of that class eg. (Cruiser) is the same - ie. '2 Corpior Bishop/Seer (Battlecruiser)' indicates that there are 2 Battlecruisers but they may be named either Bishop OR Seer since the names are random).

Note 2: Some parts have different rats (So far part 7, 8 and 10). You might encounter Blood Raiders, Gurista Pirates or Sansha Nation.

Part 1 - Ambush In The Dark

Faction: Pirate

Mission type: Deadspace

Damage dealt: EM/Thermal

Recommended damage dealing: EM/Thermal

Completed in: Arbitrator (T1 with 1x Reflective, 2xThermic membranes - T1 med drones) DR: Easy **Single stage**

Group 1 @10km - instant aggro

2 tower sentry II

2 Rogue Pirates (Cruiser)

Group 2 @60km

4 Rogue Pirate (Cruiser)

1 Rogue Pirate raider (Cruiser) drops cargo cannister holding the prisoners needed for mission completion.

Rogue Pirates deal heavy EM missile damage - no web or scramble.

No structures have loot.

Part 2 - The interrogation

Mission type: Courier

1 unit of prisoners (1.0 m3)

Part 3 - The kidnapping

Faction: Mercenary

Mission type: Deadspace

Damage dealt: Kinetic/Thermal/Explosive

Recommended damage dealing: EM/Thermal

Completed in: Arbitrator (T1 with 1x Thermic, 2xMagnetic membranes - T1 med drones) DR: Easy/Medium

Stage 1

Three groups at initial warp in, no aggro. All groups aggro independently.

Group 1 (right) @ 25-35k
4 Mercenary fighters (Frigate)
3 Mercenary corporals (Cruiser)

Group 2 (left) @ 40-45k
4 Mercenary elite fighters (Frigate)
2 Mercenary commanders (Cruiser)

Group 3 (middle) @ 45-50k
2 Mercenary wingman (Frigate) (web)
1 Mercenary lieutenant (Cruiser)
1 Drazin Jaruk (web)

Habitat holds 3x Drazin Keycard - needed to activate gate to second stage.

The Stage holds 11 Omber roids with 15k in each totalling 165k Omber.
As they are behind the acc gate they take a bit more time to do than normally.
The omber is worth more than the mission bonus. But you can(or i did) make in time to get the bonus reward as well. (using 2 hulks)

Stage 2

This stage varied quite a bit on the 2 occasions I tried. The Zerak Cheryn version is at 10-20k on warp in & in his Gallente cruiser can be extremely harsh at close range and would be best taken out first if you can tank the two webbing frigates.

The Kuran 'Scarface' Lonan version (Caldari based) is at 40-50k on warp in & and is easy to tank.

Group 1 @ 20-40k
2 Mercenary wingman (Frigate) (web)
1 Mercenary lieutenant (Cruiser)
1 Zerak Cheryn (Cruiser) (Ewar invulnerable) or 1 Kuran 'Scarface' Lonan (Cruiser) or Lynk (web) or 'Korrani Salemo', flying a Moa-type cruiser (webs)

Get prisoners from dropped cargo container.

Structures that drop loot:
Storage Facility - miscel trade goods

Part 4 - Possible Leads

Mission type: Courier
1 unit of data chip (0.1m3)

Part 5 - Incriminating Evidence (Darkonnen)

Faction: Darkonnen (Blood Raiders)
Mission type: Deadspace
Damage dealt: EM/Thermal
Recommended damage dealing: EM/Thermal
Completed in: Arbitrator (T1 with 1x Reflective, 2xThermic membranes - T1 med drones) DR: Easy

Single Stage

Group 1 @30k - aggro after 10-15secs (destroying this group completes the mission)

3 Darkonnen Veteran (Frigate)
2 Darkonnen Gang Leader (Cruiser)

Group 2 @80k

3 Darkonnen Veteran (Frigate)
3 Darkonnen Gang Leader/Overlord (Cruiser)



Structures that drop loot:

silo - ammo types

habitation modules - miscel trade goods

Part 5 - Incriminating Evidence (Komni)

Faction: Komni

Damage dealt: Therm/Kin

Reccomended damage dealing: Therm/Kin

1 Komni Assassin (Caracal)

2 Komni Honcho (Moa)

5 Komni Smuggler (Merlin)

No structures contain loot.

Part 6 - The Flu Outbreak

Mission type: Courier

110 unit of Antiviral Drugs (22 m3)

Part 7 - The Secret Meeting (Blood Raider version)

Faction: Blood Raiders

Mission type: Deadspace

Damage dealt: EM/Thermal

Recommended damage dealing: EM/Thermal

Completed in: Arbitrator (T1 with 1x Reflective, 2xThermic membranes - T1 med drones) DR: Easy

Stage 1

Warp in first gate, no aggro.

Group 1 @60-65km

2 Darkonnen Overlord (Cruiser)

1 Darkonnen Envoy (Battleship)

As the agent directive was only to talk, did not engage and went through warp gate.

Stage 2

4 groups at warp in, no instant aggro.

Attack in any order - all groups aggro'd independently.

Group 1 (middle bottom) @10-20km

3 Blood raider transports

2 Corpior Bishop/Seer (Battlecruiser)

Group 2 (right) @30-40km

5 Corpii Reaver/Engraver (Frigate)

1 Corpii Fanatic/Shade (Battlecruiser)

Group 3 (left) @20-30km

3 Corpii Reaver/Engraver (Frigate)

2 Corpior Shade/Seer (Battlecruiser)

Group 4 (middle top) @30-40km

4 Corpum Arch Templar/Revenant (Cruiser)



Blitz: Destroy middle bottom group (transports) drops cargo container containing 5 prisoners. Mission Completes.

Also possible to go back and destroy the Darkonnens in Stage 1:

2 Darkonnen Overlord (Cruiser)

1 Darkonnen Envoy (Battleship) (Ewar invulnerable - fires Cruise Missiles to 75km+ range)

No re-inforcements. No impact on mission when handed in.

Part 7 - The Secret Meeting (Gurista Version)

Damage to tank: Kin/therm

Damage to deal: Kin/therm

Stage 1.

Only one BS greets you:

250k Envoy (Rattlesnake). Does not trigger anything. Also EW invulnerable. Might drop an implant.

Stage 2.

3 Groups, all about 40-50k away:

Group 1

7 Frigs, 4 Cruisers, 2 BC.

Only need to kill of the group above to complete

Groups 2 and 3:

2 BC,

4 light cruisers

No auto aggro at any point in this mission. The light cruisers do not aggro the 2 BC either, so you can do them separately if you want.

Part 7, Sansha Version:

Dmg Dealt: EM / Therm

Reccommended Dealing: EM / Therm

Completed with general-purpose T2 fit Nighthawk, Kin missiles. DR: Easy (Ixtelle)

Pocket 1:

Only 1 BS (Maru Envoy), flies a Nightmare (250k)

No aggro.

Pocket 2:

No aggro until you fire on them, groups aggro one at a time.

Numbered left to right from WIP

Group 1:

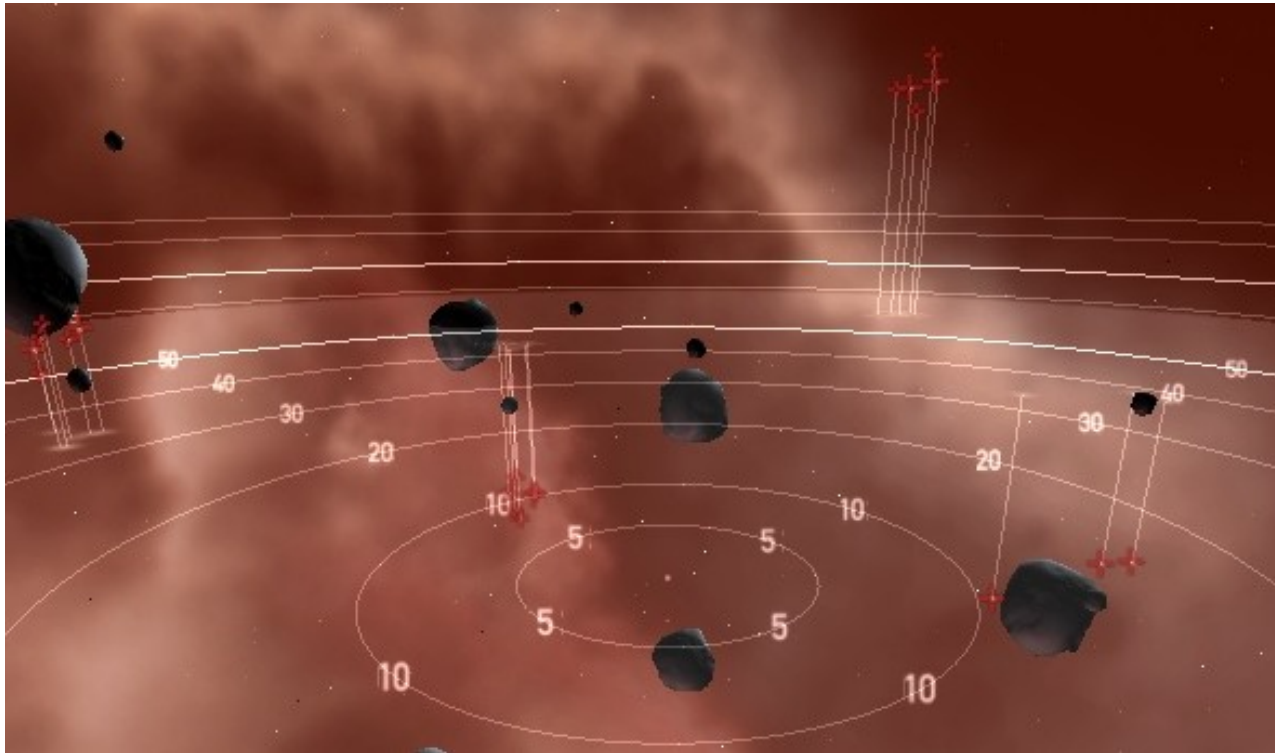
2x BC, 4x Frig

Group 2:

1x BC, 5x Frig

Group 3:
2x Cruiser, 3x Frig

Group 4:
3x Cruiser



Part 8 - Defend the Civilian Convoy

Faction: Blood Raiders

Mission type: Deadspace

Damage dealt: EM/Thermal

Recommended damage dealing: EM/Thermal

Completed in: Arbitrator (T1 with 1x Reflective, 2xThermic membranes - T1 med drones) DR: Easy

Single Stage

Group 1 @ 25-30k

5 Corpii Engraver (Frigate)

3 Corpior Shade (Battlecruiser)

Structures that drop loot:

Storage Facility - miscel trade goods

Part 8 (Sansha Version):

Damage Dealt: EM/Therm

Reccomended Damage Dealing: EM/Therm

Completed with: T2 General-Purpose Fit Nighthawk DR: Easy. (Ixtelle)

No aggro on warp in. 3 groups, numbered left to right

Group 1:
2x Cruiser, 4x Frig

Group 2:
1x BC, 4x Frig (Webs, Possible Scrams)

Group 3:
2x Cruiser, 5x Frig

Groups aggro one at a time if you shoot at them one at a time.



Part 9 - Retrieve the Prisoners (Sansha's Nation)

Faction: Sansha's Nation

Mission type: Deadspace

Damage dealt: EM/Therm

Extras: Sansha's Demon/Berserker (Drone, Scram, Web)

Recommended damage dealing: EM/Therm

Completed in: Drake (1x Em, 1xkin) DR: Easy (Kazuki Katsuro)

Single Stage

Warp in, 4 groups. All groups aggro independently.

Group 1 @20-25km - instant aggro
3 Centum Execrator (Cruiser)

Group 2 @30-40km
3 Centii Butcher (Frigate)

2 Centii Manslayer (Frigate)
1 Centatis Specter (Battlecruiser)

Group 3 @45km

1 Sancha's Berserker (Drone, Scram, Web)
2 Sancha's Demon (Drone, Scram, Web)
1 Centatis Specter (Battlecruiser)

Group 4 @60-65km

2 Centatis Phantasm (Battlecruiser)
2 Centior Cannibal (Destroyer) - one of these drops the prisoners & killing completes the mission.
1 Centior Misshape (Destroyer)

Part 9 - Retrieve the Prisoners

Faction: Blood Raiders

Mission type: Deadspace

Damage dealt: EM/Thermal

Extras: NOS by Corpior Converter

Recommended damage dealing: EM/Thermal

Completed in: Arbitrator (T1 with 1x Reflective, 2xThermic membranes - T1 med drones) DR: Easy

Single Stage

Warp in, 4 groups. Attack in any order - all groups aggro independently.

Group 1 @5-10km - instant aggro

2 Corpum Sage (Cruiser)

Group 2 @30-40km

5 Corpii Reavers/Engravers (Frigate)

1 Corpior Fanatic (Battlecruiser)

Group 3 @30-40km

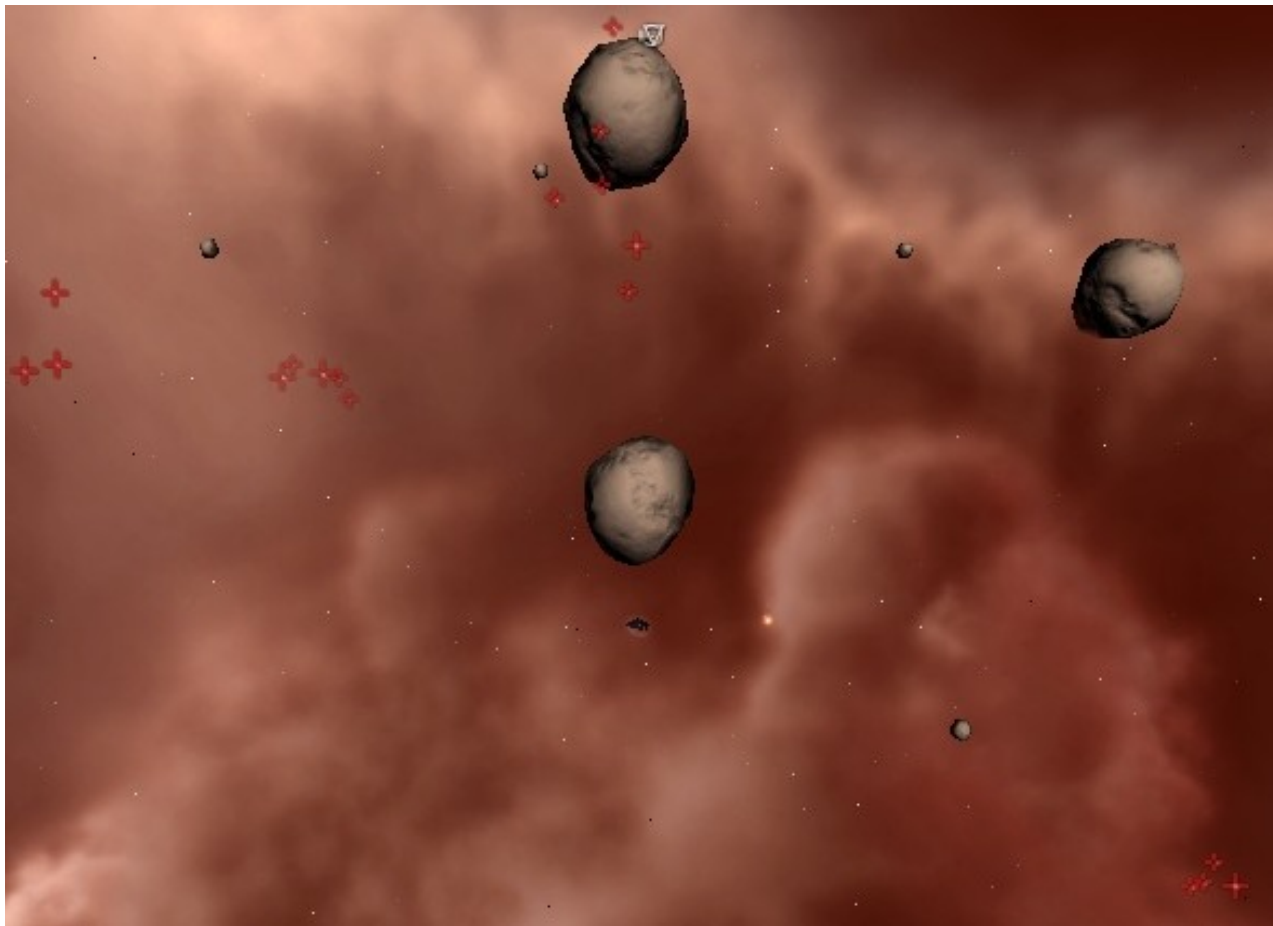
5 Corpior Visionary/Converter (Destroyer)

2 Corpior Seer/Bishop (Battlecruiser)

Group 4 @60-70km

3 Corpum Arch Sage/Arch Priest (Cruiser) - one of these drops the prisoners & killing completes the mission.

Blitz: once you've dealt with the initial 2 Cruisers you could just go for the Arch Sage group.



Part 10 - The Final Battle (Blood Raider Version)

Faction: Blood Raiders

Mission type: Deadspace

Damage dealt: EM/Thermal

Extras: NOS

Recommended damage dealing: EM/Thermal

Completed in: Arbitrator (T1 with 1x Reflective, 2xThermic membranes - T1 med drones) DR: Easy

Stage 1

Warp in, 5 groups. Once dealing with the instant aggro from group 1 the remaining groups are at extreme range. All ships may aggro on attacking any one ship. Ships may also switch target to aggro drones if drones attack the sentries. The Tower Sentries are proximity activated and will aggro as soon as you get within 80km, so going for one of the middle ones will possibly put you in range of 2 others. Tower Sentries range is limited to 80km.

Group 1 (middle-left) @10-15km - instant aggro

2 Blood Heavy Missile Battery

2 Corpii Engraver

Group 1 (left) @100-115km

1 Tower Sentry Bloodraider II

1 Corpum Arch Templar/Arch Reaver

Group 1 (middle-left) @100-115km

1 Tower Sentry Bloodraider II

1 Corpum Arch Templar/Arch Reaver

Group 1 (middle-right) @110-140km

1 Tower Sentry Bloodraider II

1 Corpior Seer

Group 1 (right) @100-115km

1 Tower Sentry Bloodraider II

1 Corpum Arch Templar/Arch Reaver

Stage 2

Note: the large numbers of structures present can cause this stage to lag.

Group 1 (middle-left) @10-15km - Initial aggro at warp in.

5 Corpii Seeker/Raider/Collector/Reaver/Engraver (Frigate)

2 Corpior Seer (Battlecruiser)

Group 2 (middle-right) @20-30km

3 Corpii Seeker/Raider/Collector/Reaver/Engraver/Diviner (Frigate)

2 Corpum Sage/Dark Priest/Shadow Sage (Cruiser)

Group 3 (left) @100-110km

4 Corpii Seeker/Raider/Collector/Reaver/Engraver/Diviner (Frigate)

2 Corpum Sage/Dark Priest/Shadow Sage (Cruiser)

Group 4 (right) @20-30km

3 Corpii Seeker/Raider/Collector/Reaver/Engraver/Diviner (Frigate)

3 Corpum Sage/Dark Priest/Shadow Sage (Cruiser)



Stage 3

Warp in, 3 groups. Attack in any order - all groups aggro independently.

Group 1 (middle) @60-70km

2 Corpior Visionary/Converter (Destroyer)

2 Corpior Seer (Battlecruiser)

Group 2 (right) @100-110km

5 Corpior Converter/Templar/Shade/Fanatic (Destroyer)

5 Corpus Apostle/Archbishop (Battleship)

Group 3 (left) @80-100km

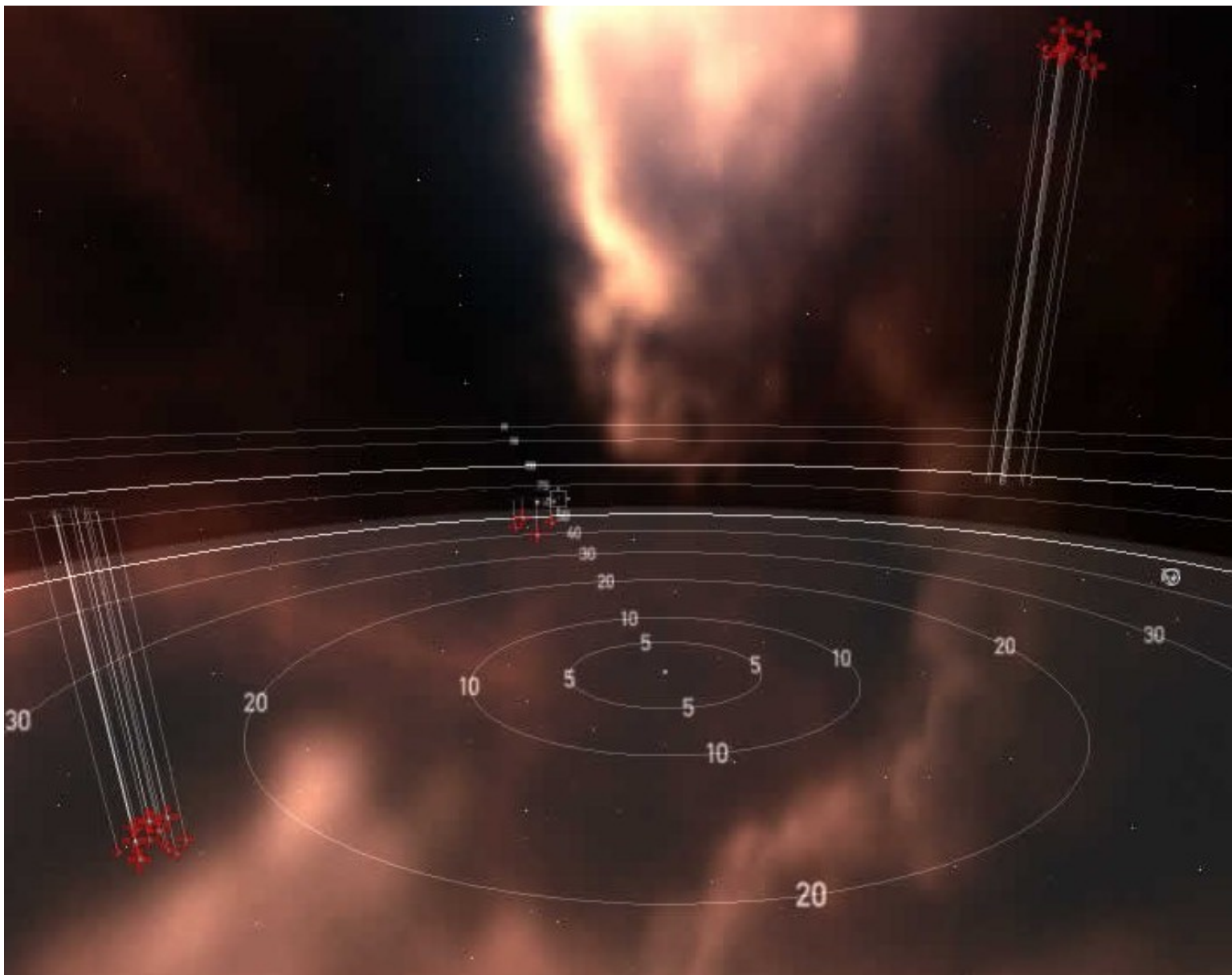
5 Corpior Converter/Templar (Destroyer)

5 Corpior Shade/Fanatic (Battlecruiser)

5 Corpus Harbinger/Cardinal/Patriarch (Battleship)

Destroy the Dark Blood Chapel and pick up 3 hardwire implants.

No other structures contain loot.



Part 10 - Gurista alternative

Faction: Gurista Pirates

Mission type: Deadspace

Damage dealt: Kin/therm

Reccomended damage: Kin/therm

Completed with Raven (3x kin hardeners)

1st room -- two BC, 2 sentry tower III, 4 des, 2 frigs

2nd room -- immediate agro from 1st group at range of 7km ... one cruiser, two webbing frigates, one webbing elite frigate

groups 2 thru 5 will not agro until attacked

g2: 3 cruisers

g3: 2 cruisers, 4 frigs

g4: 2 cruisers, 4 des

g5: one BC, 5 des

3rd room -- immediate agro on warp in from 1st group of four frigates and two cruisers -- range under 10km

remaining groups will not agro until attacked unless you attack the control tower -- then they ALL agro immediately

g2: 3 BC near the tower. There is no proximity agro afaik ... i got within 14km and it didn't happen

g3: [left side] 4 Bs [800k to 1m]; 6 BC; 4 elite jamming frigates

g4: 4 BS [1.25m each], 5 BC, 5 des

My Raven was unable to deal damage fast enough on the BSs in group three while equipped with six cruise missile launchers. Had to leave and re-arm with torps.

After salvaging all wrecks from groups 1 thru 3, I destroyed the Control tower, grabbed the loot, and warped out.

Ganged partner inside the room was not attacked at all, except by the inst. argo groups in room 2 and 3. Suspect this would have stayed same as long as it attacks nothing. Salvaging was safe for this char.

After you warp out against g3 or 4 in room three, the remaining ships will return to their start position and wait. Re-entering the room will not cause them to agro again until attacked.

Only those ships that attack something [ship, tower, sentry] will be attacked by any rat other than the 'instant agro' groups.

Blitz; Destroy the Sensor Structure (Suldok)

Part 10 (Sansha Version):

Damage Dealt: EM/Therm

Reccomended Damage Dealing: EM/Therm

Completed with: T2 General-Purpose Fit Nighthawk DR: Easy if you blitz it. Hard if you kill everything. (Ixtelle)

Stage 1:

1 group, insta aggro, 2x Sentry, 2x Cruiser, 3x Frig.

Stage 2:

4 groups, no aggro:

Group 1:

1x BC, 5x Frig

Group 2:

2x BC

Group 3:

2x Cruiser, 4x Frig

Group 4:

2x Cruiser, 4x Frig

Stage 3:

2x BC aggro at warp in.

After that, there are 3 groups at 60 - 100km

Group 1:

5x BS

6x BC

4x Frig (Web / Possible Scram)

Group 2:

2x BC, 4x Frig

Group 3:

5x BS

5x BC

4x Frig

All BS's were 1.1mil or 1.2mil targets.

Blitz: Destroy the target structure and warp. It pops very easily.

Letters from Dalamaid, level 1

Reported by: Thoran Karilen, 2007.12.21

Faction: Minmatar republic / Rogue Drones

Damage dealt: All kinds

Recommended damage: EM for drones. Probably kin/therm for thief.

Finished with Firetail (DR: Easy)

1. Stage

6 very small drone ships (aggro on warp In)

2. Stage

9 small drone ships (aggro on wwarp in)

3. Stage

1 cruiser Minmatar thief

Like Drones to a Cloud, level 4

Reported by: Rezerwowo Pies, 2007.12.23

Updated by: SillyWaif

Last updated: 2008.01.07

Mission type: Mining / Encounter

Faction: Rogue Drones

Mission type: Deadspace, no gate.

Damage types: All

Reccomended damage dealing: EM

Completed in a Cerberus + Hurricane with cargo mods as Gas Harvester boat DR: Easy (Rezerwowo Pies)

Acquire 425 units of Chartreuse Cytoserocin (4250 m3)

One gas cloud to harvest. Drones spawns near drone structure:

The waves may be random.

First spawn:

1x Devilfish Alvi

1x Shatter Alvior

1x Splinter Alvi

Second spawn:

2x Destructor Alvum

Third spawn:

1x Devilfish Alvi

1x Wrecker Alvum

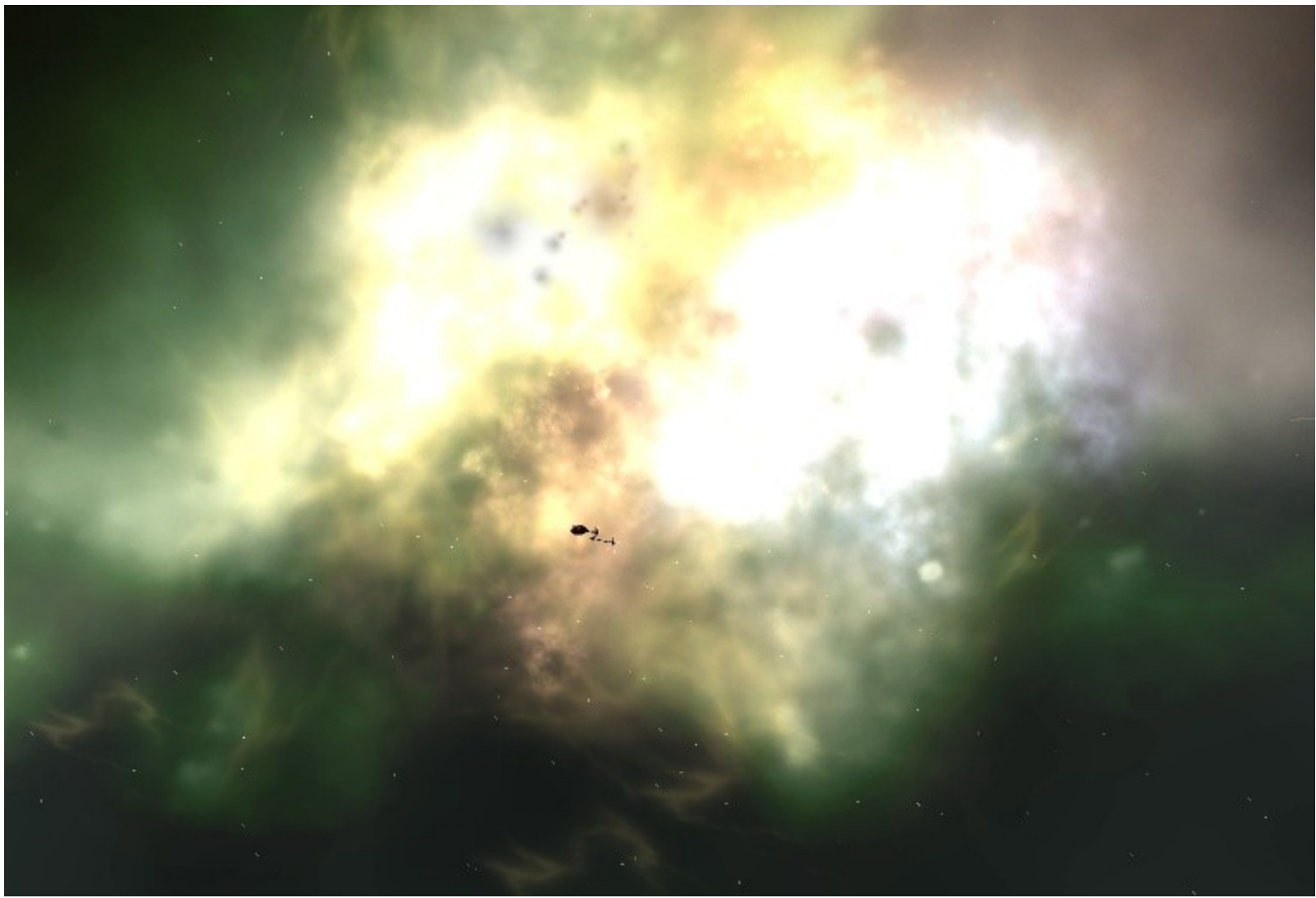
Fourth spawn:

1x Ripper Alvior

No Drone BS

May be a fifth spawn.

No structures drop loot. And the bunkers doesn't prevent respawn.



Massive Attack, Level 3

Update by Jadice Dreamshifter, nugpot, Bellasiarius Baxter

Last update: 2007.11.21

Faction: Sansha's Nation

Mission type: Hybrid

Damage dealt: Em, Thermal

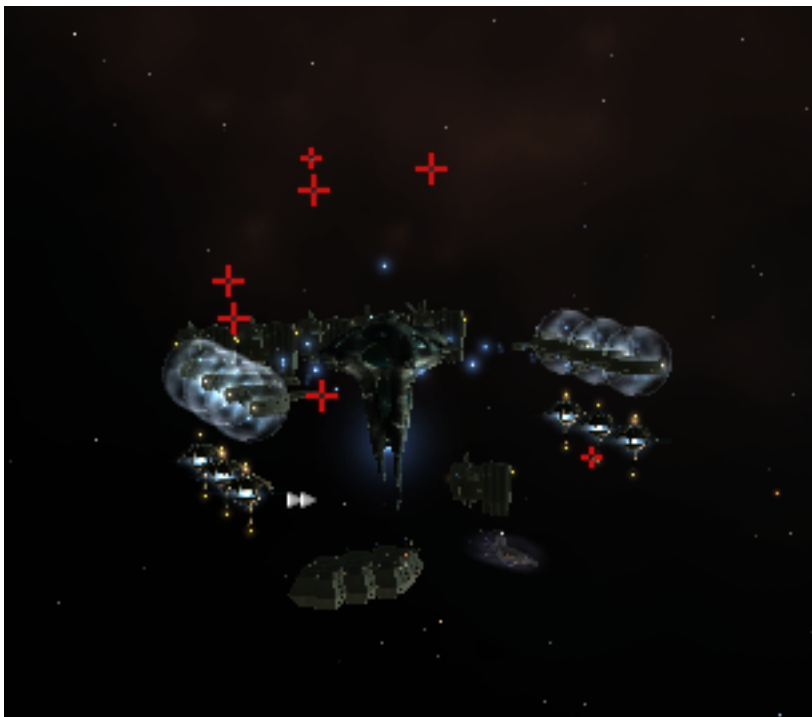
Reccomended damage dealing: Em, Thermal

Jadice Dreamshifter completed in a Dominix (DR: Easy)

4 pockets + a bonus pocket. Requires a sansha silver tag for the bonus.

Stage 1

5 cruisers and 2 frigates. Low respawn rate. A lot of buildings.



Stage 2

2 frigates and 2 Light Missile turrets, 2 Heavy Missile, 2 Light Sentry and 2 Stasis turrets



Stage 3

Asteroid belt.

The group that aggroes on warp is formed of 4 elite frigs (27k+ bounty) and 3 destroyers, no cruisers as written now.

Also there are 3 more groups, not 1, second has 3BC 3 elite frigs, third has 2BC, fourth has 2BC 2 cruisers. Each group aggroes separately.

There is also 1 or more omber asteroids.



Stage 4

4 turrets. A lot of frigates and just the overseer in the BC.



Stage 5 - Bonus (Needs a sansha silver tag)

3BC (1 with 270k bounty), no cruisers, and a few elite frigates, 4 if i remember correctly.
The stash might drop a +3 implant.
Utopia gardens dropped drugs.



Massive Attack, Level 4

Reported By: Enirale
Blitzreport by: SynTx
Corrections by: Moeli Nightwalker
Updates by: Keune, Anathema Matou
Last update: 2007.08.19

Faction: Sansha's Nation
Mission type: Deadspace
Damage dealt: Em, Thermal
Reccomended damage dealing: Em, Thermal
All acceleration gates are not locked
Completed in: Caldari Navy Raven (T2 EM/Therm Shield Hardeners, named Invulnerability Field, Small Gisti A-Type, T2 XL Shield Booster, T2 Shield Boost Amplifier) (Enirale)
Completed in: Drake (em+therm T1 active hardeners, 7x malkuth heavy missile bays, EM missiles) (Keune). keep distance and it is easy. almost no damage at 60-70 km distance.
Completed in: Drake (Passive, T2 fitted, with shield recharge rigs) DR: Easy (ZhouXi)

Entry

8 frigates @ 20k no insta aggro

Stage 1

2 Groups 1 @ 40k & 1 @ 60k
no insta aggro
attacking group around beacon aggro's everything

5 cruisers
11 Frigates
Centii Loyal Servant Scrambles

Stage 2

2 groups @ 30k(cruiser/frig) & 86k(2bs/cruiser/frig)
30k group insta aggro
Centii Loyal Minion Web/scrambles.
Drones caused aggro for 2nd pocket

Stage 3

3 groups:

- A) far/middle group, was there when warping into the area (frigs/cruisers/BCs)
- B) right/near group, spawned next (frigs/cruisers)
- C) left/near group, spawned last, has 1 BS (frigs/destroyers/ 1 BC / 1 BS)

Group (A) was passive, group (B) instant aggroed, group (C) aggroed when I returned fire on (B). mission completed after killing (B) and then (C).

If you smartbomb the beacon where you arrive, you will aggro group (A)

Only used Small Gisti for the entire mission, lost some shield in stage 3 but not enough to worry
Salvage yielded ~90 parts

Blitz from SynTx:

1. Stop your ship.
2. Kill the group that aggro you.
3. Fly into direction of the group with the BS.
4. Wait for aggro, dont shoot first.
5. Kill the group with the BS

Massive Attack, Level 4

Reported By: wolf

Addition by: Mikal Drey, Jaldarr, Creat Posudol, Edey, Ixtelle, Wision

Last updated: 2008.01.06

Faction: Serpentis

Mission type: Encounter

Space type: Deadspace with gates.

Damage dealt: Kinetic, Thermal

Reccomended damage dealing: Kinetic, Thermal

Completed in: CNR (wolf)

Completed in: Dominix (DR: Very Easy) (Creat Posudol)

Completed in: Megathron Navy Issue W/425mm Rails DR: Easy (Wision)

Summary: 5 pockets, the first an encounter rather than a gated deadspace area, difficulty level is almost insultingly easy, never went below 98% shields in my CNR without using booster. Little dampening.

Pocket 1:

Warp straight to it, no gate. Navigational Beacon 23km away guarded by 8x Frigates. No aggro on warp in.

Pocket 2:

Two groups, aggro from the closest group. The second group from 60 km then approaches and joins as it gets in range (first swarm should be destroyed by the time they get close)

Group 1 60km away containing 2x Cruisers and 6x Frigates/Destroyers.

Group 2 46km away guarding Navigational Beacon containing 1x Core Rear Admiral, 2x Battlecruiser and 5x Frigates/Destroyers.

Pocket 3:

Two groups, no aggro at warp in.

Group 1 57km away guarding Navigational Beacon containing 2x cruisers and 8x Frigates. Frigates may web/scramble.

Group 2 is 126km away on warp in but range is closed as you approach the beacon. They did auto aggro at a point and I'm not sure what triggered them out of:

- 1) It was about 30 secs after last ship in Group 1 was killed.
- 2) I got within 25km of the navigational beacon. (Jaldarr confirms this)
- 3) I got within 90km of them. (Mikal Drey confirms this)

The group contains 1x Core Rear Admiral, 1x Core Flotilla Admiral, 2x Battlecruisers and 6x Destroyers

Pocket 4:

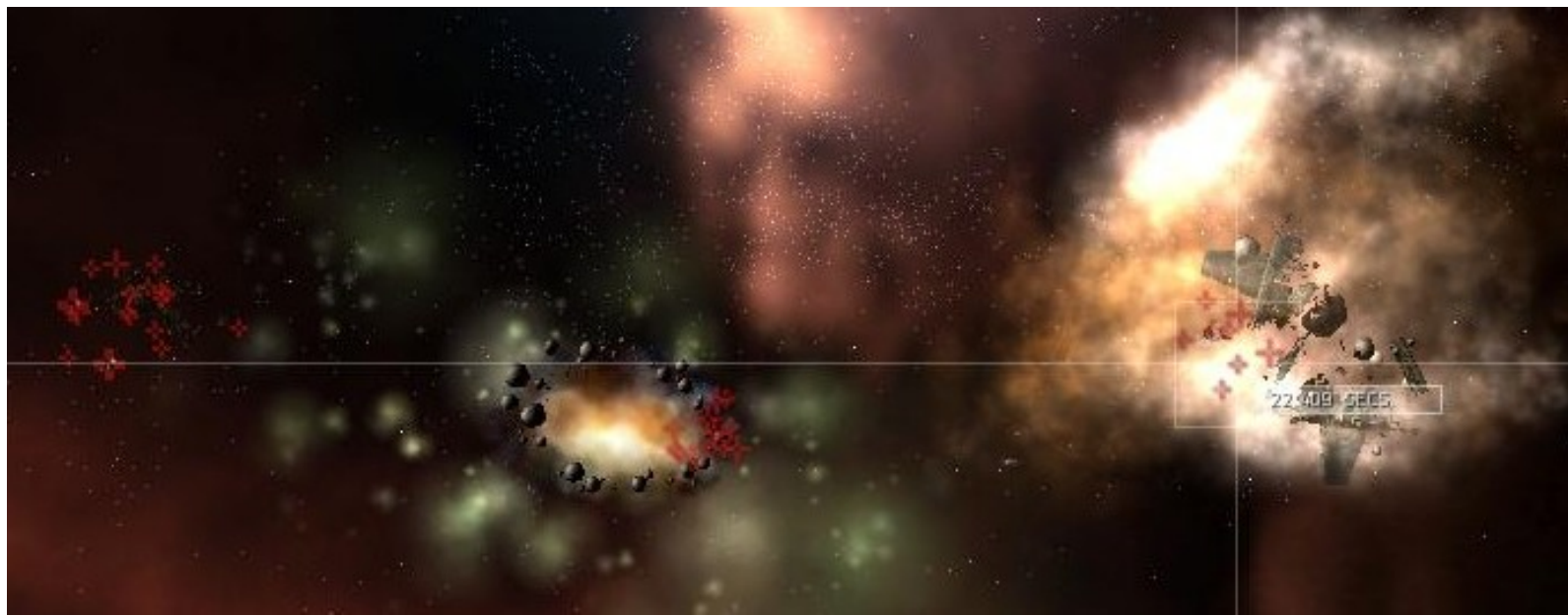
3 groups, insta aggro from the rightmost and closest group on warp in containing 2x Cruisers and 6x Frigates/Destroyers

Middle and left hand groups both 100km away. Aggro'ing the middle group does not aggro's the left hand group.

It's also worth mentioning that the leftmost swarm aggro'd as I got within 75 km

Middle group contains 3x Battlecruisers, 2x cruisers and 8x Frigates/Destroyers

Left hand group contains 2x Core Rear Admirals, 2x Battlecruisers and 13x Frigates Destroyers



Mercium Belt, level 2

Reported by: Fred Strangelove, 2007.12.26

Mission type: Mining
Space type: Deadspace
Faction: None

To find the Mercium ore, use survey scanner or add Omber to overview.
Mission is complete when all asteroids are depleted.

The Missing Convoy, level 3

Reported by: Chepe Nolon

Additions by: Veralidaine Sarrasri

Last updated: 2007.05.26

Faction: Rogue Drones

Mission type: Deadspace

Damage dealt: All kinds.

Reccomended damage dealing: EM (thermal)

Single pocket:

No aggro on warp-in.

Group 1 - 30-40k away
1x cruiser (1x Bomber)

Group 2 - 35-45k away
4x cruiser (4x Violator)

Group 3 - 45-55k away
3x cruiser (3x Violator)

Group 4 - 55-65k away
3x cruiser (3x Wrecker)

Group 5 - 55-65k away
3x cruiser (3x Wrecker)

Group 6 - 80-90k away
3x cruiser (3x Annihilator)

Group 7 - 72-77k away
3x towers (3x 50,000 Tower Sentry Drone II)

Blitz: Destroy EM-shield, mash lesser drone hive, scoop cont.

The Missing Reporters, level 3

Reported by: Abadon Seras

Updated by: Kismeteer

Last updated: 2008.02.26

Blitz removed as it's not reproducible.

Mission: "The Missing Reporters - Caldari Smugglers (1 of 3)", Level 3

Faction: Caldari State

Mission Type: Deadspace

Damage dealt: Therm, Kin, 1 enemy uses EM Heavy Missiles

Recommended damage dealing: Therm, Kin

Completed it with: Harpy - Difficulty: Easy-Medium

Single Pocket:

All enemies are designated as "Escort"-Ships, scanning reveals their type.

Aggro at warp-in from:

2x Caldari Navy Moa

3x Caldari Navy Soldier

1x Caldari Navy Officer (EM heavy missiles)

2nd group waiting in 70km distance near target container (no aggro):

2x Caldari Navy Delta II Support Frigate

Mission: "The Missing Reporters - Bad Timing (2 of 3)", Level 3

Faction: Mercenaries

Mission Type: Deadspace

Damage dealt: All, Kin Heavy Missiles

Recommended damage dealing: Kin, Therm

Completed it with: Harpy

Single Pocket:

6 groups, each guarding a structure, one of the structures is the target. (Designated as "Local Prison".)

The other Structures drop some Tradegoods and personnel, nothing spectacular (or even worth the shots, if you ask me).

Shooting one of the groups, might aggro the entire room.

Group 1: 40km

1x Mercenary Wingman

2x Mercenary Lieutenant

Group 2: 40km

4x Mercenary Commander

Group 3: 40 km

2x Mercenary Commander

5x Mercenary Elite Fighter

Group 4: 70km

2x Mercenary Wingman

2x Mercenary Lieutenant

Group 5: 60km

3x Mercenary Commander

3x Mercenary Elite Fighter

Group 6: 80km

3x Mercenary Fighter

Mission: "The Missing Reporters - Slavers Beware (3 of 3)", Level 3

Faction: Amarr

Mission Type: Deadspace

Damage dealt: EM/Therm

Recommended damage dealing: Em (therm)

Completed it with: Harpy

Single Pocket:

Aggro on warp-in:

3x Amarr Navy Crucifer
1x Amarr Navy Maller
3x Amarr Navy Omen

Second group in 50km distance, no aggro:

3x Amarr Slave Trader

The Mordus Headhunters, Level 1

Reported by: Jin Gege

Faction: Mordus

Mission type: Deadspace

Damage dealt: Kinetic, Thermal, Kinetic missiles.

Reccomended damage dealing: Kinetic

(No red text saying do not underestimate them)

First pocket

3 Mordus Rookies

Second pocket

1st group has 1 Mordus Rapier and 3 Mordus Rookies

2nd group has 2 Mordus Rapiers and 3 Mordus Rookies

3rd group has 1 Mordus Gladius, 1 Mordus Rapier and 5 Mordus Rookies.

The Mordus Headhunters, Level 3

Reported by: Leetcanadian

Faction: Mordus

Mission type: Deadspace

Damage dealt: Kinetic, Thermal, Kinetic missiles.

Reccomended damage dealing: Kinetic

Before the gate:

5x Mordus Rookie

In the pocket

Group 1: 4x Mordus Sabre, 2x Mordus Gladius

Group 2: 6x Mordus Sabre, 1x Mordus Cheetah, 1x Mordus Gladius

Group 3: 4x Mordus Sabre, 2x Mordus Katana

The Mordus Headhunters, Level 3

Reported by: Ixtelle, 2007.05.30

Updated by Ashirai Sindrare, Malik Slathe

Last updated: 2007.11.01

Faction: Mordus

Mission type: Deadspace

Damage dealt: Kinetic, Thermal, Kinetic missiles.

Reccomended damage dealing: Kinetic, thermal

Completed with Drake, 1 each of T2 Kin, T2 Therm, T2 Exp active hardeners, kinetic heavy missiles.

DR: Easy to Medium. (Ixtelle)

Pocket 1

2x Mordus Puma, 2x Leopard, 1x Lion, 10x normal frigs.

Pocket 2

2x Puma, 2x Leopard, 3x Lion, 2x Mordus Bounty Hunter (30k isk frig), 10x normal frigs.

The small armories have a chance of containing a large assortment of small to large ammo and light to heavy missiles.

The Mordus Headhunters, Level 4

Reported by: Da'Lorien and additions from DCCNightmare

Updated by Alcair Dovienya

Additions by: Zeledon

Screenhots by: Chepe Nolon

Last update: 2008.01.06

Faction: Mordus

Mission type: Encounter

Space type: Deadspace w/gates

Damage dealt: Kinetic, Thermal, Kinetic missiles.

Reccomended damage dealing: Kinetic

Completed with: Navy Apoc (Da'Lorien)

Completed with: Caldary Navy Raven (DCCNightmare)

Completed with: Dominix (Chepe Nolon)

Completed with: Cerberus (Chepe Nolon)

Completed with: CNR (Chepe Nolon) (DR: Easy)

Completed with: Ishtar (Alcair Dovienya) (DR: Easy/Medium)

Completed with: Golem (faction fit) DR: Medium on full aggro pocket 2. DR: Easy if done right.
(Chepe Nolon)

DCCNightmare suggest that sniping should work in this mission since there is no aggro.

Pocket 1

Tip: Start out by aggroing the leftmost rat. Drones will aggro the rightmost groups if they fly too close to them.

Group 1 (no aggro in JIP) (Left - 50-70km)

2x Mordus Bounty hunters (web/scramble)

4x Mordus Gladius

4x Mordus Katana

4x Mordus Lion

3x Mordus Puma

3x Mordus Leopard

Group 2 (Centre front - 80-85km)

4x Mordus Katana

3x Mordus Gladius
4x Mordus Bobcat
2x Mordus Sequestor

Group 3 (Centre rear - 90km)

2x Mordus Lion
3x Mordus Leopard
1x Mordus Gigamar
2x Mordus Phanti



Zeledons tactics: Everything aggro's upon attacking something whether it was with drones or guns/missiles. Best to take out the two Mordus Bounty Hunters first (Scramblers). Then work on the HAC's launchin missile after missile if you don't have a good tank. It's a good idea to put the medium drones on all the frig's till they are all gone then recall them and launch heavies and put them on one of the cruiser sized ships while firing at another.

Pocket 2

Tip: Same as pocket 1. Aggro leftmost rat. Watch your drones.

Group 1 (front - 35km)

2x Mordus Bounty Hunter (web/scramble)

3x Mordus Katana

5x Mordus Sabre

Group 2 (back left - 60-70km)

5x Mordus Bobcat

2x Mordus Bounty Hunter

8x Mordus Cheetah

8x Mordus Katana

3x Mordus Leopard

5x Mordus Lion

2x Mordus Puma

5x Mordus Sabre

1x Mordus Sequestor

3x Mordus Phanti

1x Mordus Gigamar

Group 3 (back right - 80-100km)

2x Mordus Bounty Hunter

4x Mordus Katana

3x Mordus Leopard

2x Mordus Lion

3x Mordus Puma

5x Mordus Cheetah

2x Mordus Sequestor

1x Mordus Mammoth



Using Sentry drones within about 80km of a group causes the whole room to aggro. However, in each stage it's possible to position yourself distance-wise so that you can happily take out at least the first group without aggro'ing the other 2.

Zeledons tactics: Attack the two Mordus Bounty Hunters straight ahead of you, this will aggro the small frig group surrounding them. Other two groups dont aggro. After dealing with the scrambling rats, attack the left side first. There is no scrambling ships in there. After you deal with the left side. attack the right side. There is two bounty hunters (Scramblers) in that group. After that missions over :)

Mother Lode, level 4

Reported by: Rezerwowo Pies, 2007.12.19

Updated by: Kase Harkonnen

Last updated: 2008.02.28

Mission type: Mining

Space type: No gate, warp to beacon only.

Faction: Same as NPC on belts

Acquire 2800 units of Polygypsum (44800 m3)

Exactly 2800 units of Polygypsum to mine, also ~380k units of Veldspar, 25k units of Pyroxeres, 2.5k units of Hedbergite.

NPC same as on belts. Mission was in 0.6 system and max what I get was a triple 7000 isk Guristas frigates.



Kase Harkonnen adds:

When i first activated my strip miners on 3 seperate roids i got this in local:

Message > As a mining laser strikes, a masive explosion issues from the asteroid. I didn't get the message again when the miner cycle looped, and not not on re-activation, but then got it again later a few times so seems to be random. I was atleast 5ks away from the nearest roid I was mining, and I didnt get hit by anything.

Murderer Brought To Justice, level 2

Reported by: LeetCanadian
Updates by: Anathema Matou
Last updated: 2007.08.13

Faction: Pirates
Mission type: Hybrid
Damage dealt: EM, Explosive, Kinetic, EM Heavy and Light missiles.
Reccomended damage dealing: Thermal

Aggro on warpin at 30km. Sabretooth Light Missile from Durim and Thunderbolt Heavy Missile from the cruisers as well as normal weapon fire from the cruisers.

1x Durim/Shogon
4x Rogue Pirate Escort (Regular mercenaries)

New Frontiers

Reported by: Kernow Princess and Igor Voloshinov, 2007.12.11

Updated by: Zaknussem, William Bradofrd, Dominatus Crispus, Syqqsal, Phice Anxu, Estri Hadrath, Anathema Matou

Last Updated: 2008.03.01

Note: All gates in the missions are unlocked.

Raw Materials (1 of 7)

Faction: Mercenaries

Damage Dealt: All kinds

Reccomended Damage Dealing: Therm, Kin

Completed on Nightmare (Igor Voloshinow)

You get sent to a belt wheres theres 3x Merc miners (Bestowers, i didnt bother shooting at these and they warp off after a minor so.), 2x Merc Lieutenant, 3x Merc Elite Fighter. Killing the ships will spawn the next wave:

Wave 2

2x Merc Lieutenant, 3x Elite Fighter

Wave 3

4x Merc Fighter

Wave 4

4x Merc Commander

Wave 5

4x Merc Commander

Wave 6

2x Merc Commander

4x Merc Fighter

Bring mining ship to mine the Green Arisite roid. Theres also 1995 units of normal Gneiss roids in the belt. take the 47 units of Green Arisite back to the agent.

Small facts from Zaknussem

- The 3 Merc Miners will disappear after a certain time so if you want to kill them, target them first. They drop drugs when killed. Attacking the Miners spawns the 2nd wave of ships.
- I do not always get the 5th and 6th waves of ships. So far, I dunno why. Also, once when fighting the 6th wave of ships, they just up and left in mid-battle.
- There are also approx 16334 units of Omber to be mined in this part.

Mad Scientist (2 of 7)

Faction: Rogue Drones

Damage dealt: All kinds

Reccomended Damage Dealing: EM.

Warp/Scramble: Strain Drones

Completed with: Nightmare (DR: Easy) (Igor Voloshinov)

Pocket 1

All will spawns allmost immidiately after you warp in. There are many Raider alvi and Sunder alvi, their orbit is 2-4km. There are only few drone cruisers, so it is not heavy pocket. Shoot the 2 bunkers to stop more respawning

An Alvus Mother drone might spawn.

Pocket 2

(you warp in in 35-45km from all, which aggro immidiately):

Tower sentry drone 4x

Drone Stasis tower 2x

And, 2x Drone Neutralizer tower!!!

Also few frigs.

Destroy "Proffesser Delainen lab" (more drones spwn). The prof is in the can dropped by the lab.

If you kill drones lookout and bunker first, there's no spawn when you shoot/destroy the Proffesser Delainen lab. (Confirmed)

The Drone Bunker drops some loot.

Toward a Solution (3 of 7)

A simple Courier mission, pick up a data chip type thing and bring it back to your agent. 2 jumps for me.

The unveiling (4 of 7)

Faction: Rogue Drones

Damage dealt: All kinds

Reccomended Damage Dealing: EM.

Completed with: Nightmare (DR: Hard) (Igor Voloshinov)

Kill the mother drone and get the Elite Drone AI from the can its drops and take to your agent.

Arrive at belt 1 Large Drone and an alost never ending respawns of small/med drones.

When you warp in(nearly 30km from enemies) there are:

3x Drone Light missile battery

1x Mother drone which drops mission loot.

Allmost 35-40 ships will spawn after you kill BS.

Zaknussem adds: When I did this mission, I saved the Mother Drone for last. Killing it spawned 9 drones over by the Drone Bunkers. I guess that if you kill the Mother Drone first, all the drones in the mission will be spawned.

An unexpected Twist (5 of 7)

Faction: Rogue Drones

Damage dealt: All kinds

Reccomended Damage Dealing: EM.

Extras: Heavy energy neut.

Web/scramble: Strain drones

Completed with: Nightmare (DR: Easy) (Igor Voloshinov)

Completed with: Nighthawk (DR: Easy) (Sandeep)

Warning: The combination of neutralizers and web/scramblers is a deadly combination.

The Large mother Drone drops the can you need with the " Hive Mind CPU".

You warp in in 55-60km from(insta aggro):

2x Stasis Tower (out of range)

3x Drone Light missile batteries

4 or 5 Energy neutralizers Tower, which will hit you even 110 km.

Primary should be the energy neutralizers.

After 1-2 minutes nearly 25 drones (frigates, cruisers, battlecruisers) will spawn, but they will fly to you very slowly.

After few minutes Battleship will spawn, The Large Mother Drone. It has high damage, even on 50km, so be careful.

Newcomers for this mission should kill the strain drones after the neutralizers, and then the Violator Drones as they do the most damage. Take one down at a time, as every one triggers a spawn of their own.

Another tip is to go passive tanking and leave the towers alone, as they spawn a cloud of angry drones.

6 of 7

another simple courier mission. carry a med sealed container a couple of jumps. 2 jumps again

7 of 7

Faction: Rogue Drones

Damage dealt: All kinds

Reccomended Damage Dealing: EM.

Warp in

Arrive at deadspace to find 20 or so small/med rouge drones. Pathfinder gate to next stage.

Second Stage

Around 30 small/med drones and the Mother Drone BS you need to destroy. Only drone melts from the Target BS drone.

New Slaves, Level 1

Reported by: Kathryn Dougans and Thoran Karlien, 2007.12.25

Last updated: 2007.12.26

New Slaves - Indoctrination (1 of 5)

Mission type: Courier

Transport 100m3 of Slaves (20 units)

New Slaves - Insurgency (2 of 5)

Faction: Minmitar

Mission type: Encounter

Space type: No gates

Damage Dealt: Kinetic and Explosive

Reccomended damage dealing: Kin/therm

Completed with Arbitrator (Kathryn Dougans)

Completed in Firetail (Thoran Karlien)

1 Amarr Destroyer (Zira Cobalus), 3 Minmitar Frigates, 1 Stolen Personnel Transport.

New Slaves - A New Rebellion (3 of 5)

Mission type: Courier

Transport Data Chip

New Slaves - Double Trouble (4 of 5)

Faction: Minmitar

Mission type: Encounter

Space type: Gates

Damage Dealt: Kinetic and Explosive

Reccomended damage dealing: Kin/therm

Completed with Arbitrator (Kathryn Dougans)

Completed in Firetail (Thoran Karlien)

1st stage

1 Minmatar sentry gun
8 Minmatar frigates

2nd wave
3 minmatar frigats

3rd wave
1 Minmatar cruiser

2nd stage

Gate can only accept Frigate Cruiser Destroyer.

1 Republic destroyer (Captain Kalis)

Calls in reinforcements immediately:

1 Cruiser (trigger?)
7 Frigates

2nd wave Cruiser (trigger)

3rd wave Cruiser

New Slaves - To Catch a Spy (5 of 5)

Faction: Minmatar

Mission type: Encounter

Space type: Gates

Damage Dealt: Kinetic and Explosive

Reccomended damage dealing: Kin/therm

Completed with Arbitrator (Kathryn Dougans)

Completed in Firetail DR: Very Hard (Thoran Karlien)

First stage (Warp In)

8 Republic Frigates

Gate only handles Frigate Cruiser Destroyer Interceptor

Second stage

Garmasi Jowai (destroyer)(warps out)

9 Minmitar frigates 1 Minmitar Cruiser in 3 groups.

Some aggro on arrival, others aggroed after engaging one of the frigates

Third stage

15 Republic frigates

2 Republic cruisers

Garmasi Jowai (destroyer)

Most aggro on arrival.

Not Gneiss at All, level 4

Reported by: Aliza Snow, 2007.12.30

Updated by: Dagle

Last update: 2008.01.21

Mission type: Mining

Space type: Deadspace, no gate. Warp to bookmark works.

Faction: Same as the belt rats in the system

Mine 9000 units of Green Arisite (45000m³)

At warpin, 1 asteroid of Green Arisite at 50km, it is a variant on Gneiss.

No rats present, normal belt rats will spawn while mining as per the sec status of your system.

Lots of Veldspar rocks around as well (~4.25m veld (425k m³))

Operation Hamstring, level 3

Reported by Chepe Nolon a long time ago

Updated by Dr Dogma

Last Updated: 2008.02.20

Faction: Mercenaries

Mission type: Deadspace

Damage dealt: All kinds

Reccomended damage dealing: Thermal

Single pocket

Clear JIP. Mercenaries.

3x Mercenary Commanders (EM, Thermal + Scourge Heavy)

1x Mercenary Corporal (Thermal, Kin + Scourge Heavy)

1x Mercenary Lieutenant (Thermal, Kin + Blodclaw Light)

Kill the armory to complete the mission.

Pile of Pithix, level 3

Reported by: Aliza Snow, 2008.01.01

Mission type: Mining/Encounter

Space type: Deadspace, no gate. Warp to bookmark works.

Faction: Rogue Drones

Damage Dealt: All kinds

Reccomended damage dealing: EM

Completed in: Drake DR: Easy (Aliza Snow)

Objective: Defeat any rogue drones present; mine 4,500 units of Pithix.

Asteroids present:

1x Pithix, rocks 4500 units (a Jaspert variant)

11x Veldspar rocks, approximately 200K units total

First Spawn

1x Sentient Destructor Alvum

Second spawn

2x Sentient Sunder Alvi

1x Sentient Render Alvi

Third Spawn

1x Sentient Annihilator Alvum

Fourth Spawn

1x Annihilator Alvum

2x Silverfish Alvi

Pirate Aggression, level 1

Faction: Arch Angels

Mission type: Hybrid

Damage dealt: Exp, kin

Reccomended damage dealing: Exp, kin

Completed with #1: Imicus w/3 light drones.

Single pocket:

6x Gistii Domination Hijacker

You warp straight into the pack. Aggro at once.

The structures drop no loot.

Pirate Intrusion, level 1

Reported by: Jin Gege

Faction: Angel Cartel

Damage dealt: Exp, kin

Deadspace with two levels with no aggro on entering both.

First level has 3 groups:

2 Gistii Hijackers and 3 Gistii Rogues in first group.

2 Gistii Outlaws, 2 Gistii Nomads, 1 Gistii Thug and 1 Gistii Ruffian in second group.

4 Gistii Thugs, 2 Gistii Hunters, 2 Gistii Rogues, 1 Gistii Hijacker and 1 Gistii Outlaw in third group.

Second level has 3 groups:

3 Gistii Outlaws, 1 Gistii Nomad and 2 Gistii Ruffians in first group.

3 Gistii Hijackers and 3 Gistii Rogues in second group.

2 Gistior destroyers, 1 Gistii Impaler, 1 Gistii Raider, 4 Gistii Thugs and 3 Gistii Outlaws in third group.

None of the NPCs in this mission respawn.

Pirate Intrusion, level 2

Reported by: Kyty Hawk, 2007.06.02

Faction: Guristas

Mission type: Deadspace

Damage dealt: Kin, Therm

Reccomended damage dealing: Kin, therm.

Completed in: Moa with 2 large screens, 2 assault lunchers, 2 M lasers and 1 havy ion blaster. DR: Easy (Kyty Hawk)

1st room - 4 groups

1st group at 25 km from the drop point will aggro

2 x Despoiler

1 x Saboteur

2nd group at 30 km in opposite direction - not aggro

1 x Demolisher

1 x Anarchist

1 x Destructor (Destroyer class)

3rd group at 40 km - not aggro

2 x Wrecker

1 x Demolisher

4th group - at the gate to next pocket

2 x Saboteur

1 x Renegade (Destroyer)

1 x Killer (Cruiser) - jamming

2nd room - 4 groups - in a line

1st group at 25 km- will not aggro

1 x Silencer (Cruiser)

1 x Plunderer

1 x Demolisher

2nd group will not aggro

1 x Demolisher

3 x Infiltrator

1 x Wrecker

1 x Plunderer

3rd group - will not aggro

1 x Annihilator (Cruiser) - jamming

1 x Renegade (Destroyer)

4th group - 2 x Pithi Wrecker

Pirate Intrusion, level 2

Reported by: Veralidaine Sarrasri, 2007.05.11

Faction: Serpentis

Mission type: Deadspace

Damage dealt: Kin, Therm

Reccomended damage dealing: Kin, therm.

Completed in: Harbinger (active hardeners, lasers, drones) (Veralidaine Sarrasri)

Pocket 1

Group #1 - 25k - 2x destroyers (Sentinel, Infantry)

Group #2 - 30k - 2x frigates (2x Watchman)

Group #3 - 35k - 2x frigates (Patroller, Watchman), 1x destroyer (Infantry)

Group #4 - 35k - 3x frigates (3x Spy), 2x destroyers (2x Trooper), 1x cruiser (Chief Watchman)

Group #5 - 45k - 3x frigates (2x Guard, Protector)

Group #1 aggros upon warp in.

Pocket 2

Group #1 - 25k - 3x destroyers (2x Sentinel, Infantry), 1x cruiser (Chief Scout)

Group #2 - 40k - 2x elite frigates (2x Guardian Guard), 3x frigates (3x Defender)

Group #3 - 70k - 5x frigates (4x Agent, Spy), 3x destroyers (3x Soldier), 1x cruiser (Chief Patroller)

Pirate Invasion, Level 4

Reported by: Chepe Nolon 30.4.2007

Updated by: Anathema Matou, Zo5o, Chepe Nolon

Last update: 2008.01.01

Faction: Arch Angels

Mission type: Encounter

Space type: Deadspace w/gate

Damage dealt: Exp, Kinetic + Therm from Gist Saints

Reccomended damage dealing: Exp (kinetic)

Drone aggro: Yes.

Team aggro: Yes

Completed with: CNR (Chepe Nolon)

Single deadspace pocket

You arrive at an empty pocket. But after waiting a little bit the spawns will appear. You'll get aggro from the group in the middle:

1x Gist Nephilim

2x Gist saints (Therm damage)

2x Gistatis Tribuni

2x Arch Gistii Rogue (Interceptors, may scramble. Webs)

After attacking the aggroed group, aggro from the group with the 3x Gist Commanders.



Group 3 (rightmost) (drone aggro)

2x Gist War Generals

2x Gist Commanders

2x Gist Praefectus

Group 4 (Leftmost)

Attacking this will aggro the rest, and even the left overs from the other groups.

2x Gist General

2x Gist Commander

2x Arch Gistum Liquidator (HAC)

1x Gistior Defiler

2x Arch Gistii Hijacker (Interceptor. Might scramble. Webs)

2x Gistior Haunter

There will be NO further spawns.

blitz: kill the two aggro groups, ignore the rest. pretty obvious

Pirate Invasion, level 3

Reported by: Helen Highwater 2007.04.23

Faction: Guristas

Mission type: Deadspace

Damage dealt: Kin, Therm

Reccomended damage dealing: Kin, therm.

Completed in a Myrmidon with no active armour modules with no problem.

First room

7 pithi despoilers, 2 dire arrogators 1 saboteur all within 20k of WIP
all aggro on entry

Room 2

6 Pithi cruisers at ~50k around warpgate

5 frigs and 3 cruisers at 60-80k around war installation. No aggro on warp in. Shoot anything and the entire room aggro.

Room 3

1st group 8 frigs/destroyers at 30k range aggro on warp in

2 groups with 4 cruisers and 3 BCs in each at around 50k and 65k ranges. I was able to aggro each group separately without involving the others.

Pirate Invasion, level 4

Reported by Hue Jazz 2007.4.30

Updates by Andrue, Anathema Matou

Blitz by: Lil Mina, Anathema Matou

Last update 2007.10.21

Faction: Sansha Nation

Mission type: Deadspace

Damage dealt: EM, Therm. Kinetic missiles from Savage lords

Reccomended damage dealing: EM, therm.

Drone aggro: Yes

Smartbomb aggro: Yes

Completed in: navy apoc, 2 x eanm, em & therm active hardener and hammerhead II's (DR: Easy) (Hue Jazz)

Completed in: Navy Raven (DR: Easy) (Anathema Matou)

Completed in: Armageddon, double named t1 repairers, beam lasers (Arna Padrona)

Single Pocket

when you warp in, there is a single mixed group of sansha in the deadspace. soon after, you start getting broadcasts 'More Sansha emerge from the shadows.' there are 4 broadcasts in total and you end up with 5 groups:

Group 1 - spawns at 30k: 2 x frig (scramble), 4 x BS note: aggroes on spawning

Group 2 - spawns at 50k: 3 x frig, 3 x cruiser, 2 x BS

Group 3 - spawns at 60k: 2 x frig (web & scramble), 3 x BS

Group 4 - spawns at 80k: 2 x cruiser, 4 x BS (this is the group you find on warpin)

Group 5 - spawns at 100k: 5 x cruiser, 5 x BS note: aggroes on spawning

if you start shooting the moment you warp in, you'll end up with a truckload of aggro. if you kill the auto aggro, you can snipe the rest. if you get too close to a spawn, it aggroes.

drones: aggro the lot

Blitz: kill the aggroing group, plus the one ("at the big roid") which aggroes as soon as you shoot the first group. The remaining 3 groups (#2, #3, #4 in the list) are not part of the objective.

Pirate Invasion, level 3

Reported by: Iris Yee with help from Jin Gege

Faction: Serpentis

Mission type: Deadspace

Damage dealt: Kin, Therm

Reccomended damage dealing: Kin, therm.

Pocket 1

Aggro by 7 Coreli frigates.

Pocket 2

First group has 8 Coreli frigates and 2 Corelum cruisers.

Second group has 5 Coreli frigates, 3 Corelior destroyers, 5 Corelum cruisers and 1 Corelatis battlecruiser.

The second level still has the War Installation that requires approximately 3000-4000 hits to be destroyed (350000hp) and it drops a variety of small to large modules, some of them named.

Pocket 3

Aggro by 4 Coreli guards, 3 Corelior destroyers and 2 warp-scrambling Coreli Guardian Initiates.

Remaining 2 groups consist of 9 Corelum cruisers in one group and 5 Corelum cruisers and 3 Corelatis battlecruisers.

Pirate Slaughter, level 4

Reported by: Chepe Nolon, 2008.01.06

Additions by: Anathema Matou, Bruce McMoose

Last update: 2008.01.06

Faction: Angel Cartel

Mission type: Encounter

Space type: Deadspace with gates

Damage dealt: Explosive, Kinetic and some deal thermal.

Extra features: Extra spawns. (Fixed locations).

Reccomended damage dealing: Explosive (kinetic)

Completed with: CnR with 91% exp and 87% kin res. (DR: Easy with this ship and setup. Might be a lot harder with other ships)

Completed with: Rattlesnake, 30/81/79/72 resists, medium shield booster ;) (Anathema Matou)

Completed with: Golem (faction fit) DR: Easy (Chepe Nolon)

Note: The spawns and triggers are a big mess. Just be prepared for a massive respawn with following aggro. Not drone friendly.

Pocket 1:

Initial wave at warp in (delayed or no aggro)

2x FF (Arch Gistii Hijacker) (Web/scramble) (Trigger for 8th ambush)

2x CR (Gistum Defeater) (Possible trigger)

2x DD (Gistior Defacer)



1st ambush (possible by destroying the Defeaters)

3x CR (Gistum Liquidator)

1x BS (Gist War General)

2nd ambush (Either time triggered or when the BS hits structure)

2x BS (Gist Commander/General)

3rd ambush (Time triggered)

1x BC (Gistatis Praefectus)

4th ambush (Time triggered?)

4x FF (Gistii Raider/Ambusher)

2x BC (Gistum Phalanx)

5th ambush (Time triggered?)

2x BC (Gistatis Primus/Legionnaire)

6th ambush (Time triggered?)

4x CR (Gistum Phalanx)

7th ambush (Time triggered?)

1x CR (Gistum Phalanx)

2x BC (Gistatis Praefectus)

8th ambush (Triggered by destruction of Arch Gistii Hijacker)

1x BC (Gistatis Praefectus)

Pocket 2:

All spawns will happen around the gate. So it's snipable if you get some distance to the gate.

Initial wave (aggro)

4x BS (Gist Warlord/General)

3x BC (Gistatis Tribuni) (Trigger for 2nd ambush)



1st ambush (Time triggered)

2x CR (Gistum Liquidator/Marauder)

2nd ambush (Two of the Tribunis will trigger each half of it)

4x DD (Gistior Defacer)

3rd ambush (Time triggered or by destruction of the CR)

2x CR (Gistum Centurion)

1x BS (Gistatis Tribuni)

4th ambush (Time triggered or by attacking 3rd ambush)

2x BS (Gist General/Commander)

5th ambush (Time triggered or by attacking a General or BS)

1x HAC (Arch Gistum Liquidator)

1x BC (Gistatis Legionnaire)

6th ambush (Upon destruction of the last BS or General)

3x BS (Gist Malakim (EM torpedo)/Warlord/General)

3x BC (Gistatis Primus/Legionnaire)

Pocket 3:

The initial wave will assemble over a short period of time. No aggro, so you can snipe this one.

Initial wave (No aggro)

1x BS (Gist Nephilim) Triggers 1st ambush

2x BC (Gistatis Legatus/Praefectus) Trigger 3rd ambush

7x CR (Gistum Centurion/Phalanx) Trigger 2nd ambush

4x DD (Gistior Defiler/Seizer)



1st ambush (Upon destruction of Gist Nephilim)

2x BS (Gist War Generals)

2nd ambush (Upon destruction of one of the Phalanx')

2x BS (Gist Warlord)

3rd ambush (Upon destruction of one or all the BCs)

1x DD (Gistior Seizer) Trigger 4th ambush.

4th ambush (Upon destruction of the DD in 3rd ambush) (No aggro)

2x BS (Gist Seraphim)

2x CR (Gistum Marauder)

5th ambush (upon destruction of one of the CR in 4th ambush) (No aggro)

2x FF (Arch Gistii Hijacker) (Web/scramble)

Small Blitz: No need to shoot the gistior trasher in the 3rd stage, mission completes without that trigger. Mission is also completed before the 4th ambush. Maybe before the 3rd.

Delayed respawn observation by Bruce McMoose:

I noticed even after I cleared the first room, (and thanks for a connection drop) that when I went back through the first room for the second time, a few Cruisers and a Battlecruiser spawned. Locking the acceleration gate into the next room, even though they arnt hard NPC they may prove a nuicence more then anything else.

Pirate Slaughter, level 4

Reported by: Jewel Strain

Additions/corrections by: Dez Embowli, Patron Wizard, Maria Epiconthe, McEivalley)

Last updated: 2008.01.20

Faction: Guristas

Mission type: Encounter (beacons)

Damage dealt: Kinetic, Thermic

Elite frigs may web/scramble.

Reccomended damage dealing: kinetic(thermic)

Mission was completed in a navy mega, difficulty: easy (1st stage could be very critical if the communications officers are engaged to early!)

Completed in an Abaddon (2 LARII, kin/therm hardeners) DR: Easy (Chumas Kaliwan)

1st Stage:

1st spawn: aggro at warp in, nearest npc about 30 km away.

3 BS

4 Destroyer

1 Communications Officer (BS) -> Triggers next spawn when shot at (better have an eye on your drones!) - is jamming!

2nd spawn: comes in at about 30 km too, seems to prefer to aggro teammates and drones =)

3 BS

2 elite frigs

1 Communication Officer (same as above, respawn upon attack, jamming)

3rd (and last) spawn: same as above

2 BS

1 Communication officer (still jaming, no more reinforcements)

4 BC

2 elite frig

2nd stage: aggro at warp in, nearest at 35

3 BS

2 BC

Reinforcements spawn upon killing the bs that was nearest you when it spawned/when you warped in.

2nd spawn:

4 BS
reinforcements as above

3rd (and last) spawn:
3 BS
2 HAC

3rd stage: no aggro at warp in, nearest at 45

1 BS
4 Destroyer
2 HAC (jamming)
Trigger is the battleship.

2nd spawn: about 50 km away, does not aggro!
4 elite frigs (jamming!!/web/scramble)
2 HAC (didn't jam)
1 BS
reinforcements as above

3rd (and last) spawn: again no aggro, nearest at about 55
4 elite frigs (web/scramble)
2 HAC
1 BS

Mission is complete upon the destruction of the last BS! The BS might jam.

Police Intrusion, level 1

Reported by: Kuschelweich Knuddezart, 2007.07.24

Faction: Ammatar

Mission type: Deadspace

Damage dealt: EM, Thermic

Reccomended damage dealing: EM (thermic)

4 packs of rats at 30-60 km, no initial aggro

ammatar navy executioner x8

ammatar navy inquisitor x5

ammatar navy scout x8

Police Invasion, level 3

Reported by: St'oto

Faction: Khanid Kingdom

Mission type: Deadspace

Damage dealt: EM, Thermic

Reccomended damage dealing: EM (thermic)

Completed with: Zealot (St'oto)

Snipable mission.

Pot and Kettle

Wounded Hunter (1 of 5)

Reported by: Yannick Mornet

Updated by: Tieftoener/J1lt, Antikubuki

Last update: 2008.01.25

Faction: Amarr

Mission type: Encounter (beacons)

Damage dealt: Thermal and EM.

Extra features: Extra spawns. (Fixed locations).

Recommened damage dealing: EM, Thermal

Completed with: Dominix DR: Easy/Medium (Yannick Mornet)

Completed with: Astarte DR: Easy/Medium (DCCNightmare)

Single pocket

Warp in at about 50km from the nearest group. There are 3 missile batteries and 10 battlecruisers. Firing on the Prophecy triggers a group of elite frigs in a separate group.

When you fire on the Prophecy pretty much everything aggroes except the Prophecy didn't aggro me! I had to keep firing at it to pull it off the drones. Recommend kiting the groups away from the batteries and then finishing them off last. Also recommend a BM and then warp back in for better position on top of the frigs and away from the cruisers. Once you kill all but the Prophecy another group of 5 cruisers spawn.

Killed the Prophecy and 4 more cruisers spawned. Assume this happens whenever you kill the Prophecy.

Once you kill those 2 groups then the final group of 5 cruisers spawn.

Small Blitz: Surprisingly although the mission is to kill the Prophecy killing it does not complete the mission; you do not have to destroy the missile batteries but all the ships must be destroyed to complete.

Minesweeper (2 of 5)

Reported by: Qalten, 2007.12.26

Update by: Tieftoener, Margalus

Last update: 2008.01.03

Faction: Amarr

Type: Encounter (Accelleration Gate)

Damage dealt: Exp (Havoc missiles)

Recomended damage dealing: EM, Thermal

Completed in: Dominix w/ 1 LAR II and 2x EM & 2x Therm Hardeners (T1) (Qalten)

Completed in: CNR DR: Easy (Margalus)

There are 6 mines at jump in 22km - 70km away.

After one mine explodes 4 new mines spawn. After shooting 4 more mines there's another spawn of 4 mines + the "Amarrian drone mine 1".

After blowing up "Amarrian drone mine 1" the mission is over.

Upon firing on the Mines, 4 Amarr Smart Drone NPCs (Medium Size) will appear around the mine, and your ship (and any in your fleet on the grid) will take one shot of 600-1000 damage. The hostile drones will not instant-aggro. They will aggro if you shoot a Mine, though.

(3 of 5)

Mission type: Courier.

Transport a large smartbomb.

Seek and Destroy (4 of 5)

Reported by: Qalten, 2007.12.27

Updated by: DCCNightmare

Last update: 2008.01.26

Note: If you decline this, you'll get an alternative 5 of 5.

Faction: Amarr

Type: Encounter (Beacon)

Damage dealt: Thermal & EM

Recomended damage dealing: Thermal, EM for the Amarr Recon ships.

Completed in: Dominix w/ 1 LAR II and 2x EM & 2x Therm Hardeners (T1) (Qalten)

Two sentry guns & waves of small "Defender" drones will aggro you upon arriving from warp. The drones will swarm you within 3k, so a smartbomb is very useful here.

Amarr Recon Ships, both Cruisers and Frigates-size will arrive and engage you (and warp scramble), while the Imperial ships will not aggro you (though they will shoot at your drones).

The mission is complete when all waves of Amarr Recon Ships have been destroyed.

If you destroy the Amarr Repair Outpost, the ships close to it won't receive repairs

To Battle (5 of 5)

Reported by: Margalus and Cyberwizzard, 2007.12.31

Faction: Amarr

Mission Type: Encounter

Space Type: Deadspace, 2 gates

Damage dealt: em and therm

Recommended damage: em/therm

Completed with CNR w/3 EM and 2 thermal hardeners DR: Medium (Margalus)

Completed in: Dominix w/ 2x LAR II and one of all types hardener (all tech2) DR: Easy (Cyberwizzard)

Pocket 1

You warp in the first pocket using an acceleration gate, no aggro on warp in. There are 3 groups, with increasingly larger size ships, all faction (so no bounty). The 2 groups closest to you (40km and 80km) can be pulled or sniped. If you need to get closer to the 3rd group to pull them (120km) they will aggro you when you are 80 to 90km away. This means you can't get to the next gate without getting attacked by the battleships.

Spawns (might be slightly random):

Group 1 (40km):

4x Divine Imperial Felix

2x Imperial Tanakh

2x Divine Imperial Nabih

2x Imperial Avenger

1x Imperial Justicar

1x Imperial Dominator (BS)

Group 2 (80km):

3x Imperial Origen (BS)

2x Divine Imperial Nabih

1x Divine Imperial Felix

1x Divine Imperial Champion

1x Imperial Templar Dominator

Group 3 (120km):

3x Imperial Tanakh (BS)

1x Imperial Templar Seer
1x Imperial Origen (BS)
1x Imperial Dominator (BS)
1x Imperial Bataivah (BS)

Pocket 2

You warp in on 25km from the first of 3 groups. Group 2 is at 50km and group 3 at 75km. First group will aggro on warpin (or a few seconds later), 2nd group seems to aggro after group 1 goes.

Group 1 consists of small ships with web/scramblers, group 2 has 6 battleships and small ships - nothing you should worry about if you got this far.

Group 3 has 4 battleships, 2 cruisers and 4 small tacklers - you could pull them together with the other groups if you feel confident, otherwise don't get too close and they will not target you or your drones.

Making Amends (5 of 5)

Reported by: Maat K, 2008.01.04

Mission type: Courier

Result of declining mission 4 of 5.

Portal to war, level 3

Reported by: Chepe Nolon

Updates by: AthilaPA, Arkady Sadik, Tarron Sarek

Screenshot by: Tarron Sarek

Additions by: Xalib Zondo, Mifal, Veralidaine Serrasri

Easter egg discovery by: Anthro be

Last update: 2007.08.16

Completed with too much firepower: Dominix, Mega and Raven.

AthilaPA completed it with: Vagabond (Shieldtank + AC)

1 of 5

Faction: Rogue Drones

Mission type: Deadspace

Damage dealt: All kinds

Reccomended damage dealing: EM, Thermal

At the 1st gate

A single drone

1st pocket

One group that aggros at warp in

Three more groups that doesn't aggro 60km+ away

Anthro be figured this out:

When you warp in there is one drone giving you a message:

```
*bzzzzt*010100000101001001000101010100000100000101010010010001010010000001010100010011110010000001000100010010010100010100101100001000000100111000110000001100000100001000101110
```

This is binary and converted to ASCII it sais:

"PREPARE TO DIE, N00B."

2nd pocket

1x Drone Watcher

1x Drone watcher post (turret)

2 of 5

Faction: Caldri & Amarr Empire

Mission type: Deadspace

Damage dealt: Kin, therm (Caldari) and EM, Therm (Amarr)

Reccomended damage dealing: Thermal

3 empty pockets

Pocket 4 (Caldari ships)

Aggro from one group w/cruisers.
3 more groups.

Pocket 5 (Amarr Navy Ships)

Initial Aggro by: 2 imperial sentries, 2 imperial agatho's and 1 imperial avenger

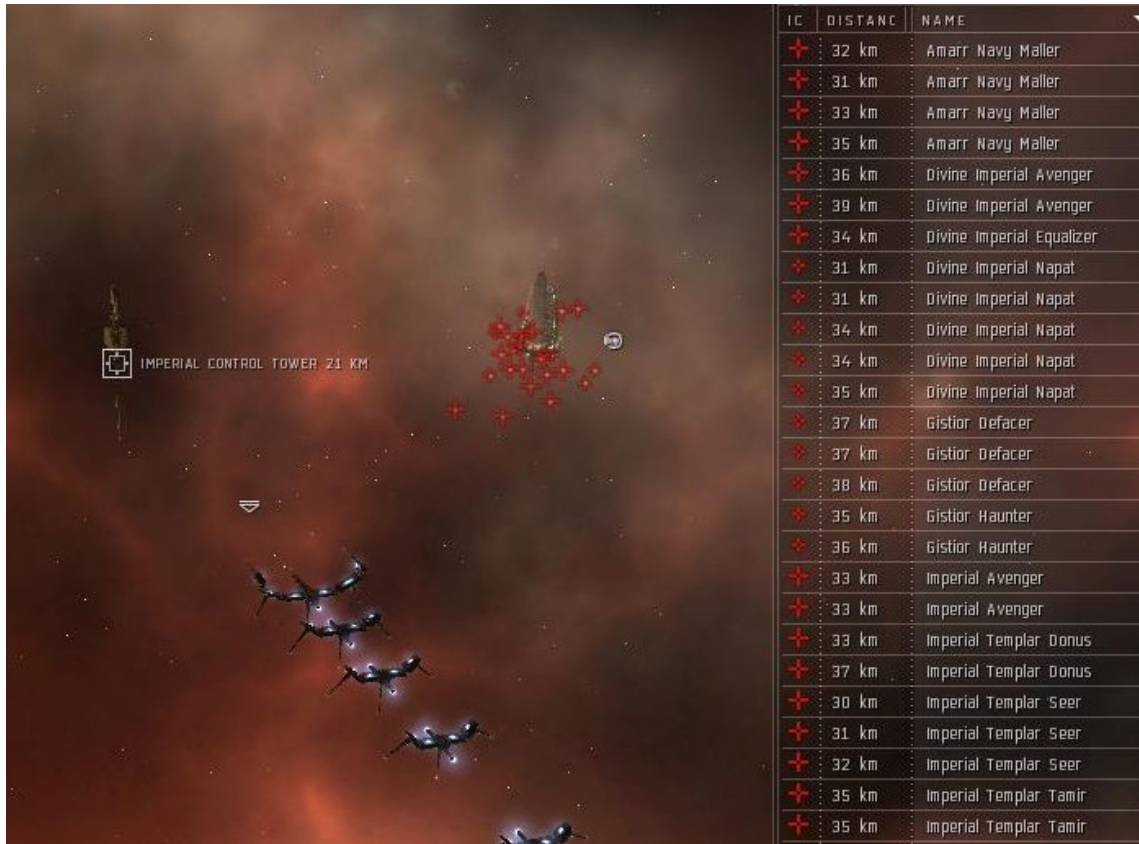
The Amarr fleet spawn is timed, not (necessarily) dependent on attacking the control tower. The mission repeatedly tells you to hurry up, and they mean it. It will take approx 2h before the amarr fleet spawns.

The first spawn is containing 3 Imperial Equalizers and 2 imperial avengers

People should watch out for those Imperial Templar Seers, because they use Nos for up to 25km away.

The second last regular spawn also consists of three of those nossing 'Seer' battlecruisers. They are pretty fast for their size.

Some of the spawns may contain webifiers/scramblers.



Remember to blow up the control tower and collect the chip.

A small trick is to bring along a Tractor Beam to hawl in the can. That way u can use ur slot for tank instead of AB. I have done this twice with success and no trouble at all.

WARNING: If you wait too long to do the missions, the room will fill up. Read at the bottom of the page for Xalib Zondos's story.

3 of 5

Courier: Deliver the chip

4 of 5

Faction: Caldari Navy

Mission type: Hybrid

Damage dealt: Kin, Therm

Reccomended damage dealing: Kin, Thermal

Aggro from everything.

The single group is made up of 3 cruisers (two Blackbirds and a Moa), 6 frigates (Soldiers) and 3 10k Caldari Point Defense Batteries.

5 of 5

Faction: Caldari Navy

Updated by: Elrich Zann

Mission type: Hybrid

Damage dealt: Kin, Therm + EM missiles (!)

Reccomended damage dealing: Kin, Thermal

1st spawn

5x Caldari Navy Officers

Xalib Zondo's story about the last room in second stage:

2007.03.28 19:25

Hi there,

Just had a call from a corps mate to help him out in the above mission, problem was, he took a break from the mission, so was over an hour old by the time we got to the last room in the second stage, where the tower with the chip is located. On warp in, I saw a large Armarr fleet in there, was intantly scram'd and popped in only a few minutes. I was in a Domi with T2 Hardners, Armour & Rep rigs.

The other ship used was a Mega, when I popped, he was gone in seconds.

Bad day at the office all round.

Just though you may like to include a time warning on this as I (and I can only assume others) thought the warning in game refered to the 6 cruisers that arrive when you target the tower, not a whole battle fleet.

Off to lick my wounds and talk to the bank manager nicely.

Regards

Xalib

Preliminary Strike, level 2

Reported by: BoB64

Faction: Mercenaries

Mission type: Deadspace

Damage dealt: Kin, Therm

Reccomended damage dealing: Thermal

BoB64 Completed it with #1: Cerberus

Small groups, no aggro at warp in. You warp in 50km from the closest rat. The ships are the same as standard Mercenaries.



Recon 1 of 3, level 2

Reported by Coyotetala, 2007.08.18

Updated by Tig

Last updated 2007.09.06

Recon (1 of 3)

Faction: Angel Cartel

Mission Type: Deadspace w/gate

Damage Dealt: Exp, Kinetic

Completed in: Hurricane (Tig)

Recommended damage dealing: Exp Kinetic

The gates are not locked, so you can blitz this mission without a single kill.

The changes in rev 2.2 replaces a lot of ships with fewer, deadlier ships.

Pocket 1

Ambushed by Gistior Defacers

Ambushed a second time, by Gistii Haunters/Implalers/defiler,

Ambushed a third time by gistii ambushers

Forth Ambush by Gistum Depredator

total of 27 rats

Pocket 2

Missions complete when you arrive.

2 Gistior Thrasher 2 Gistum Liquidator

Ambush by 3 Seizer/ 2 Maruder

Recon 2 and 3

For Recon mission 2 and 3 look [here](#).

Recon, level 4

Reported by Chepe Nolon, 2007.06.21

Updated by: hendo001, P6tu, whjz, Chepe Nolon

Last updated: 2008.01.01

Blitz for Recon 1 and 2 (NOT 3!): Use an inty with ab + overdrives or a cloaked ship as the gates are not locked.

Recon (1 of 3)

Faction: Angel Cartel

Mission Type: Deadspace

Damage Dealt: Exp, Kinetic + therm and EM from some ships.

Extras: Intys might web/scramble.

Recommended damage dealing: Exp Kinetic

Completed with: CNR (3x Invuls) DR: Easy (Chepe Nolon)

Completed with: Claw DR: Easy (Chepe Nolon)

The gates are not locked, so you can blitz this mission without a single kill.

Pocket 1

4 waves (timed triggered)

First wave

1x Arch Gistii Outlaw (web/scramble)

1x Arch Gistum Phalanx (HAC)(Thermal Damage)

1x Gist Cherubim (Thermal damage)

Second wave

1x Gist Seraphim (EM damage)

1x Gistatis Tribunis (Thermal damage)

1x Arch Gistum Breaker (HAC)

Third wave

2x Gist Seraphim (EM damage)

1x Arch Gistum Breaker (HAC)

Fourth wave

1x Arch Gistii Thug (web/scramble)

1x Gist Cherubim (Thermal damage)

1x Gist Seraphim (EM damage)

Pocket 2

2 respawns (timed):

First wave

3x Gist Throne (EM damage from Mjolnir Torps)

3x Arch Gistum Breaker(HAC)

Second wave

3x Arch Gistum Marauder (HAC)

2x Arch Gistum Outlaw (WEB/Scramble)

Recon 2 and 3

For Recon mission 2 and 3 look [here](#).

Recon, level 4

Report is based on reports by Psychanioxine, Chepe Nolon and hendo001

Updated by GorlamAGJ

Last updated: 2008.01.04

Recon (1 of 3)

Faction: Blood Raiders

Mission Type: deadspace

Damage Dealt: Em / Thermal

Extras: NOS

Recommended Damage: Em / Thermal

The gates are not locked, so you can blitz this mission without a single kill.

First pocket:

4 spawns.

Initial Spawn:

2 BS

4 BC

2 frigs

Second spawn (about 20 sek after the first)

2 BS

5 BC

1 frig

Third spawn (again 30sek or so after the second)

2 BS

Some BC and frigs

4th spawn

1 BS

mixed frigs and BC

Second pocket:

You will get mission completed when entering the Second pocket, so you don't have to kill the spawns there.

If you shoot at the mining corp hq, the frigs and stuff will spawn straight away and the frigs (wingmen) spawn further away from you.

Initial Spawn:

2-3 BS

3 BC

Second spawn (not much after the first spawn)

4 BC

2 Frigs

Recon 2 and 3

For Recon mission 2 and 3 look [here](#).

Recon, level 2

Reported by Buzdo Tomari, 2007.12.03

Recon (1 of 3)

Faction: Gurista Pirates

Mission Type: Deadspace

Damage Dealt: Kinetic, Thermal

Recommended damage dealing: Kinetic/Thermal

Completed in T2 Fitted Drake (One warpout on pocket 2) (Buzdo Tomari)

The gates are not locked, so you can blitz this mission without a single kill.

Pocket 1

1st wave: Pith Anarchist, Dire Pith Nullifier, Pith Death Dealer

2nd wave: Pith Guerilla, Dire Pith Eraser, Dire Pith Annihilator

3rd wave: Pith Guerilla, Pith Abolisher, Dire Pith Abolisher

4th wave: Pith Supremacist, Pith Abolisher, Pith Death Dealer

Pocket 2

On arrival: 3x Dire Pith Plunderer, 4x Dire Pith Eraser

2nd wave: 4x Pith Nihilist, 3x Dire Pith Abolisher

Recon 2 and 3

For Recon mission 2 and 3 look [here](#).

Recon, level 4

Report is based on reports by Chepe Nolon, hendo001 and Mystic Retribution

Updates by: Sashi Romanenko, Red August, Maria Epiconthe

Last updated: 2007.12.29

Recon (1 of 3)

Faction: Gurista Pirates

Mission Type: Deadspace

Damage Dealt: Kinetic, Thermal

Recommended damage dealing: Kinetic/Thermal

Web/scramble: Dire Pithi Invader

Extras: Jamming (Dire Pithum Annihilator and Nullifier)

Completed with: Shuttle (Gridcrash)

Completed in a passive tanked Raven DR: Easy (nugpot)

Completed in: Drake (Passive, T2 fitted, with shield recharge rigs) DR: Easy (ZhouXi)

The gates are not locked, so you can blitz this mission without a single kill.

Pocket 1

4 respawns (timed). In total:

6 BS

3 HAC

1 Cruiser

3 Assault Ships

2x Dire Pithi Invader are Scrambling and Webbing.

2x Dire Pithum Annihilator / Nullifier are Jamming.

Pocket 2

2 respawns

Recon 2 and 3

For Recon mission 2 and 3 look [here](#).

Recon, level 4

Reported by Psychanioxine, 2007.06.21

Additions by Chepe Nolon

Updated by: hendo001

Last updated: 2007.06.27

Recon (1 of 3)

Faction: Sansha's nation

Mission Type: deadspace

Damage Dealt: Em / Thermal

Recommended Damage: Em / Thermal

Completed with: Domi with 2x T2 Large armor rep, 1x t2 rainbow passive, 2x t2 em active and 2x t2 thermal, only 1 of the Rep's where used (DR: Medium) (Psychanioxine)

The gates are not locked, so you can blitz this mission without a single kill.

First pocket:

4 spawns.

Initial Spawn:

2 BS

4 BC

2 frigs

Second spawn (about 20 sek after the first)

2 BS

5 BC

1 frig

Here its important for you to take out the BC's Called Corelum Guardian. yes thats Sepentis and they target distrust (Corelum guardian Safeguard) you and Hit hard compared with all the other sanshas on this mission. So take em out and you should be okay.

Third spawn (again 30sek or so after the secound)

2 BS

Some BC and frigs

4th spawn

1 BS

mixed frigs and BC

As in the second spawn here comes 2 Corelum guardians again who needs to be taken out fast

Second pocket:

You will get mission completed when entering the Second pocket, so you don't have to kill the spawns there.

If you shoot at the mining corp hq, the frigs and stuff will spawn straight away and the frigs (wingmen) spawn further away from you.

Initial Spawn:

2-3 BS Lords (991.000 isk)

3 BC

Second spawn (not much after the first spawn)

4 BC

2 Frigs

Recon 2 and 3

For Recon mission 2 and 3 look [here](#).

Recon (1 of 3), level 2

Reported by: Nick Donotan, 2007.09.08

Last updated: 2007.09.08

Recon (1 of 3)

Faction: Serpentis

Mission Type: Deadspace

Damage Dealt: Kinetic, Thermal

Web/scramble: None

Damping: Corelum Guardian Chief SafeGuard

Recommended damage dealing: Kinetic/Thermal

Completed in: Drake; 1 Large Shield Booster; 1 Therm, 1 Kin amplifiers; 1 Therm, 1 Kin, 1

Invulnerability hardeners; 1 Damage Control; 7 x Heavy Missile Launchers + Scourge Heavy Missiles and Hydra F.O.F Heavy Missiles; 5 x Hornet drones.

Mission briefing: Destroying any pirates found in the area is not a requirement

The gate are not locked, so you can blitz this mission without a single kill

Pocket 1

3 spawns, total spawnlist:

On warp-in after 3 sec. spawn and aggro from 3 ships (22,29,33 km at beacon)

1 x Corelior Infantry (12,375.00 isk) like a Catalyst

1 x Corelum Guardian Chief SafeGuard (236,250.00 isk) like a Vigilant

1 x Corelatis High Captain (153,175.00 isk) like a Brutix

After 20 sec. spawn and aggro from 3 ships (20,26,36 km at beacon)

1 x Corelior Sentinel (13,500.00 isk) like a Catalyst

1 x Corelum Guardian Chief SafeGuard (236,250.00 isk) like a Vigilant

1 x Corelum Guardian Chief Sentinel (281,250.00 isk) like a Vigilant

After next 20 sec. spawn and aggro (16,30,33 km at beacon)

1 x Corelior Sentinel (13,500.00 isk) like a Catalyst

1 x Corelum Chief Sentinel (79,688.00 isk) like a Vigilant

1 x Corelum Guardian Chief Infantry (270,000.00 isk) like a Vigilant

After next 20 sec. spawn and aggro (24,25,38 km at beacon)

- 1 x Corelior Artillery (15,750.00 isk) like a Catalyst
- 1 x Corelum Chief Sentinel (79,688.00 isk) like a Vigilant
- 1 x Corelatis High Captain (153,175.00 isk) like a Brutix

Damping from Corelum Guardian Chief SafeGuard

Pocket 2 (Asteroid Belt)

1 spawn, total spawnlist:

On warp-in after 5 sec. spawn and aggro from 8 ships (34-36 km, /forward/)

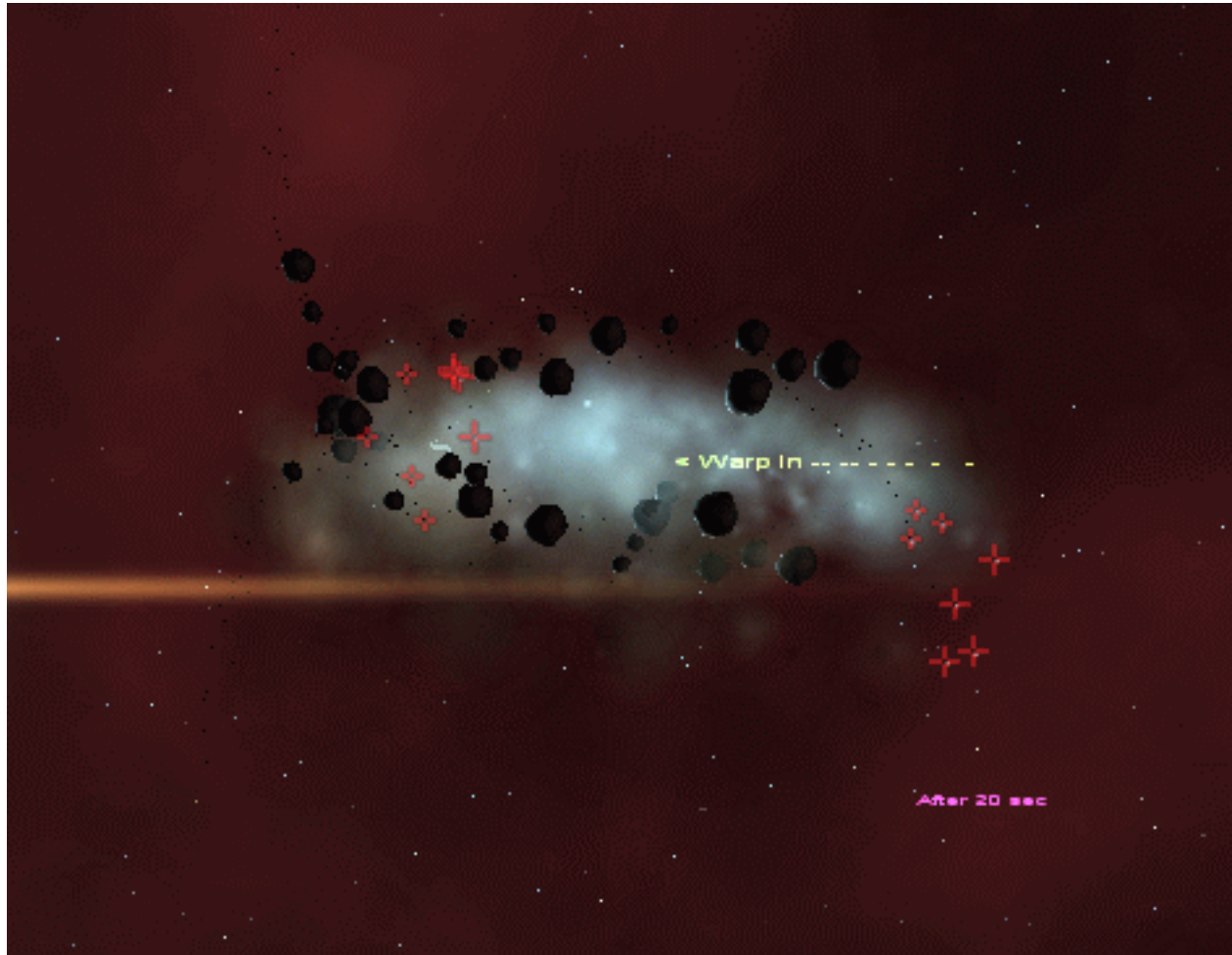
4 x Coreli Guardian Defender (27,000.00 isk) like a Tristan

4 x Corelum Guardian Chief Sentinel (281,250.00 isk) like a Vigilant

After 20 sec. spawn and aggro from 8 ships (34-36 km, /backward/)

4 x Corelior Sentinel (13,500.00 isk) like a Catalyst

4 x Corelum Guardian Chief Sentinel (281,250.00 isk) like a Vigilant



Mission Complete when warped, so you can end this mission without a single kill.

On warp-in move your ship to 90 degree from NPC's (1st spawn)

Recon 2 and 3

For Recon mission 2 and 3 look [here](#).

Recon, level 4

Reported by Lady Paradise, 2007.06.21

Additions by Chepe Nolon

Updated by: hendo001, Xalib Zondo, Emveedee

Last updated: 2007.11.02

Recon (1 of 3)

Faction: Serpents

Mission Type: Deadspace

Damage Dealt: Kinetic, Thermal

Web/scramble: Guardian Frigs

Recommended damage dealing: Kinetic/Thermal

Completed in: Domi 2 LAR II, 2 Therm, 2 Kin II hardners, Orge II and Hobgoblin II (Xalib Zondo)

The gates are not locked, so you can blitz this mission without a single kill.

Respawns are timebased (time between spawns is approx 1 minute).

Pocket 1

4 Spawns, Total spawnlist:

Corelatis Captain Sentry,

2 x Corelum Guardian Chief Guard, (damping)

2 x Corelum Guardian Chief Sentinel, Corelum Guardian Chief Infantry,

5 x Core Lord Admiral,

1 x Core Grand Admiral,

No frigates spawned.

No drop from bunkers.

Pocket 2

2 spawns, total spawnlist:

3 x Coreli Guardian Agent,

3 x Corelum Guardian Chief Patroller (Heavy damps, damped me from 78 locking range till below 15km)

4 x Core High Admiral

Recon 2 and 3

For Recon mission 2 and 3 look [here](#).

Recon 2-3 of 3, level 2

Reported by Coyotetala, 2007.08.18

Note: The two last missions of Recon is the same for all factions.

Recon (2 of 3)

Faction: Mercenaries

Damage dealt: All kinds

Reccomended damage dealing: Therm or Kin.

Mission type: Deadspace

Objective: Fly to the acceleration gate which has been locked down by the mining corporation. See if they will let you through. Then report back to your agent.:

Huge station, 1 Gate,

Approached the gate (about 60K out from the station)

Ambush by 2missle batterys, 2 guns, and about 14 merc rats, mostly frigs

Once ambushed the missions Finished

Recon (3 of 3)

Reported by: Talani Fynolds, 2008.02.03

Mission type: Deadspace w/o a gate.

No present enemies.

You warp directly into the cloud.

Waves deal all kinds of damage evenly and come every 20s. Every wave has 4 separate damage sources, you will only see one of them in the little combat window.

Total unresisted damage starts at about 200 (50 per source) and slightly goes up to about 1400 (350 per source). The final wave will be more than 4000 (more than 1000 per source) unresisted damage.

Recon 2 and 3, level 4

Reported by: Chepe Nolon, 2007.06.21

Additions by: Theiresias, Blastability

Updated by Gridcrash

Last updated: 2008.01.01

Recon 2 and 3 is the same for all variants of the missions.

Recon (2 of 3)

Faction: Mercenaries

Damage dealt: All kinds

Reccomended damage dealing: Therm or Kin.

Completed with: Domi with 2x T2 Large armor rep, 2x t2 explosive and 1 t2 thermal and 1 t2 kin. (DR: Medium) (Psychanioxine)

Completed with: CNR (3x Invuls) DR: Easy (Chepe Nolon)

Completed with: Claw DR: Easy (Chepe Nolon)

Completed with: Shuttle (Gridcrash)

Completed with: Drake (Passive, T2 fitted, with shield recharge rigs) DR: Easy (ZhouXi)

You must get to a gate 70km from warp in. When you are within 10km of the gate, this will spawn. The wingmen will spawn on top of you, while the rest a bit longer away. The mission is complete after you have been at the gate for a short while.

3x mercenary commanders

3x mercenary overlords

4x mercenary wingman (Web/scramble)

2x mercenary sentry guns (tower sentry caldari III)

2x mercenary cruise missile batteries (Angel Cruise Missile Battery)

Tip: If you shoot the station, the ambush will go off at once, so you can do something while approaching the gate. Then only a turret and a overlord will arrive when you get to the gate.

The station will drop mainly random t1 stuff and some Faction Ammo.

Recon (3 of 3)

Faction: N/A

No enemies present.

Completed with: Domi with 2x T2 Large armor rep, 1x t2 rainbow passive, 2x t2 em active and 2x t2 thermal (DR: Easy) (Psychanioxine)

Completed with: CNR (3x Invuls, ab+overdrives for speed) DR: Easy (Chepe Nolon)

Completed in: Drake (T2 Mag Scattering Amp, T2 Caldari Navy Kinetic Deflection, 2 x Invul II) (nugpot)

Completed in: Drake (Passive, T2 fitted, with shield recharge rigs) DR: Easy (ZhouXi)

You warp directly into the cloud.

You must reach and activate a gate 60km in a toxic space.

There will be waves dealing all damagetypes every 10-20 seconds.

Each wave deal approx 200 damage at resistances of 75% (800 at 0% resistances)

There will be a final wave of 900 damage at resistances of 75% (3600 at 0% resistances) announced in a red text.

After the final wave there won't be any more damage.

The gate will warp you to safety, and you have to activate it.

Warning: If you warp out, the waves will be reset.

Retribution, level 3

Reported by Cattie

Additions by El'essar Viocragh, Malik Slathe

Last updated: 2007.05.26

Faction: Angels

Mission type: Deadspace

Damage dealt: Exp, Kin

Reccomended damage dealing: Exp (kin)

Completed with: Raven (Cattie)

Completed with: Myrmidon (BPSShaolinfist)

Four groups, no aggro.

Groups 25-60km away after warp in.

Spawn #1:

1x Gistii Noman

1x Gistii Ruffian

1x Gistum Breaker

1x Gistum Defeater

Spawn #2:

2x Gistum Centurion

1x Gistum Phalanx

Spawn #3:

2x Gistii Hijacker

4x Gistii Rogue

2x Gistum Depredator

1x Predator

Spawn #4:

1x Angel Viper (scrambles)

2x Angel Webifier (webs)

1x Gistatis Primus

Small Armory (large colidable structure) dropped an assortment of rockets, cruise missiles, missiles, and medium to large ammo.

Retribution, level 3

Reported by: Veralidaine Sarrasri, 2007.06.03

Updated by: Confractus

Last updated 2007.07.28

Faction: Guristas

Mission type: Deadspace

Damage dealt: Kin/Therm

Reccomended damage dealing: Kinetic

Single Pocket, no aggro upon warp-in.

6x groups

25-30k away - 2x cruisers (1x 45,938 Killer, 1x 51,563 Murderer)

25-30k away - 2x cruisers (2x 51,563 Murderer)

25-35k away - 2x cruisers (2x 43,125 Ascriber)

40-45k away - 3x cruisers (2x 74,063 Inferno, 1x 68,438 Mortifier)

30-40k away - 3x cruisers (2x 43,125 Ascriber, 1x 37,500 Silencer)

65-75k away - 1x battlecruiser (1x 131,250 Executor), 3x elite frigates (2x 25,000 Webifier, 1x 30,000 named [Kyoukan])

Piece of cake to kill; don't aggro too many groups at once and it's easy enough.

Jamming confirmed in - Murderer (18s). Webifiers web and scramble.

blitz - destroy outpost and ride into the sunset.

The small armory drops ammo.

Retribution, level 3

Reported by: Veralidaine Sarrasri, 2007.06.04

Faction: Sansha Nation

Mission type: Encounter

Damage dealt: EM/Therm

Reccomended damage dealing: EM/Therm

single pocket

group 1 - 25-30k - 2x frigate (2x 7,875 Plague), 2x cruiser (1x 57,188 Slaughterer, 1x 62,813 Execrator)

group 2 - 35-40k - 1x frigate (1x 8,250 Manslayer), 2x elite frigates (2x 25,000 Berserker), 1x cruiser (1x 57,188 Slaughterer)

group 3 - 35-40k - 1x frigate (1x 9,000 Butcher), 2x cruiser (2x 74,063 Torturer)

group 4 - 65-75k - 4x frigate (1x 9,000 Butcher, 3x 8,250 Manslayer), 2x cruiser (1x 76,875 Fiend, 1x 79,688 Hellhound)

blitz - destroy the outpost and flee like a frightened rabbit.

Small Armory drops container when destroyed with hybrid and projectile ammo and missiles in it.

Retribution, level 3

Reported by: Chepe Nolon

Additions by: Veralidaine Sarrasri

Latest update: 2007.05.04

Faction: Serpentis

Mission type: Deadspace

Damage dealt: Kin, therm

Reccomended damage dealing: Thermal

Completed with: Ferox (By Ulric Wolfbane)

Single pocket:

Four groups, all peaceful.

Spawn #1 (25-30k away)

2x frigs (Coreli Safeguard x2)

2x Cruisers (Corelum Chief Defender x1, Corelum Chief Protector x1)

Spawn #2 (35-45k away)

8x frigs (Coreli Patroller x6, Coreli Watchman x2)

Spawn #3 (65-70k away)

3x frigs (Coreli Protector x2, Coreli Defender x1)

1x elite frig (Guardian Veteran x1)

1x battlecruiser (Corelatis Wing Leader x1)

Spawn #4 (35-40k away)

2x elite frigates (Guardian Veteran x2)

2x cruiser (Corelum Chief Scout x1, Corelum Chief Spy x1)

Mission target (Outpost) and Small Armory 65k away.

Ammo loot drop in small armory.

Revenge is sweet, level 3

1 of 4

Faction: Serpentis / Rogue Drones

Mission type: Deadspace

Damage dealt: All Kinds

Reccomended damage dealing: Thermal (em thermal for drones, kin thermal for serpentis)

Completed with: Ishtar

Pocket 1

You've asked to find the agents daughter. You've given a location where you find another agent that can tell you were she was last sighted, and ask you to find her. Go through 3 pockets to find the wreck. It's a mix of low damage, sporadic serpentis and rogue drones. You'll find the body in a wreck, and you have to bring it back to the agent at the first gate. She'll give you the dna that you bring back to the original father.

Pocket 1:

Very quiet pocket. You can ab through the whole pocket without problems.

Pocket 2:

Looks much worse than it is. Just ab through it all and kill off if they get too close.

Pocket 3: Named serpentis rats and rogue drones. No aggro until you get too close.

2 of 4

You're asked to go back and destroy the named rats ship. If you were smart, you got him on the first trip. He's in the same pocket as the wreck. Should be guarding the stacks of drug conts.

Look at part 1 for the details.

3 of 4

Courier mission. Deliver 100m³ to another location.

4 of 4

Faction: Serpentis / Rogue Drones

Mission type: Deadspace

Damage dealt: All Kinds

Reccomended damage dealing: Thermal (em thermal for drones, kin thermal for serpentis)

Completed with: Ishtar

Right hand of Zazzmatazz, level 4

Reported by: Chepe Nolon

Updates by: Kaylee Kaithlen, Moiri, Redora

Additions by: Alcair Dovienya, Anathema Matou, Star Minsk

Blitz by: Romandra

Last updated: 2007.01.09

Faction: Mercenaries

Mission type: Encounter (No gate)

Damage dealt: All kinds. Heavy therm/kin.

Reccomended damage dealing: Therm then Kin (Zor has standard resistances, so EM is best vs shields, Exp is best vs armor. Therm is the best allrounder.)

Completed with: CNR 2x invuls, 1x therm hardener (DR: Easy) (Chepe Nolon)

Completed with: Drake (kin / therm) (DR: Easy) (Kaylee Kaithlen)

Completed with: Abbadon (2x EANM, KIN, Therm) (Moiari)

Completed with: Ishtar (EM, Exp & Therm hardeners + EANM) Weapons: Hobgoblin IIs + Ogre IIs (Alcair Dovienya)

Completed with: Maelstrom (t1 fitted sniper) (Redora)

Completed with: Drake (Passive, T2 fitted, with shield recharge rigs) DR: Easy (ZhouXi)

Single pocket

You arrive 50km from the rats. It's pretty easy to outrun them, so it's semi snipable. You can do the warp in trick to arrive on top of them. (Warp in, abort, warp in again.)



1x Zor - Cataclysm Cruise Missile every 2.5 seconds

1x Seven Macleari (Mercenary Overlord) DPS: 138hp/s (EM: 0hp/s, Expl: 0hp/s, Kin: 42hp/s, Therm: 96hp/s) + Scourge Heavy Missile

Either 1x Olufami - DPS: 50.48hp/s (EM: 19.05hp/s, Expl: 15.24hp/s, Kin: 16.19hp/s, Therm: 0hp/s) + Scourge Heave Missile

Or 1x Elena Gazky - DPS: 55.50hp/s (EM: 22hp/s, Expl: 0hp/s, Kin: 6hp/s, Therm: 27.50hp/s) + Scourge Heavy Missile

Or 1x Schmidt - DPS: 71hp/s (EM: 35hp/s, Expl: 0hp/s, Kin: 0hp/s, Therm: 36hp/s) + Thunderbolt Heavy Missile

1x Seven Thug - DPS: 28.57hp/s (EM: 0hp/s, Expl: 0hp/s, Kin: 5.71hp/s, Therm: 22.86hp/s)

3x Seven Bodyguard - DPS: 58.10hp/s (EM: 16.67hp/s, Expl: 13.33hp/s, Kin: 28.10hp/s, Therm: 0hp/s) + Scourge Heavy Missile

2x Seven Deathguard - DPS: Unknown (Deals kin / therm)

2x Seven Assassin - DPS: 50.07hp/s (EM: 17.65hp/s, Expl: 25.37hp/s, Kin: 7.06hp/s, Therm: 0hp/s) + Havoc Heavy Missile

4x Seven Lookout (Mercenary Wingman) Does not aggro, but will aggro your drones! - DPS: 24.90hp/s (EM: 9.62hp/s, Expl: 11.44hp/s, Kin: 3.85hp/s, Therm: 0hp/s) + Piranha Light Missile

You meet either Olufami, Elena Gazky or Schmidt

Thanks to Silpha for the info about the rats

Loot: Outpost Headquarters: T1 modules

Black Market Facility, (10 units of narcotics)
no loot from other structures

Zor drops Zbikoki's Hacker Card, which is used to blitz the Worlds collide missions.

Blitz by Romandra:

You must kill the Outpost, Zor, Macleari, and the Head Bodyguard. The head bodyguard will spawn with Zor's group, the other 2 spawn with the main group.

Ritalist raid, level 4

Reported by Ulric Wolfbane
with additions by Chepe Nolon
Updated by: Elseer Radak, Hedinari, Cpt. Schmungles
Screenshots by Chepe Nolon
Last update: 2008.01.01

Faction: Blood Raider
Mission Type: Deadspace
Damage Dealt: EM/Therm
Extras: NOS (Corpus Harbinger - within 25km)
Reccomended Damage: EM/Therm
Ulric Wolfbane completed it in Raven (1x T1 EM, 1x T1 THERM, 1x T1 Invul)
Chepe Nolon completed it with Dominix (1x em, 1x therm, 1x t2 nano membrane, 1x repairer)
Completed in Cerberus, DR: Easy (Cpt. Schmungles)

TIP #1: There is no aggro in this mission other than turrets in second pocket. So get away no matter what your optimal is, so you don't get all on top of you at once.

TIP #2: The turrets have an extreme short range, so if you get away, they won't shoot at you. Take those out lastly. Don't fire at them at once you get in, as you get aggro from the entire pocket + turrets.

Pocket 1

All ships at 30-35km, single spawn, mass aggro on engagement, get range before shooting if you want it

2x Blood Cruise Missile Battery (Paradise, 29km lock)

Frigate
Corpii Collector (misc)
2xCorpii Seeker (misc)

Destroyer
2xCorpior Cleric
3xCorpior Devoter
3xCorpior Fiar
2xCorpior Templar

BC
3xCorpior Bishop

Corpior Shade

BS

1x Corpus Monsignor

1x Corpus Harbinger



Pocket 2

All ships at 20-35km, single spawn. 4 turrets lock on at warp in, if you do not engage the turrets you can get range before creating agro.

Damage: EM (Missiles), Explosive (Guristas BC), Kin, Therm

Reccomended Damage: EM/Therm (Exp/kin for the angel cruisers)

6x Blood RAider Missile Battery (Thunderbolt, EM)

6x Senterly Gun

Frigate

2x Corpii Engraver

Corpii Reaver

Destroyer

Corpior Cleric

4xCorpior Friar

BC

2xCorpior Bishop

3x Corpior Seer

Corpior Shade

3x Gistatis Legionne

BS

1x Corpus Patriarch

1x Corpus Pope

DO NOT forget to blow up the cathedral. No loot in bunkers, battlestaion or chapels.



Rogue Drone Harrasment, level 1

Reported by: Jin Gege

Updated by: Fred Strangelove

Last updated: 2007.12.27

Faction: Rogue Drones

Mission type: Deadspace

Damage dealt: All kinds

Reccomended damage dealing: EM, Thermal

Pocket 1:

5 groups of drones consisting of Render Drone, Splinter Drones, Infestor Drones, Belphegor Drones and Mammon Drone. Nearest group will aggro on warp in.

Pocket 2:

Wave 1: (Aggro)

4 Infester drones and 2 Splinter drones.

Wave 2:

3 Raider drones.

Rogue Drone Harrassment, level 2

Reported by: Striker IV
Updated by: Black Prince
Last updated: 2008.01.15

Faction: Rogue Drones
Mission type: Deadspace
Damage dealt: All kinds
Reccomended damage dealing: EM, Thermal
Completed in Cerberus (Black Prince)

Pocket 1:

Group 1 (agro on warp in)
1x Raider Alvi
1x Infester Alvi
4x Splinter Alvi

Group 2 (~55km away)
1x Splinter Alvi
4x Render Alvi

Pocket 2:

1x Wrecker Alvum

Rogue Drone Harrasment, level 3

Reported by: Somal Thunder

Updated by: Arbren Esctra

Last update: 2007.05.12

Faction: Rogue Drones

Mission type: Deadspace

Damage dealt: All kinds

Web/scramble: Strain drones

Reccomended damage dealing: EM, Thermal

Completed in: Drake (really overkill)

Pocket 1:

Aggro on JIP.

3x Annihilator Alvum

7x Decimator Alvi

2x Render Alvi

1x Strain Infester Alvi

4x Sunder Alvi

2x Violator Alvum

2x Viral Infector Alvum

4x Wrecker Alvum

Pocket 2:

They all argo you when you warp in.

7 Devastator Alvum (drone)

1 Violator Alvum (drone)

1 Viral Infector Alvum (drone)

1 Enforcer Alvatis (drone)

1 Defeater Alvatis (drone)

Same tanking damage requirements listed in mission. If you can live through the first pocket you can take the second...sort of :-)

Rogue Drones Harassment, level 4

Reported by: Hue Jazz 2007.04.28

Updated by: Red August, Jonny Axtell, Chepe Nolon, Anathema Matou, Father Vegemite, Ofterocks, Jeron kahyar

Blitz by: j Daniels

Last update 2008.02.19

Faction: Rogue Drones

Mission type: Deadspace

Damage dealt: All kinds.

Web/scramble: Strain drones

Reccomended damage dealing: Thermal for pocket 1. EM or Thermal for pocket 2.

Completed with Navy Apoc DR: Cake

Completed with drake with all high end t1 gear and low end skills when using the blitz. (VJTD3)

Completed with Apoc(Enam, 1x thermal/kinetic/explosive hardener) DR:Easy (Jeron Kahyar)

Completed with: Drake (Passive, T2 fitted, with shield recharge rigs) DR: Easy (ZhouXi)

Pocket 1:

upon warpin, there is just a single rat: Kayzum Mother Drone (BS rat), approx 60km away, no aggro.

The mother drone sends out distress signals at the first sign of armor damage, 75% armor, 40% armor and as soon as she is into hull (4 times total):

broadcast: 'The Mother Drone has sent out a call for nearby worker and guard drones to come to her aid'

Tip: engage mother drone till she calls, disengage. let your drones out, kill 'regulars', call drones to bay, back on mother. etc.

The reinforcements warp in at ranges from 20k to 60k. so while the drones killed the close-by rats, i killed the far ones with the lasers.

Each spawn is in fact 6 drones. The 3rd spawn is 2 devilfish drones, 2 crippler alvi and 2 raider alvi. The final spawn is 2 Annihilator Alvim, 2 Devastator Alvim and 2 Striker Alvatis.

Drones orbit at 1.5-10km, 23km, 27km and the mother at 40km.

Blitz: Don't shoot at the mother drone, take out the Low Tech Energy Harvester first. Then the respawns won't appear.

The mother drone drops an Elite Drone AI chip.

Remember to loot the Mother Drone wreck before you leave the stage, as it will dissapear very quickly.

Pocket 2:

inside is 3 controllers (BS rats), 1 x bomber, 1 x defeater. auto aggro

2nd room seems static. always same 5 rats. and the drone structure seems to drop loot by random. twice nada, once a loot can. inside is one lowend compound.

The Rogue Slave Trader, level 3

Updates by: Ulric Wolfbane, Obsidian Hawk, flapie 2, Khana Loaris

Last updated: 2007.08.18

(1 of 2)

Faction: Blood Raiders

Mission type: Hybrid

Damage dealt: EM, Therm

Recommened damage dealing: EM, Therm

Completed with: Ferox

Completed with: Caracal (Builder AlphaOne)

2x Elder CorpII Worshippers (web/scramble)

2x Corpum Sages

Remember to destroy the slave pen, and pick up the prisoneers.

A blood raider slaver will spawn later on. It is a prophecy class battle cruiser.

(2 of 2)

Faction: Blood Raiders

Mission type: Hybrid

Damage dealt: EM, Therm

Recommened damage dealing: EM, Therm

Completed with: Ferox

Completed with: Arbitrator (T1 with 1x Reflective, 2xThermic membranes) (Khana Loaris)

Gate 1

3x CorpII Collectors

1x Corpum Revenant

1x Corpum Arch Templar

1x Dark Corpum Arch Engraver

Omber roids x8 - 50k per roid = total of 400k

Scordite roids 10x - 25k per roid = total of 250k

Veldspar roids 6x - 90k per roid = total of 540k

Safe to afk mine after clearing, but not completing the mission. 1-2 low level rats will harass you. I passive shield tanked it in a Badger II with 1 of each passive shield hardeners and all shield compensation skills at 3 (never got bellow 90% shields)

Gate 2

The gate lands you right in the middle of a defensive square structure with sentries & ships on each corner @ 5 to 16km with a 15 second-ish delay before being aggro'd.

2x Corpior Clerics

2x Corpior Devoters

2x Blood Raider Slavers (Battlecruisers, actually a Corpior Seer and a Corpior Bishop)

4x Blood Raider Sentry

Because this is a hybrid mission space you can drop a bookmark and get out, then warp back at a range of your choice.

Note that sentries have extreme range though and will still hit you at 100km. This should however be tankable long enough to pick off the ships as they come toward you.



The Rogue Slave Trader, level 4

Mission 1 of 2

Reported by: Chepe Nolon, 2008.01.06 (Major Cleanup)

Blitz by: SynTx, Siminuria

Faction: Sansha Nation

Mission type: Encounter

Spacetype: Normal, no gates.

Damage dealt: EM, Thermal

Reccomended damage dealing: EM, Thermal

Completed with: Dominix (1x therm, 1x em hardener) DR: Easy to medium

Completed with: CnR DR: Piece of Cake

Completed with: Dominix, 3 t1 hardeners, 1 t2 LAR and 1 t2 MAR. Nano auxiliary pump (DR: Easy) (Martogh)

Completed with: Golem (faction tank) DR: Easy (Chepe Nolon)

Completed in: Drake (Passive, T2 fitted, with shield recharge rigs) DR: Easy (ZhouXi)

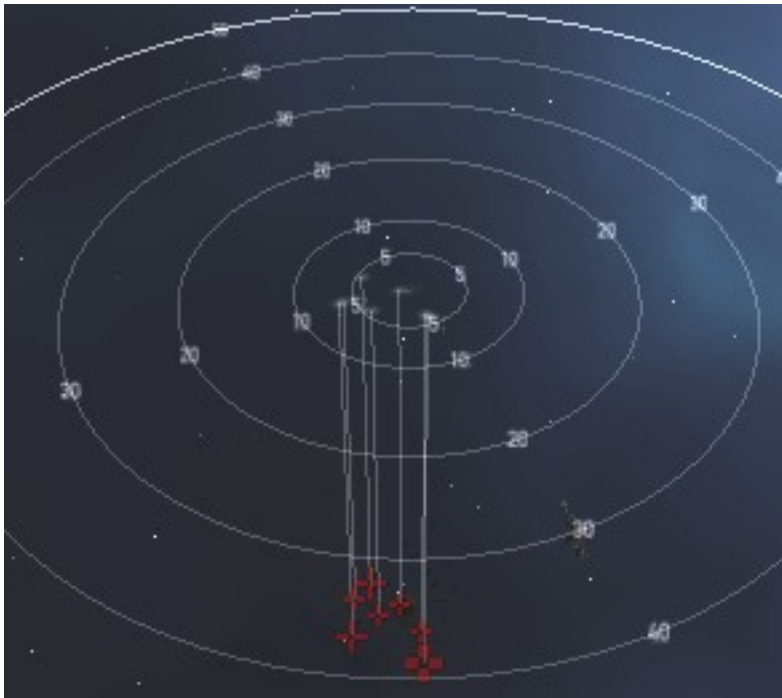
Warp In

4x Sansa's Demon/Berserker (web/scramble)

2x Centatis Phantasm/Specter/Devil

1x Centus Dark Lord/Centus Dread Lord

Reinforcement: 1x Centus tyrant / Dread Lord (Appears as a slaver.) Comes after a few minutes. You get a warning about this when you accept the mission)



You can set a warp range, but it is relative to the beacon. The beacon is 40km from the spawn, which will aggro you at once. Frigs orbit at 6-7km, cruisers at 25km and the battleships at 25-40km.

Remember to blow up the structure and get the prisoners.

No Loot in the other Structures: (Reported by: Ulric Wolfbane)

Alternative

Admiral Keyes reported a slight difference in the encounter, might vary from mission to mission:

1x Sansha's Berserker (web/scramble)

3x Sansa's Demon (web/scramble)

1x Centatis Phantasm

2x Centatis Specter

1x Centatis Wraith

1x Centus Beast Lord

1x Centus Overlord

Reinforcement: 1x Centus Dark Lord

Blitz by SynTx:

You dont need to kill any enemy.

- Warp in and destroy the Slave Pen.

- Bookmark dropped Container.

- Warp out (loss aggro)
- Warp to the bookmarked container, (ignore new aggro)
- Rescue the slaves.
- Warp out.

Downing the Slavers (2 of 2)

Faction: Sansha Nation

Mission type: Encounter

Space type: Normal

Damage dealt: EM, Therm

Reccomended damage dealing: EM, Thermal

Completed with #1: Tanked apoc (1x EM, 2x Thermal hardeners, 1x large armor rep II sufficient (80+ em/therm res).

Completed with #2: Ishtar (2x EM, 1x thermal hardener)

Completed with #3: Dominix (1x EM, 1x Thermal, 1x Energized Nano membrane II, 1x large repairer)

Completed with: Apoc (Rob Wood)

Completed with: Golem (faction tank) DR: Easy (Chepe Nolon)

Completed with: Drake (Passive, T2 fitted, with shield recharge rigs) DR: Moderate (ZhouXi)

Warp In

Aggro from everything.

2x Centatis Phantasm

1x Centus Lord

1x Centus Slave Lord

1x Centum Controller

1x Centatis Specter



Activate the Gateway beacon to get to the next stage.

Notice, there are a lot of roids in this stage:

Omber roids x8 - 50k per roid = total of 400k

Scordite roids 10x - 25k per roid = total of 250k

Veldspar roids 6x - 90k per roid = total of 540k

Pocket 1

You arrive 20km from a group of rats and sentries. They aggro on arrival. Frigs orbit at 6-7km, cruisers at 10-25km, and bs at 35km+.

2x Sansha Cruise Missile Batteries

4x Sansha Heavy Missile Batteries

2x Sansha Sentry Gun

2x Sansha Stasis Towers (no damage dealer)

1x Centus Slave Lord/Plague Lord

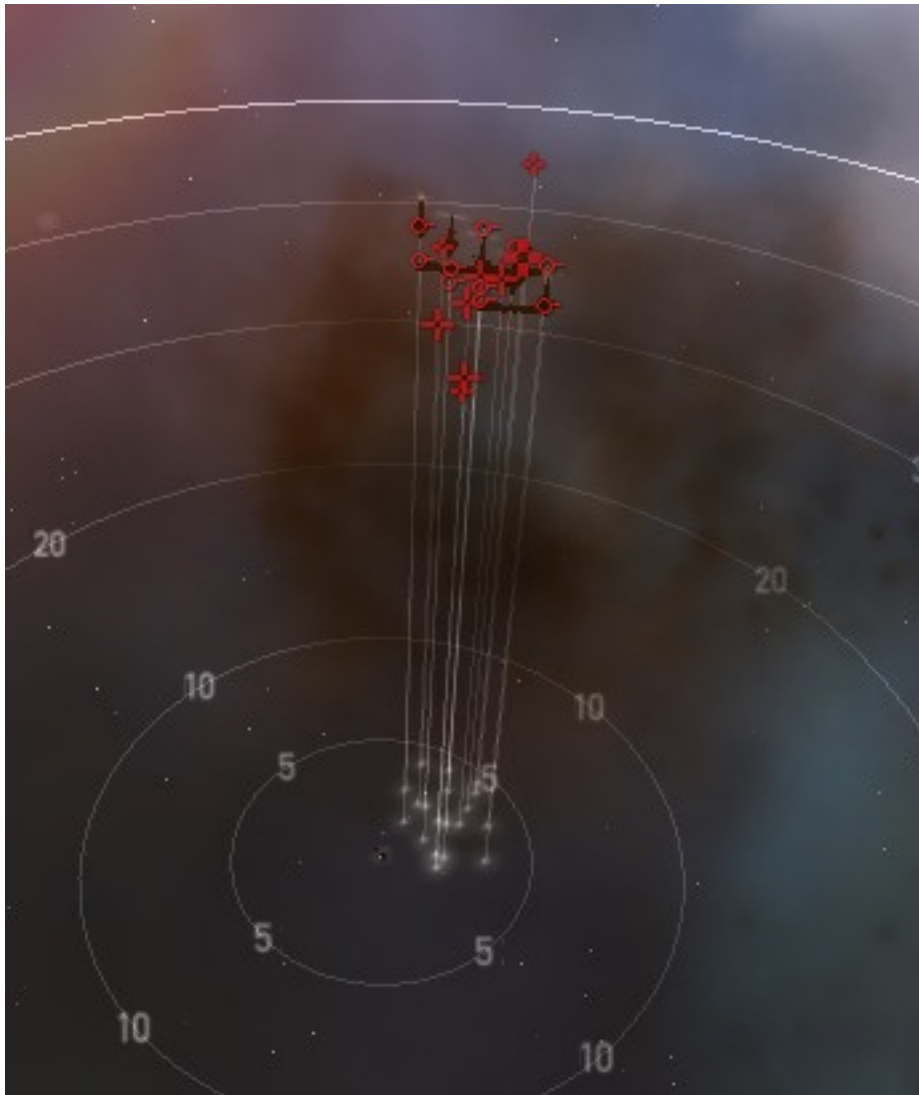
3x Centatis Wraith/Specter

2x Sansha's Demon (Web/Scramble)

1x Sansha's Berserker (Web/Scramble)

1x Centum Loyal Hellhound (Appears as Sansha Slaver)

1x Centum Loyal Fiend (Appears as Sansha Slaver)



Tip: Take out the cruisers first, as they don't orbit you too fast. Then the turrets, and the bs. Kill the webbing frigates whenever you need the speed.

Blitz: The only things u have to kill are the 2 Sanshas Slaver ships. With these 2 dead, the mission is complete. Major time saver if ur flying caldari which were never meant to tank em/thermal ^^ (Just dont forget to fit stabs so u can get out after these 2 are dead). (Reported by: Siminuria)

No Loot in the other Structures

Roving Rogue Drones, level 1

Reported by: Kanimori

Faction: Rogue Drones

Mission type: Deadspace

Damage dealt: All kinds

Reccomended damage dealing: EM, Thermal

Single Pocket:

You warp in 55km from the group. Aggro on warp-in.

Seems to be a random spawn:

Example 1:

2x Infester Drone

2x Mammon Drone

1x Belphegor Drone

Example 2:

3x Mammon Drones

The Sansha Spies, level 1

Reported by Kanimori

Faction: Sansha Nation

Mission type: Deadspace

Damage dealt: EM, Therm

Reccomended damage dealing: EM, therm.

group of rats, no aggro at warp-in from gate.. at 48-50km away from them. They aggro when at 30km away

2x Sansha's Spy

5x Centii Servant

Kill all to complete mission

The Sansha Spies, level 3

Reported by: Sebesto 2007.05.02

Faction: Sansha Nation

Mission type: Deadspace

Damage dealt: EM, Therm

Reccomended damage dealing: EM, therm.

Sebesto Completed in Cyclone (Heavy missiles/AC's) DR: Very Easy

After accleration gate you land into the middle of 3 groups of rats

Group 1:

Is Above you and about 55km away, comprises of a Tower Sentry Sansha I, 2x Centii Enslavers and 1x Centii Plague. Aggro at warp in.

Group 2:

Is Below you and is about 60km away, and consists of 3x Centior Cannibal and 2x Centior Abominations. Aggro's within 20KM

Group 3:

Is Below and In-Front of you is about 80km away and consists of 2x Sansha's Spys. Aggro's with Group 2 or when Group 2 is attacked.

None ECM/scramble/web

Total of 1 Sentry, 8 Frigs and 2 Cruisers. Abominations stay about 15km away. No respawns in this mission.

The Sansha Spies, level 4

Reported by Forumtroll, 2007.12.30

Additions by: Wes Lave

Faction: Sansha Nation

Mission type: Deadspace

Damage dealt: EM, Therm

Reccomended damage dealing: EM, therm.

Completed in Raven (using cruise missiles and tanking with em, therm and invul) (Kunab)

Completed in Hybrid T2 fitted Raven DR: Easy (Forumtroll)

3 groups, 1 aggro at warp-in. No aggro from other groups when dealing with group 1

Group 1 (aggro at warp-in):

5x Tower Sentry Sansha

Group 2 (85 km away):

1x Centus Savage Lord

1x Centus Mutant Lord

3x Centum Hellhound

1x Centum Feind

3x Centior Devourer

1x Centior Abomination

Group 3 (100 km away, orbiting Sansha's HQ):

1x Centus Dark Lord

3x Sansha's Spy

Blitz: Take out the group 3.

Save a mans career, level 2

Reported by: Andrue

Updated by: Alicina Goodbody

Last updated: 2007.05.25

Faction: Rogue Drones, Angel

Mission type: Deadspace

Damage dealt: All kinds

Reccomended damage dealing: Thermal

Half a dozen rogue drones and a named target.

Objective is to kill the named ship and take the reports back to the agent.

One group on warp-in about 20km away. Aggro.

The cargo rig dropped loot - bunch of big ammo

The Score, level 1

Reported by GammaDriver

Updated by Ethaet

Last update: 2007.05.01

Faction: Arch Angels

Mission type: Deadspace

Damage dealt: Exp, Kin

Reccomended damage dealing: Exp (Kin)

18 Gistii Frigates at over 40km, in what looks to be three groups. No Aggro at warp in.

Mission given by Brutor Tribe Treasury to a newly-created pilot, so pilot had to get within 17km to target; all eventually Aggro'd once the first was shot at.

I took another character into it to help out my newbie character, and found that I could get the right group to Aggro me alone when targetted, and shot, from a distance.



Structures do not drop loot.

The Score, level 3

Reported by Lechara

Updated by: Builder AlphaOne

Last update: 2007.05.10

Faction: Arch Angels

Mission type: Deadspace

Damage dealt: Exp, Kin (Some thermal missiles)

Reccomended damage dealing: Exp (Kin)

Completed with: Vigilant (Lechara) (DR: Easy)

1st gateway

You warp in about 55-60 km from the group, and only 1 or 2 ships aggro you at a time.

1 Crusher
3 Ruffians
3 Depredators
1 Raider Nomad
2 Nomads
2 Predators
2 Defacers
1 Breaker

You will find eight plag, eight pyro, and eight veld roids.

2nd gateway

3 Thugs
3 Raiders
4 Outlaws
3 Smashers
1 Crusher
3 Predators
1 Ambusher
1 Defeater
2 Breakers
1 Tribuni (Battlecruiser)

There are several docked badgers in pocket 2, neither they or any structures yield anything.

The Score, level 2

Reported by Veraidine Sarrasri, 2007.05.20

Faction: Blood Raider

Mission type: Deadspace

Damage dealt: Em/Therm

Recommened damage dealing: Em (therm)

Single pocket

group #1 - 35-40k - 2x frigates (6,375 Collector, 6,000 Seeker), 1x destroyer (11,813 Converter)

group #2 - 40-45k - 5x frigates (2x 6,000 Seeker, 3x 3,000 Follower)

group #3 - 55-65k - 3x frigates (2x 4,500 Herald, 4,875 Upholder), 1x destroyer (12,375 Templar), 1x cruiser (37,500 Arch Reaver)

The Score, level 1

Reported by Tangorn Finnegan, 2007.11.08

Faction: Guristas

Mission type: Deadspace

Damage dealt: Kin, Therm

Reccomended damage dealing: Kin, Therm

Single pocket

There are 3 groups of frigs (9 frigs and 1 destroyer total, groups of 3/4/3).

1x pithior anarchist

1x pithior destructor

2x pithi despoiler

3x pithi plunderer

3x pithi saboteur.

Attacking the right group does not cause aggro of the rest, attacking the middle group does.

The Score, level 3

Reported by Veralidaine Sarrasri, 2007.05.29 Faction: Guristas

Mission type: Deadspace

Damage dealt: Kin, Therm

Reccomended damage dealing: Kin, Therm

First Pocket

Group 1 - 45-50k - 1x frigate (1x 8,250 Destructor), 2x cruisers (1x 68,438 Mortifier, 1x 62,813 Nullifier)

Group 2 - 45-50k - 1x frigate (1x 8,250 Destructor), 2x cruisers (1x 57,188 Annihilator, 1x 68,438 Mortifier)

Group 3 - 60k - 1x frigate (1x 9,000 Demolisher), 1x destroyer (15,750 Supremacist)

Confirmed Jamming - Annihilator (18s)

Second Pocket

Group 1 - 60k - 1x frigate (7,500 Plunderer), 2x cruisers (2x 74,063 Inferno)

Group 2 - 50-60k - 2x frigates (2x 8,250 Destructor), 1x cruiser (76,875 Eraser)

Group 3 - 55-70k - 2x frigates (2x 8,250 Destructor), 1x cruiser (1x 68,438 Mortifier), 1x battlecruiser (1x 135,000 Enforcer)

The Score, Level 4

Reported by: Malibu Stacey, 2008.01.21

Faction: Minmatar Republic

Mission type: Deadspace

Damage dealt: Explosive/Kinetic (Explosive missiles)

Reccomended damage dealing: Explosive

Completed with: Ishtar DR: Easy/Medium (2xExp Hardeners, 1xKin Hardener, Explosive Drones) (Malibu Stacey)

1st Area:



OVERVIEW (NOT SAVED)

IC	DISTAN	NAME	TYPE	VELOC	TRANS
+	39 km	Republic Tribal Ormur	Republic Tribal Ormur	180 m/	415 m.
+	39 km	Republic Tribal Venis	Republic Tribal Venis	159 m/	241 m.
+	41 km	Republic Tribal Ormur	Republic Tribal Ormur	208 m/	462 m.
+	41 km	Chief Republic Ifiin	Chief Republic Ifiin	445 m/	319 m.
+	42 km	Chief Republic Isak	Chief Republic Isak	438 m/	85 m/s
+	42 km	Republic Tribal Ormur	Republic Tribal Ormur	189 m/	541 m.
+	42 km	Republic Tribal Ormur	Republic Tribal Ormur	204 m/	218 m.
+	52 km	Chief Republic Kvarm	Chief Republic Kvarm	273 m/	571 m.
+	53 km	Republic Faxi	Republic Faxi	249 m/	553 m.
+	54 km	Republic Tribal Gleeda	Republic Tribal Gleeda	272 m/	620 m.
+	54 km	Republic Kvarm	Republic Kvarm	272 m/	572 m.
+	56 km	Chief Republic Kvarm	Chief Republic Kvarm	274 m/	416 m.
+	54 km	Republic Austri	Republic Austri	249 m/	239 m.
+	56 km	Republic Kvarm	Republic Kvarm	227 m/	199 m.
+	55 km	Republic Kvarm	Republic Kvarm	273 m/	383 m.
▶▶	59 km	Acceleration Gate	Acceleration Gate		
+	62 km	Republic Kvarm	Republic Kvarm	274 m/	547 m.
+	65 km	Republic Tribal Rodul	Republic Tribal Rodul	221 m/	541 m.
+	66 km	Republic Tribal Ormur	Republic Tribal Ormur	222 m/	530 m.
+	66 km	Republic Sigur	Republic Sigur	163 m/	472 m.
+	66 km	Republic Tribal Gleeda	Republic Tribal Gleeda	273 m/	445 m.
+	69 km	Republic Norn	Republic Norn	193 m/	346 m.
+	70 km	Republic Tribal Ormur	Republic Tribal Ormur	176 m/	344 m.
+	70 km	Republic Kvarm	Republic Kvarm	274 m/	446 m.

+	72 km	Republic Venis	Republic Venis	197 m/	255 m.
+	72 km	Republic Tribal Rodul	Republic Tribal Rodul	220 m/	465 m.
+	73 km	Republic Kvarm	Republic Kvarm	274 m/	466 m.

No aggro on warp in.

Fired on nearest rat, got aggro from 4 Cruisers, 1 BC & 2 Frigs.

Next rat I fired on after killing first group gave me aggro from everything else.

2nd Area:

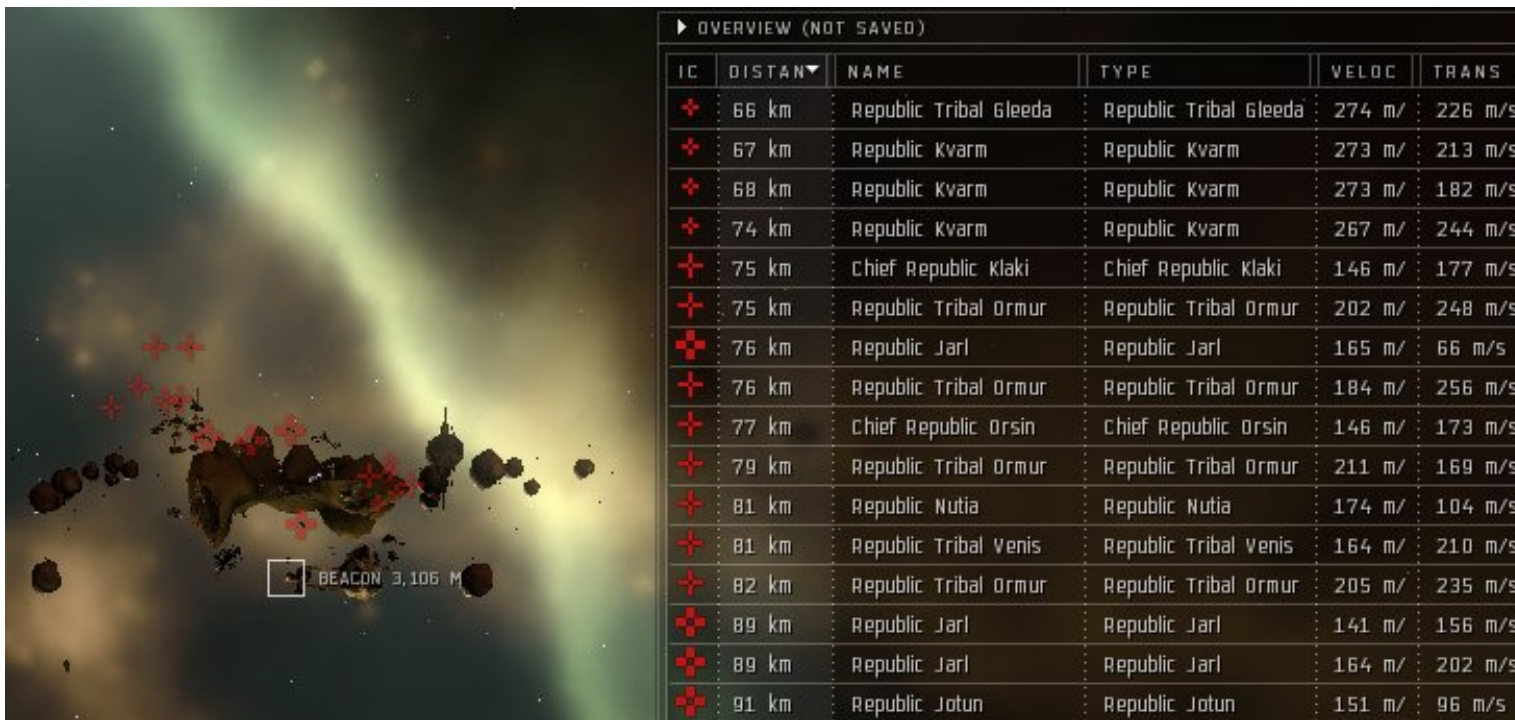


OVERVIEW (NOT SAVED)					
IC	DISTAN	NAME	TYPE	VELOC	TRANS
+	37 km	Republic Tribal Rodul	Republic Tribal Rodul	179 m/	159 m/s
+	40 km	Republic Norn	Republic Norn	180 m/	179 m/s
▶▶	41 km	Acceleration Gate	Acceleration Gate		
+	42 km	Republic Tribal Rodul	Republic Tribal Rodul	200 m/	198 m/s
+	42 km	Republic Venis	Republic Venis	139 m/	105 m/s
+	42 km	Republic Norn	Republic Norn	145 m/	109 m/s
+	43 km	Republic Tribal Rodul	Republic Tribal Rodul	206 m/	202 m/s
+	43 km	Republic Tribal Ormur	Republic Tribal Ormur	152 m/	42 m/s
+	51 km	Republic Jotun	Republic Jotun	136 m/	89 m/s
+	54 km	Republic Jarl	Republic Jarl	134 m/	99 m/s
+	54 km	Republic Tribal Ormur	Republic Tribal Ormur	173 m/	169 m/s
+	54 km	Republic Jotun	Republic Jotun	69 m/s	36 m/s
+	55 km	Republic Tribal Ormur	Republic Tribal Ormur	186 m/	181 m/s
+	55 km	Republic Tribal Rodul	Republic Tribal Rodul	158 m/	143 m/s
+	56 km	Republic Tribal Rodul	Republic Tribal Rodul	172 m/	88 m/s
+	68 km	Republic Jarl	Republic Jarl	90 m/s	73 m/s

No aggro on warp in.

Fired on rat in left group which also aggro's BS group in middle.

3rd Area:



OVERVIEW (NOT SAVED)					
IC	DISTAN	NAME	TYPE	VELOC	TRANS
✦	66 km	Republic Tribal Gleeda	Republic Tribal Gleeda	274 m/	226 m/s
✦	67 km	Republic Kvarm	Republic Kvarm	273 m/	213 m/s
✦	68 km	Republic Kvarm	Republic Kvarm	273 m/	182 m/s
✦	74 km	Republic Kvarm	Republic Kvarm	267 m/	244 m/s
✦	75 km	Chief Republic Klaki	Chief Republic Klaki	146 m/	177 m/s
✦	75 km	Republic Tribal Ormur	Republic Tribal Ormur	202 m/	248 m/s
✦	76 km	Republic Jarl	Republic Jarl	165 m/	66 m/s
✦	76 km	Republic Tribal Ormur	Republic Tribal Ormur	184 m/	256 m/s
✦	77 km	Chief Republic Orsin	Chief Republic Orsin	146 m/	173 m/s
✦	79 km	Republic Tribal Ormur	Republic Tribal Ormur	211 m/	169 m/s
✦	81 km	Republic Nutia	Republic Nutia	174 m/	104 m/s
✦	81 km	Republic Tribal Venis	Republic Tribal Venis	164 m/	210 m/s
✦	82 km	Republic Tribal Ormur	Republic Tribal Ormur	205 m/	235 m/s
✦	89 km	Republic Jarl	Republic Jarl	141 m/	156 m/s
✦	89 km	Republic Jarl	Republic Jarl	164 m/	202 m/s
✦	91 km	Republic Jotun	Republic Jotun	151 m/	96 m/s

No aggro on warp in.

Full room aggro when shooting at nearest rat.

Note: frigate rats named "Chief Republic" will Warp Scramble and/or Webify you.

The Score, level 2

Reported by Czorak

Faction: Sansha Nation

Mission type: Deadspace

Damage dealt: Em/Therm

Reccomended damage dealing: Em (therm)

Single pocket

15 T1 Frigs, 1 T1 Cruiser

Closest hostile 30km, no aggro on warp in.

The Score, level 4

Reported by: Chepe Nolon

Updated by: Redwolf, derec, Biohit, Geordy, Anathema Matou, Veralidaine Sarrasri, Martogh

Last update: 2008.01.05

Faction: Sansha Nation

Mission type: Deadspace

Damage dealt: Em/Therm

Extras: Tracking disruption from the Plague Lord

Drone Aggro: All pockets

Reccomended damage dealing: Em (therm)

Completed with: Dominix (em / therm, single repairer), DR: Easy (Chepe Nolon)

Completed with: Abaddon, single T2 rep, 4x T2 EM/therm hardeners, DR: Easy (Veralidaine Sarrasri)

Completed with: Drake (T2 fitted) DR: Easy (nugpot)

Completed in: T2 fitted passive Drake with shield recharge rigs DR: Easy (ZhouXi)

1st gateway

Weak ships grouped into two groups. One Centus Plague Lord or Centus Savage Lord.

group #1

1x BS - Savage Lord (543,750)

1x BC - Devil (142,500)

2x Cruiser - Fiend (76,875)

2x Destroyer - 1x Abomination (13,500), 1x Monster (14,625)

7x Frigate - 4x Butcher (9,000), 3x Manslayer (8,250)

group #2

1x BC - Devil (142,500)

2x Cruiser - Hellhound (79,688)

1x Destroyer - Abomination (13,500)

no aggro - no webbers/scramblers.

If you shoot the battleships, the others will aggro.

2nd gateway

3 groups, no aggro. Center group has 3 battleships. The right group has one.

Group #1 (attacking aggros group 3)

2x BC - Specter (135,000)

4x Cruiser - 2x Hellhound (79,688) 2x Fiend (76,875)

2x Destroyer - Cannibal (11,813)

Group #2

1x BS - Savage Lord (543,750)

4x Cruiser - 3x Multilator (68,438) 1x Torturer (74,063)

Group #3

3x BS - 1x Mutant Lord (487,500) 2x Slave Lord (421,250)

no webbers/scramblers/ew

3rd gateway

3 groups. Group 1 will aggro on warp in.

Group #1

1x Destroyer - Abomination (13,500)

3x Frigates - 2x Butcher (9,000) 1x Manslayer (8,250)

Group #2

1x BC - Daemon (146,250)

3x Cruiser - Fiend (76,875)

Group #3

2x BS - 1x Plague Lord (712,500) 1x Savage Lord (543,750)

If you fire at the center group, the entire pocket will aggro you (report from from captpicard)

Blitz: Mission will complete when the Plague Lord is destroyed. Third Pocket

The Score, level 2

Reported by Builder AlphaOne

Faction: Serpentis

Mission type: Deadspace

Damage dealt: Kin, Therm

Reccomended damage dealing: Kin, Therm

Completed in: Caracal

Single pocket

No agro at warp in, min distance 30km, 15 T1 frigates and one T1 cruiser.

The Score, level 4

Reported by Hylt

Updated by Miakiel, Alcair Dovienya

Last update: 2007.12.30

Screenshots by GammaDriver

Faction: Serpentis

Mission type: Deadspace

Damage dealt: Kin/Therm

Reccomended damage dealing: Thermal

Completed with: Megathron (Hylt) DR: Easy

Completed with: Ishtar (Koum Lesaintier) DR: Easy

Completed with: Domi, thermal/kinetic tech 2 hardeners and had to put on the repper about 2 times, so DR: Easy. Used a rail setup with 5x350mm and Warden Sentry Drones (Miakiel)

Completed with: Ishtar (Warden Sentry drones/Heavy Drones) DR: Incredibly easy (Alcair Dovienya)

Completed with: Drake Dr: Easy (EunHjzjined)

1st gateway

27 ships - varioius cruisers and frigs/destroyers

Groups - no aggro - no webbers/scramblers

Group 1 @35-55km

some frigs, destroyer, cruiser, BC

Group 2 @70km

some frigs, destroyer, cruiser, BC

when shooting first group 2nd will not Agro



2nd gateway

18 ships - 4 b/s , 12 cruisers/bcs ,2 frigs

groups - no aggro - no webbers/scramblers

Group 1 @40km (left)

some frigs, destroyer, cruiser, BC

Group 2 @55km (right)

some frigs, destroyer, cruiser, BC, one BS

Group 3 @55km (center, at beacon)

3 BS

kill left group first, then right group, finally center



3rd gateway

16 ships - 4 b/s - 6 cruiser/bc - 6 frigs

1 group - no aggro - no webbers/scramblers

1 Group @65-90km

4 BS, 2 BC, 4 cruiser, some frigs & destroyer

Hylt reports: Didn't use the repairer once.



Soft Drink Wars, Level 1

Reported by: Obsidian Hawk, 2007.12.09

Mission type: Encounter

Space type: Deadspace

Faction: Mercenaries

Damage dealt: Various

Recommended damage dealing: Therm/Kin

Completed in: Malediction (Obsidian Hawk)

Stage 1

Galin Famis warps out so don't worry about trying to shoot him. Mercs will warp in to shoot you.

3 merc rookies

Stage 2

1 merc leader

5 merc rookies

Galin Famis

Notes: Breeding Facility will drop a large amount of slaves for you.

Secret Project X, Level 3

Reported by: Jenina Hawke

Faction: Mercs.

Mission type: Deadspace

Damage dealt: All kinds

Reccomended damage dealing: Thermal

Completed with: Raven (DR: Easy)

Part 1

Heavy Missile Battery

Group 1: 3x Mercenary Elite Fighter (initial aggro) 10km away

Group 2 (60km away)

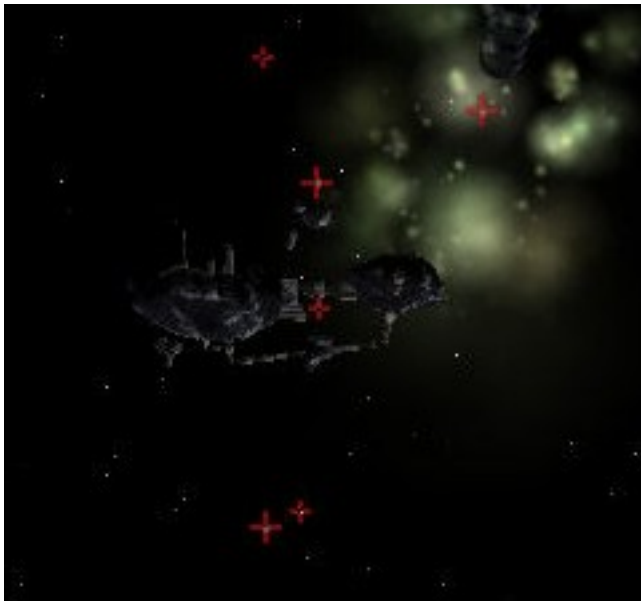
Mercenary Lieutenant

Mercenary Commander

Mercenary Wingman

Mercenary Elite Fighter x2

Mercenary Corporal



Part 2

2 Mercenary Commanders,

4 Mercenary Elite Fighters
1 Asteroid Colony mission objective

The mission has mineable omber and veldspar.

Part 3

Faction: Amarr Navy
Mission type: Deadspace
Damage dealt: Em, Therm
Reccomended damage dealing: Thermal

Pocket 1

A lot of Amarr Navy Sentries

Pocket 2

Group 1
2x Amarr Navy Soldier
3x Amarr Navy Omen
2x Amarr Navy Light Missile Battery

Group 2
Amarr Navy Elite Soldier
Amarr Navy Raid Leader (Drops mission objective in a can)
Amarr Navy Maller
Amarr Navy Omen
Amarr Navy Officer

No salvage.

Seek and Destroy, level 1

Faction: Serpents

Mission type: Deadspace

Damage dealt: Kin/Therm

Reccomended damage dealing: Thermal

Single pocket:

Two groups, no aggro

2x Coreli initiate

1x True Centii Servant (Sansha)

and

5x Coreli initiate

The structure drops a can with some modules and tradegoods.

Faction: Angel Cartel

Reported by: Jin Gege

Mission type: Deadspace

Damage dealt: Exp, Kinetic

Reccomended damage dealing: Exp, Kin

Deadspace with two groups.

Group closer to warp-in point has 6 Gistii Hijackers. Group further away also has 6 Gistii Hijackers. Mission completes when group nearer to warp-in point is destroyed.

Aggro from the closest group. Last group respawns.

No structures spotted on overview.

Faction: Blood Raiders

Reported by: Tonto Auri, 2007.09.29

Mission type: Deadspace

Damage dealt: Em/therm

Reccomended damage dealing: em/therm

Easy even with low skills.

Two groups of Tier1 frigates.

Each group may contain one Tier2 frigate.

JIP about 30km from first group (5 frigs) which immediately aggro.

Second group (4 frigs) idle floating around structure about 70km from JIP.

Seek and Destroy, level 2

Faction: Serpentiis

Reported by: LeetCandadian

Mission type: Deadspace

Damage dealt: Kin/Therm

Reccomended damage dealing: Kinetic

Completed in: Shield tanked Rifter

Single pocket:

Two groups, no aggro

Group 1:

2x Coreli Guard

2x Coreli Safeguard

Group 2:

2x Coreli Guard

1x Coreli Safeguard

1x Coreli Defender

Faction: Blood Raider Covenant

Reported by: Fadamor, 2007.09.05

Mission type: Deadspace

Damage dealt: EM/Therm

Recommended damage dealing: EM/therm

Completed in: Drake with 3 heavy launchers and 4 Hornet drones. DR: Easy (Fadamor)

Warp-in 20K from group 1. Group 1 aggro's 10 seconds after warp in. Group 2 waits their turn to be destroyed.

1st group - 20 km

3 x Corpii Engraver (9,000 ISK)

1 x Corpii Reaver (8,250 ISK)

2nd group – 50 km

1 x Corpii Raider (7,500 ISK)

2 x Corpii Diviner (7,875 ISK)

1 x Corpum Arch Reaver (35,625 ISK)

Faction : Guristas Pirates

Reported by: Zombie Mustard, 2007.10.17

Damage Dealt - Kinetic Missiles

Damage received - Kinetic Rockets

Completed with: Caracal DR: Easy (Zombie Mustard)

4 Pithi Wreckers (Bounty 7,875.00 ISK) - Frigate

1 Pithum Ascriber (Bounty 43,125.00 ISK) - Cruiser

Suggestions - Stay at 10km range to fight. The short-range rockets won't do any damage. Bring back-up recharge/repair, just incase.

Faction: Sansha Nation

Reported by: WhiteWidow2007, 2007.10.11

Mission type: Deadspace

Damage dealt: EM/Therm

Recommended damage dealing: EM/therm

Completed in: Vexor, no gunnery, no launcher, only 5 hobgoblin I DR: Easy (WhiteWidow2007)

Warp-in 5-10K from group 1. Group 1 aggro's 10 seconds after warp in. Group 2 waits their turn to be destroyed.

1st group - 5-10 km

3 x Centii Manslayer 8.250 ISK)

1 x Centii Butcher (9.000 ISK)

2nd group – 50 km

1 x Centii Scavenger (4,500 ISK)

2 x Centii Ravener (4,875 ISK)

1 x Centum Ravisher (34.687 ISK)

Seek and Destroy, level 3

All the versions are listed on this page.

Faction: Serpentis

Reported by: FriedRoadKill

Mission type: Deadspace

Damage dealt: Kin/Therm

Reccomended damage dealing: Kinetic

Single pocket:

1x Corelatis Squad Leader

2x Correlum Chief Safeguard

2x Correlum Chief Gaurd

2x Guardian Veteran (Both of which webbed)

After about 10 minutes, while i was looting, A Correlum Chief Guard spawned in.

Faction: Angel Cartel

Reported by: Jared vonBargen

Updated by: Iris Yee, Ahmnee

Last update: 2007.12.29

Mission type: Deadspace

Damage dealt: Exp/kin

Reccomended damage dealing: exp/kin

Single pocket

Immediate aggro:

Gistum smasher

Angel webifier

Gistum domination raider

Gistii impaler

2nd group

>2x Gistii ruffian

Gistii nomad

Gistii domination outlaw

Gistum domination defeater

Update by Iris Yee:

The immediate aggro from the closer group now consists of Angel Webifier or Angel Viper(webbing frigates), random Gistum cruiser(s) and Gistior destroyer(s). The further group that does not aggro consists of a random Gistatis battlecruiser and Gistii frigates.

The further group must now be destroyed in order to complete the mission.

Radio Telescope Structure drops loot.

Faction: Sanshas Nation

Reported by Builder AlphaOne

Mission type: Deadspace

Damage dealt: EM, Therm

Reccomended damage dealing: EM, Therm

Single pocket

1st group agros from 15km when you enter;

1x Sansha's Demon [web] 30k

1x Sansha's Berserker 25k

2x Centum Execrator [cruiser] 62813 ea

2nd group: does not agro until attacked

4x Centii Slaveholder 6375 ea

1x Centii Savage 6000

1x Centum Slaughterer 57188

1x Centum Fiend 76875

The shiptype might change from mission to mission.

three Scord 'roids -- not worth mining

Easily done in Drake with mixed Heavy missiles. looks like could be done in Caracal with 5x assault launchers.

Faction: Guristas

Reported by: hipno, 2007.05.22

Mission type: Deadspace
Damage dealt: Kin/Therm
Completed in Harbinger: Easy

Single pocket

1st group, no aggro 40-50km far from warp:

3x Pithi Wrecker
2x Pithi Inferno (70k isk)
1x Pithi Plunderer

2nd group, 100-110km:

2x Pithi Despoiler (jamming)
1x Pithi Inferno (70k)
1x Pithatis Assaulter (125k)

Faction: Blood Raider

Reported by: Veralidaine Sarrasri, 2007.05.27

Mission type: Deadspace
Damage dealt: Em/Therm
Reccomended damage dealing: Em (therm)

Single Pocket

group 1 - 30-40k - 1x elite frigate (1x 25,000 Disciple), 4x destroyers (1x 13,500 Devoter, 3x 12,375 Templar), 1x cruiser (1x 79,688 Dark Priest)

group 2 - 40-50k - 3x frigates (2x 9,000 Engravers, 1x 8,250 Reaver), 1x battlecruiser (1x 142,500 Fanatic)

Serpentis Extraganza, level 3

Reported by: Iris Yee with help from Jin Gege

Updated by: Anathema Matou

Blitz by: Anathema Matou

Last update: 2007.05.12

Faction: Serpentis

Mission type: Deadspace

Damage dealt: Therm, Kinetic

Extras: Light dampening

Web/Scramble: Guardian Veterans

Recommened damage dealing: Kinetic/thermal

Pocket 1:

- no warp-in aggro, no triggers, no groups triggering other groups, only minor dampening

- 3 light missile batteries (never had aggro from them at all)

- groups:

A) 3x corelum cruiser (near barren asteroid)

B) 5x corelior destroyer (near hollow asteroid)

C) 2x guardian veteran, 1x corelum cruiser (near station ruins)

D) 1x guardian veteran, 2x corelum cruiser, 1x corelatis battlecruiser (near "under construction")

E) 3x corelum cruiser (near the missile batteries)

F) 4x coreli frig, 2x corelatis battlecruiser (near coral rock)

G) 1x corelum cruiser, 1x corelatis battlecruiser (near barren asteroid)

- blasterboats trying to hurt me from 40-80km away, *yea right*

Pocket 2:

Aggro from 1 Gistum cruiser and 5 Tower Sentry Serpentis II.

Pocket 3:

- warp-in aggro from group A, no triggers, no range aggro or only extremely small range (<10km)

- groups:

A) guardian veteran, 2x coreli frig (aggro)

B) 3x corelum cruiser (left)

C) 2x corelior destroyer, 2x corelum cruiser (right)

D) 2x corelior destroyer, 3x corelum cruiser (mid front)

E) 2x guardian veteran, 1x corelum cruiser (mid back)

F) "Franz Krealo" battlecruiser (far out, some 140km, mission primary), does not even cause stage aggro

Blitz: kill Franz

Serpentis Extravaganza, level 4

Reported by: Chepe Nolon

Update by RF Gonzo

Last update: 2007.05.22

Faction: Serpentis

Mission type: Deadspace

Damage dealt: Therm, Kinetic

Reccomended damage dealing: Kinetic

Completed with: Ishtar, Dominix (Chepe Nolon)

Completed with: Megathron Navy Issue (DR: Easy) (RF Gonzo)

Pocket 1:

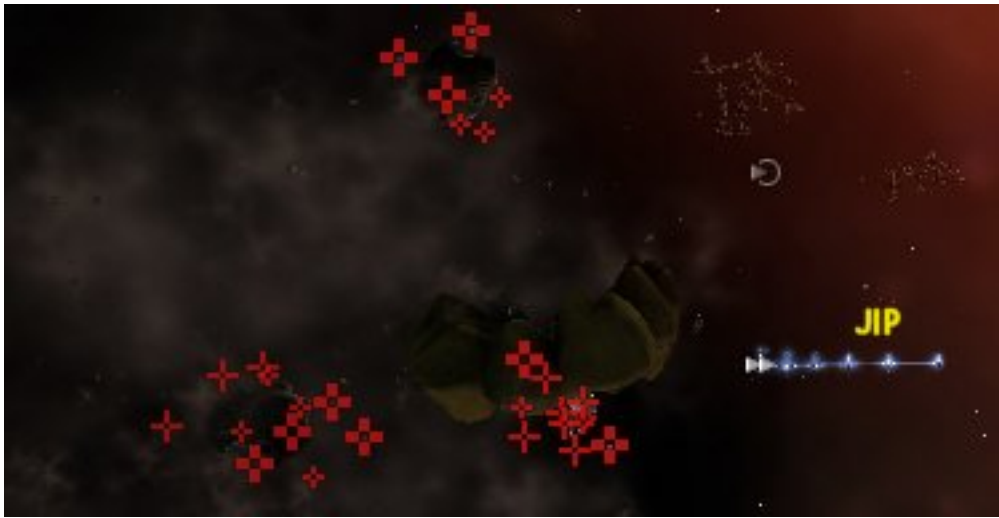
You land at the gate. Groups. Aggro from a nearby group if you try to move. No BS in that group, but webbers.

Tip: The Serpentis Bunker drop some tradegoods and the serpentis Prision some prisoners.



Pocket 2:

No aggro. Easy to get to a good position. Groups.



Pocket 3:

The JIP is camped by a BS plus cruisers and some frigates (You warp right into the blob). No web/scrambling ones. Groups.

RMR Tip: Move AWAY from the structures before you start shooting at things, especially before releasing drones. As there are no webbers in the initial group, this should be no problem. If you fail to do this, you will aggro the entire DS-pocket. There are one group with webbing intys, and one group with 3x spider drone I's.

Blitz: In the last pocket, you can get away just killing Sarpanti and his spider drones.

Serpentis stronghold drops a can with a few random modules. Mostly t1 and named.



Serpentis Ship Builders, level 4

Reported by: Chepe Nolon
Updated by: Brutus Slazaar
Last updated: 2008.02.02

Faction: Serpentis
Mission type: Deadspace, Important.
Damage dealt: Kin, therm
Reccomended damage dealing: Thermal
Completed with: Ishtar

Single pocket:

1x Shadow Core Vice Admiral (Same as in duo of death)
2x Shadow Core Commodore
2x Shadow Corelum Chief Defender
1x Shadow Corelum Chief Protector
1x Corelum Chief Protector
2x Coreli Guardian Spy
2x Coreli Guardian Agent
2x Serpentis Cruise Missile Batteries

Everything is disguised as "Serpentis Looter" except the Vice Admiral which is disguised as "Colonel 'Bat' Guano".

Everything aggroes at jump-in. Easier than most standard missions like duo of death, if you fly in a smaller, agile ship.

Serpentis Looter aims well at you, inflicting 4.4 damage.

SERPENTIS LOOTER 8,762 M

OVERVIEW					
ICL	NAME	DISTANCE	CORP	RADIAL V	SIZE
+	Serpentis Looter	8,728 m		29 m/s	100 m
+	Serpentis Looter	9,495 m		-50 m/s	100 m
+	Serpentis Looter	10 km		0 m/s	100 m
◇	Cargo Container	11 km	[TCO]		28 m
+	Serpentis Looter	15 km		-27 m/s	300 m
+	Serpentis Looter	16 km		48 m/s	700 m
+	Serpentis Looter	17 km		-20 m/s	700 m
+	Serpentis Looter	17 km		-43 m/s	300 m
+	Colonel 'Bat' Gu...	22 km		157 m/s	700 m
+	Serpentis Looter	25 km		64 m/s	300 m
□	Serpentis Bunker	26 km			1,638 m
□	Serpentis Wall	26 km			924 m
□	Serpentis Junction	27 km			388 m
+	Serpentis Cruise ...	27 km			74.2 m
□	Guristas Fence	27 km			928 m
□	Serpentis Junction	27 km			388 m
□	Guristas Fence	27 km			928 m
□	Partially construc...	27 km			1,078 m
□	Serpentis Elevator	27 km			1,378 m
□	Serpentis Wall	27 km			924 m
□	Guristas Fence	27 km			928 m
□	Guristas Fence	28 km			928 m
□	Serpentis Wall	28 km			924 m
□	Serpentis Junction	28 km			388 m
+	Serpentis Cruise ...	28 km			74.2 m
□	Serpentis Junction	28 km			388 m
+	Serpentis Looter	28 km		111 m/s	300 m

The only structure you need to destroy is the partially built Megathron.

Serpentis Spies, level 1

Faction: Serpentis

Mission type: Deadspace

Damage dealt: Therm, Kinetic

Recommeneded damage dealing: Thermal

Completed with #1: Imicus w/3 light drones.

Single Pocket:

Two groups. Aggro from the first when moving towards it.

No loot from structures.

Serpentis Spies, level 3

Reported by LeetCanadian Faction: Serpentis

Mission type: Deadspace

Damage dealt: Therm, Kinetic

Reccomended damage dealing: Kinetic

Completed with: Rifter

Single Pocket:

Group 1:

Many Serpentis Initiate

1x Serpentis Scout

1x Serpentis Guard

Group 2:

3x Serpentis Spy

No loot from structures.

Serpentis Spies, level 3

Reported by: Lost Daughter

Faction: Serpentis

Mission type: Deadspace

Damage dealt: Therm, Kinetic

Reccomended damage dealing: Thermal

DR - Easy

Single Pocket:

4 x coreli Agents

1 x Correli Spy

2 x Coreli Infantry

1 x Coreli Soldier

1 x Corelum Chief Infantry

3 x Serpentis Spy

2 x tower sentries

Split into 3 groups

Group 1 - 2 Infantry, soldier and the chief infantry

Group 2 - 4 agents, 3 serpentis spies, 1 correli spy

Group 3 - 2 sentries

Warp in aggression from Group 1

If you attack the sentries the rest aggress.

Serpentis Spies, level 4

Reported by Chepe Nolon

Updates by Nano Bob, Star Minsk

Last update: 2007.12.24

Faction: Serpentis

Mission type: Deadspace

Damage dealt: Therm, Kinetic

Reccomended damage dealing: Kinetic or Thermal

Completed with: Ishtar (Chepe Nolon)

Completed with: Deimos (Alcair Dovienya)

Completed with: Raven (Kin/therm) DR: Very Easy (Star Minsk) **Single Pocket:**

Clear JIP. But aggressive sentries. 2x Tower Sentry Serpentis III, 2x TSS II, 3x TSS I
1x Core Real Admiral, 4x Serpentis Soldiers, 1x Serpentis Infantry, 3x Serpentis Spies (Battlecruisers)

Tip: Finish off the sentry III's first. You get aggro from everything when shooting at the sentries as usual.

Damage per second from sentry III: EM: 3hp/s, Expl: 3hp/s, Kin: 9hp/s, Therm: 15hp/s

Picture is from pre-RMR, but shows the distances.

○	Tower Sentry Serpentis I	53 km
○	Tower Sentry Serpentis I	53 km
○	Tower Sentry Serpentis III	67 km
○	Tower Sentry Serpentis I	70 km
○	Tower Sentry Serpentis III	74 km
○	Tower Sentry Serpentis II	96 km
○	Tower Sentry Serpentis II	98 km
+	Core Enforcer	128 km
+	Serpentis Spy	132 km
+	Coreli Protector	132 km
+	Serpentis Spy	132 km
+	Coreli Protector	132 km
+	Shadow Coreli Drug Courier	133 km
+	Shadow Coreli Defender	133 km
+	Coreli Protector	134 km
+	Serpentis Spy	136 km

No loot from any of the structures.

The Seven's Brothel, level 2

Reported by: Chepe Nolon

Updates by: Veralidaine Sarrasri

Last update: 2007.05.11

Faction: Mercenaries

Mission type: Hybrid

Damage dealt: All kinds

Reccomended damage dealing: Kinetic and/or Thermal

Completed with: Omen (Chepe Nolon)

Group #1 - 2x frigates (1x 4,500 Grunt, 1x 1x 10,000 Death Dealer) (Aggros if group #4 is attacked)

Group #2 - 2x frigates (1x 4,500 Grunt, 1x 1x 10,000 Death Dealer)

Group #3 - 1x frigate (8,000 Durim), 1x cruiser (35,000 Rogue Pirate Escort)

Group #4 - 1x tower (30,000 Tower Sentry Drone I) (Aggro on warp in)

The brothel is the only building that drops a can.



The Seven's Prison Facility, level 3

Update by: Iris Yee, Bellasarius Baxter, Arothnai

Last update: 2008.02.06

Faction: Mercenaries

Mission type: Hybrid

Damage dealt: All kinds

Reccomended damage dealing: Kinetic and/or Thermal

Completed with: Raven (cattie)

Completed with: Drake DR: Easy (Arothnai)

Aggro from everything at warp-in.

The member of the Seven may appear as Olufami or Elena Gazky besides Schmidt along with the Seven Assassin where the mission will complete when both the member of the Seven and the bodyguard is killed. The rest are optional kills.

3x Sentry guns

1x named bad guy (Olufami etc)

3x Seven Deathguards/Thugs/Assassins

2x Seven Grunt

The Prison will drop 5 units of mining crystals and 10 random passengers.



SELECTED ITEM		
▶ OVERVIEW		
ICI	DISTAN	NAME
	42 km	Sentry Gun
	43 km	Seven Deathguard
	44 km	Seven Death Dealer
	44 km	Seven Grunt
	47 km	Sentry Gun
	53 km	Sentry Gun
	57 km	Schmidt
	58 km	Prison
	59 km	Seven Assassin

Shaman Secrets, level 1

Reported by: Iris Yee
Updated by: Fred Strangelove
Last updated: 2008.01.02

Part 1 of 5

Type: Deadspace
Faction: Serpentis / Angels
Reccomended damage dealing: Kin / Exp
Damage Dealt: Therm, Kin, Exp

Pocket 1:

6x Coreli Initiates

Pocket 2:

1x Gistii Thug
1x Gistii Rogue
1x Gistii Hijacker

One of the kills will drop an Angel Cartel Pilot in a container which is required to be brought back to agent to complete the mission.

Part 2 of 5

Type: Courier

Part 3 of 5

Mission type: Encounter
Space Type: Deadspace
Faction: Mercenaries
Reccomended damage dealing: Kin
Damage Dealt: Mostly kin/therm

Warp-in

6x Mercenary rookies

Pocket 1:

6x Mercenary Rookies

1x Mercenary Fighter

Pocket 2:

The second level has Matique Karani which does not aggro and is an optional kill. He will reveal the location of the area needed to complete the next part upon entering that level.

Part 4 of 5

Type: Deadspace

Faction: Mercenaries

Reccomended damage dealing: Therm

Damage Dealt: kin/therm

Part 4 starts at warp-in on a moon with an agent, a blasted neon sign and a locked gateway. Get the mission from the agent, destroy the neon sign to get the key into the gateway(0.8% Minmatar Republic standing loss).

Inside the gateway is a Dari Akell and many habitation modules. Dari Akell will drop herself as a mission item when killed, and the habitation module nearest to her ship will drop 10 Refugees, 10 Dairy Products and 10 Superconductors. Bring Dari Akell back to the agent at the first level using the gateway to get Logut Akell and complete both missions.

Both habitation modules dropped loot.

Part 5 of 5

Type: Courier

Gives a +1 attribute implant.

Shipyards Theft, level 4

Reported by: Siminuria
Pictures by: Striker IV
Updated by: Vitrael, Zo5o
Last updated: 2008.02.11

Faction: Angel Cartel
Mission type: Deadspace
Damage dealt: Explosive, Kinetic
Reccomended damage dealing: Explosive (kinetic)
Mission done in standard raven 6x cruise, 2x nos, 2x exp hardener, 2x kin hardener, shield booster, booster amp, 3x pds, 2x bcs. All fittings were t1. I did spawn 1, pocket 1 with quite a few stabs fitted to low slots and warped out when the bc were dead. I then came back with lots of target painters to take down the vipers/webifiers (tricky because u cant use drones).

Pocket 1:

All spawns are quite close and vaguely in a line. Multiple spawns agro if u try to use drones (not sure exactly how many, didnt stick around to find out when all the first started coming at me).

Viper/Webifier do webbing and scrambling. No aggro on warp-in.

Spawn 1
3x Angel Viper (frig)
1x Angel Webifier (frig)
3x Gistatis Praefectus (bc)
5x Gistatis Tribuni (bc)

Spawn 2
4x Gistatis Primus (bc)
4x gistior defiler (dest)
2x gist war general (bs)

Spawn 3
4x Gistatis Legionaire (bc)
1x Gistatis Primus (bc)
2x Gist Nephilim (bs)

Spawn 4
1x Gist Seraphim (bs)
1x Gist Cherubim (bs)
(I thought this one was going to be easy but damn these guys hit hard!)

Spawn 5

5x Gistum Centurion (crui)

2x Gistum Phalanx (crui)

1x Gist Saint (bs)

1x Gist Nephilim (bs)

Pocket 2

Spawn 1 (agroes on warp in)

4x Gistior Haunter (dest)

2x Gistatis Tribuni (bc)

1x Gistatis Praefectus (bc)

1x Gist Throne (bs)

1x Gist Cherubim (bs)

Last guy u kill in this spawn drops the mission loot afaik.

The screenshot shows the EVE Online interface during a mission. The main view is a 3D perspective of a shipyard on a planet's surface, with a large, dark, multi-winged structure (the Gist Seraphim) in the center. The background is a reddish-orange sky with a bright sun or star in the upper left. The right side of the screen displays the 'SELECTED ITEM' panel and the 'OVERVIEW' table.

SELECTED ITEM

VYLADE IV - MOON 16 - ASTRAL MINING INC. MINERAL RESERVE
DISTANCE: 6.7AU

OVERVIEW

IC	DISTANCE	NAME	CORP	TRANS
+	20km	Gistior Haunter		104 m/
+	20km	Gistior Haunter		18 m/S
+	22km	Gistatis Tribuni		120 m/
+	22km	Gist Cherubim		69 m/S
+	23km	Gistior Haunter		146 m/
+	23km	Gist Throne		34 m/S
+	23km	Gistatis Praefectus		85 m/S
+	24km	Gistatis Tribuni		56 m/S
+	24km	Gistior Haunter		115 m/
+	24km	Storage Silo		
□	6.7AU	Vylade IV - Moon 16 - Astral		
↻	9.0AU	Stargate (Dodixie)		
↻	9.0AU	Stargate (Auvergne)		
□	26.8AU	Vylade VII - Moon 6 - Federati		
□	26.8AU	Vylade VII - Moon 3 - Astral Mi		
↻	33.5AU	Stargate (Eglennaert)		
↻	37.2AU	Stargate (Balle)		
↻	42.1AU	Stargate (Blameston)		
↻	44.6AU	Stargate (Ainaille)		

Update by Vitrael:

I thought I might just add a note to your entry on shipyard theft 4 for angel cartel. Contrary to the entry that's there now, I used drones throughout the mission and got no drone agro whatsoever. Additionally, the walkthrough states that the Gist Seraphim spawn "hits really hard." It is notable that it is actually very low DPS but has a sizeable chunk of EM damage and the walkthrough was written by a guy flying a raven with no EM hardeners.

Shipyards theft, level 4

Updates by: Steve Southern

Additions by: Anathema Matou and Hitalorl

Last update: 2007.04.28

Faction: Blood Raiders

Mission Type: Deadspace

Damage Dealt: EM/Therm

Recommended Damage Dealing: EM, Therm

Webifiers/Scramblers: Blood Wraith, Blood Disciple

Old version Completed with: Dominix (1x therm, 1x em, 1x energized adaptive nano membrane II, 2x large faction repairers (only one were used))

New version Completed with: Caldary Navy Raven (Steve Southern)

Pocket 1

4 groups. Closest group aggroes after warp-in. It's also the hardest hitting group. No webifiers, so turn around and move away from the blob while tanking the group. At a safe distance (100km from next rat) blow them up. Drones didn't aggro the rest of the pocket at 50km from the next group.

Anathema Matou adds: while the mission does not have drone aggro or stage aggro, the second person to warp in will get aggro from the group with the webifiers, unless that group is already agressed.

Group 1: (Aggro)

4 Corpior Phantom

1 Corpus Cardinal (kin cruise)



After blowing this group up. Take out the group with the webifiers. No other group will be aggroed.

Group 2: (Webifiers/scramblers)

- 1 Corpus Monsignor (kin cruise)
- 4 Corpum Dark Priest
- 1 Corpum Shadow Sage
- 4 Blood Disciples
- 1 Blood Wraith



Next three groups are consisting of short range, low damage battle ships. No webifier/scrambling rats.

Group 3: (Low tier battleships)

3 Corpus Prophet
1 Corpus Archon

Group 4: (Mixture of cruisers and frigs at the gate)

4 Corpior Shade
2 Corpior Seer
3 Corpior Templar
2 Corpior Devoter

Group 5: (Low tier battleships)

2 Corpus Oracle
1 Corpus Apostle (kin cruise)

Pocket 2

Update: There are no cruisers in this pocket. So the following rat listing is not updated.

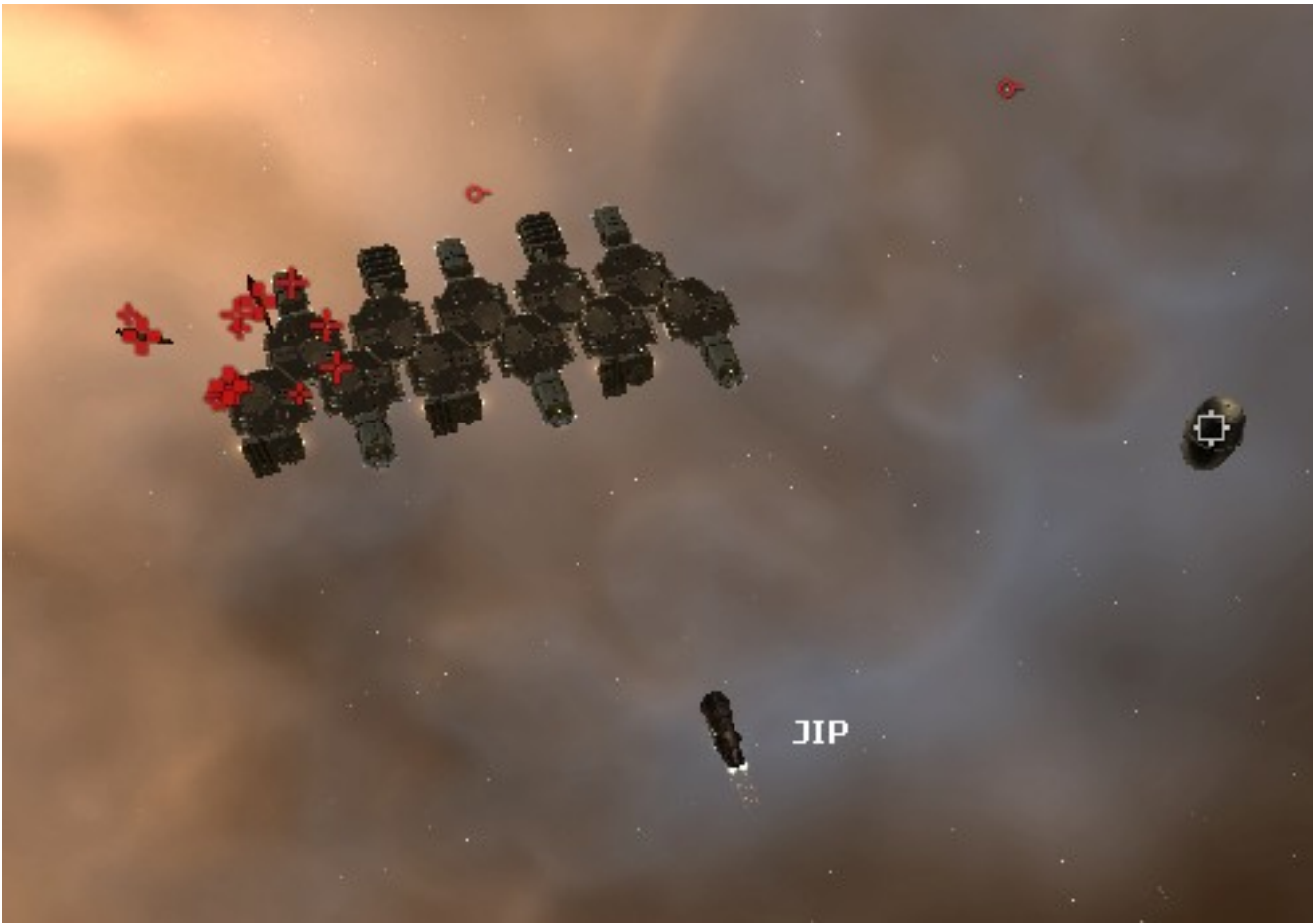
Aggro from everything, simply put. Distance is 15km. No webifiers or scramblers. I recommend killing the cruisers first, then the sentries and then bs'.

2 Bloodraider Sentry III
2 Corpior Shade
4 Corpior Seer
2 Corpior Monsignor
1 Corpus Apostle
3 Corpior Templar
1 Corpior Devoter

Note: The mission loot drops from the last rat killed.

Tip from Steve Southern about the last pocket: I like to take out the sentries first. Then the BC using the drones for the dessies only leaving the BS to deal with. The last ship I hit dropped the mission loot.

Hitalorl reports: One of the structures in the second stage drops some trade goods (Uranium, Carbon, Livestock and long-limb Roes) Dont know which, since I smartbombed them...



Shipyards theft, level 4

Reported by Ulric Wolfbane

Updated by: Atienne, GammaDriver, Foppemoa, Delta 7

Screenshots by: Delta7

Last update: 2008.01.06

Faction: Gurista Pirates

Mission Type: Encounter

Space type: Deadspace w/gates

Damage Dealt: Kinetic, Thermal

Web/Scramble: Guristas Kyoukan/Webifiers

Extras: Jamming.

Recommended damage dealing: Kinetic/Thermal

Completed with Raven (Ulric Wolfbane)

Pocket 1:

Drones will cause aggro to themselves, but ships might not aggro you if you pull the drones in.

Group A - (insta aggro)

1x BS (Pith Destroyer)

4x BC (Pithatis Enforcer/Executor)

Group B -

1x BS (Pith Usurper)

3x BC (Pithatis assassin/assaulter)

4x FF (Guristas Webifier/Kyokan) (Web/Scramble)

Group C -

9x BC (Pithatis Enforcer/Executor/Assaulter)

Group D - (at gate)

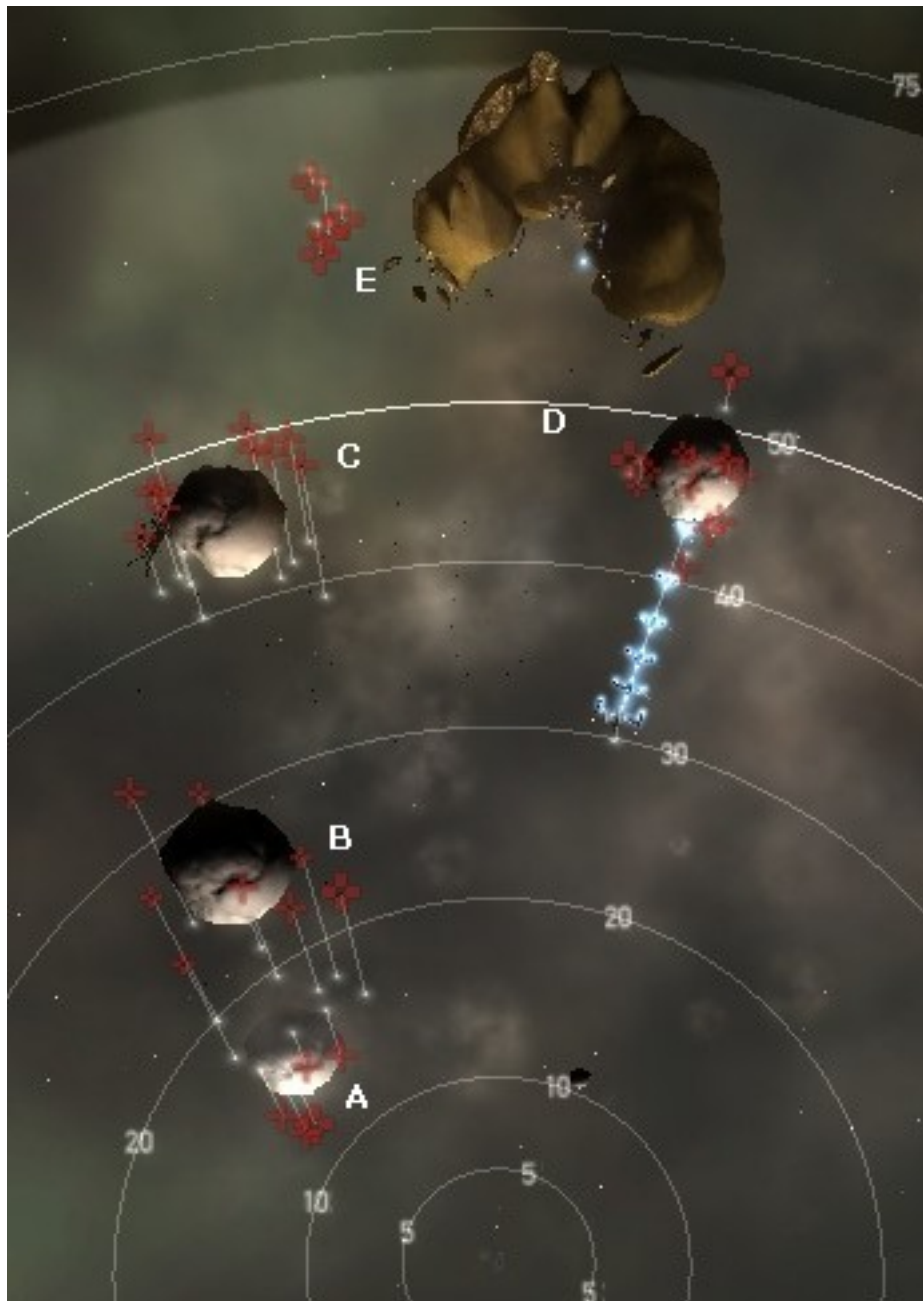
4x DD (Pithior Guerilla/Renegade)

6x BC (Pithatis Enforcer/Assaulter/Executor)

2x BS (Pith Destroyer)

Group E - (Aggroes the rest, take this out last)

4x BS (Pith Eradicators)



Structures:
No Data

Pocket 2

Aggro from all on warp-in.

- 2x DD (Pithior Guerilla)
- 2x CR (Pithium Eraser/Abolisher)
- 1x BS (Pith Eliminator)
- 2x BS (Pith Extinguisher)

That Pith Eliminator was saved for last, so I'm positive he jammed me once. Was only jammed that once, so he must not be very effective at it. This ship ALSO dropped the mission loot can, despite what CCP's mission description states as of May 7, 2007. (The Silo didn't even leave a wreck when blown.)

Last ship drops the loot.

Structures:

3x Habitation Modules - one had 10 long limbed roses and 10 carbon

2x storage facilities - no loot

3x rig reactors - no loot

5x hangars - no loot

A LOT x Cargo Rig - no loot



Shipyards theft, level 4

Reported by Skarraza
Additions by Chepe Nolon
Update by: Anathema Matou
Last update: 2007.05.18

Faction: Serpents
Mission Type: Deadspace
Damage Dealt: Kinetic, Thermal
Extras: Damp from corelum chief safeguard
Recommended damage dealing: Kinetic/Thermal
Completed in: Cerberus w/kin/therm hardeners, webifier and kinetic missiles. (Chepe Nolon)
Completed in: rattlesnake, 79/84 kin/therm, afterburner, wrath cruises + 3 warden sentries, dr: easy (Anathema Matou)

STAGE 1

Tip: When getting the initial aggro, it's smart to move away from the other groups, before firing. This way you won't get drone-aggro or other unexpected aggro.

SPAWN #1 (Aggro)

1 x Core Lord Admiral
3 x Corelatis Squad Leader
2 x Corelatis Platoon Leader

SPAWN #2

1 x Core High Admiral
4 x Corelatis Platoon Leader
5 x Guardian Veteran

SPAWN #3

1 x Core High Admiral
1 x Core Admiral
4 x Corelatis Wing Leader
2 x Corelior Trooper
1 x Corelior Soldier

SPAWN #4

3 x Corelatis Captain Sentry

5 x Corelatis Captain

SPAWN #5

3 x Core Port Admiral

2 x Corelum Chief Guard

2 x Corelum Chief Safeguard (Damp)

pocket 1

STAGE 2

SPAWN #1 (Aggro from all)

No dampening.

2 x Core Admiral

1 x Core High Admiral

2 x Corelatis Platoon Leader

3 x Corelatis Squad Leader

1 x Corelior Infantry

4 x Corelior Soldier

The storage silo (stage 2) didn't drop anything.



Silence the informant, level 2

Reported by: Veralidaine Sarrasri, 2007.05.11

Faction: Mixed

Mission type: Deadspace

Damage dealt: All kinds

Reccomended damage dealing: Thermal

Completed with : Harbinger (3x active hardeners, drones, lasers)

Pocket 1:-

2x groups of 4 rogue drone frigates (2x Render Alvi, 1x Sunder Alvi, 1x Decimator Alvi), one group aggro on warp in.

Pocket 2:-

Immediate aggro from 2 groups of 2 10,000 Elite Mercenary Fighter frigates, one 20k away, one 50k away. Also 1 group of 2x Elite Mercenary Fighters at 55k and 1 group of 3x Elite Mercenary Fighters at 100k.

Pocket 3:-

Immediate aggro from 30,000 Tower Sentry Drone I. Target ship is a 5,000 frigate. Mobile residence drops can.

In all pockets, gates cannot be activated without killing all enemies.

Silence the informant, level 3

Reported by: Chepe Nolon

Update by: Anathema Matou, Riasoje

Last update: 2007.06.16

Faction: Mixed

Mission type: Deadspace

Damage dealt: All kinds

Web/scramble: Merc wingmen

Recommened damage dealing: Thermal

Completed with: huginn, DR: easy (Anathema Matou)

Pocket 1:

- near/aggro "group": 1 striker alvatis
- far group: 1 each: strain infester alvi, devilfish alvi, viral infector alvum, enforcer alvatis
- no triggers

Pocket 2:

- near/aggro group: 1 merc wingman (web/scramble), 1 merc elite fighter 2 merc commander.
- far group: 1 merc wingman, 3 merc commander
- no triggers

Pocket 3:

2x Drone Sentry II, 2x Drone Sentry I, 1x Named informant (weak frigate)

Pleasure hub drops a few nice things.

Silence the informant, level 4

Reported by: Chepe Nolon, 2007.05.06

Updated by: Dirk Fallows, The Drakonian

Last updated: 2007.11.05

Faction: Drones, Mercs.

Mission type: Deadspace

Damage dealt: All kinds, heavy kin/therm.

Web/Scramble: Mercenary Wingmen, Spider Drones.

Reccomended damage dealing: Thermal

Completed in: CNR (DR: Easy) (Chepe Nolon)

Completed in: Golem (DR: Easy) (Chepe Nolon)

Completed in: Drake (Passive, T2 fitted, with shield recharge rigs) DR: Easy but time consuming (ZhouXi)

Pocket 1: (Drones)

You land in a pocket with a group including two Tower Sentry drones II approx 50km to 90km away from you. Then three Elite Drone Parasites show up at the gate.

No initial aggro other than from the towers. Firing at the Elite Drone Parasites at the gate will not aggro anything else.

Neither will firing at the other two Elite Drone Parasites.

Firing at the towers will aggro everything as usual.

Group 1: 2x Elite Drone Parasites

Group 2: 2x Tower Sentry Drones II

Group 3: Misc drones.

Group 4: 3x Elite Drone Parasites

Remember to loot the Elite Drone Parasite wrecks before you leave the stage, as they will dissapear very quickly.



Pocket 2: (Mercenaries)

When you arrive only one group will show. Then two others will arrive shortly. One group will aggro you. That group is safe to take out. Got 2x Spider Drone I's, some Wingmen, and a lot of Commanders. Drones works here, and gets no aggro. Even though they almost bump into the other rats that ain't aggroed.

Then take out the group at the gate. Does not hit very hard. And lastly take out the group on top. It looks like two groups, but is one. The named bs's is 3x mercenary overlords. Moves fast, but does not hit very hard.

Thanks to ALUN for the information about this pocket.



Pocket 3: (Drone sentries)

2x Sentry drone III's (60 and 80km away), 6x Sentry drone II's, 1x Ex-elite secret agent. (Looks like a angel cruiser)

A very easy pocket. Tanked it easily with therm,kin,exp hardener and only one large t2 armor rep going.

Road house drops t1 items.

Blitz: Snipe the informant, warp out.

pocket 3, turrets

The Slave Must be Returned, Level 3

Updated by: Rejari, Aidin Amado

Last updated: 2008.01.30

Faction: Minmatar

Mission type: Hybrid

Damage dealt: Exp, therm, kin

Reccomended damage dealing: Kinetic

Completed in Ferox (Ulric Wolfbane)

Completed in: Vengeance DR: Easy (Angelene)

Completed in: Drake DR: Easy (Rejari)

NPC's 40km from warp-in, aggro from all.

1x Freedom Patriot

1x Named cruiser

4x Minmitar Freedom Fighters

Named cruiser may be one of the following:

1x Akori (Caracel)

1x Ibrahim

1x Karothas

The Small Armory, level 3

Reported by: Iris Yee with help from Snow Lotus

Faction: Angel Cartel

Mission type: Deadspace

Damage dealt: Explosive, Kinetic

Web/scramblers fly at 5-9km (Angel webifier 5km, Spider drones II 7.5km, Angel Viper 8-9km.)

Reccomended damage dealing: Explosive (kinetic)

Pocket 1

The first level has 3 groups, 2 Angel Heavy Missile Batteries and 2 Tower Sentry Angel II. Towers will aggro on warp in.

Group 1 (aggro)

2 Gistatis battlecruisers

Group 2

2 Gistum cruisers, 2 Gistior destroyers and 3 Gistii frigates

Group 3 1 Gistatis battlecruiser, 1 Gistum cruiser and 2 Gistii frigates

Pocket 2

Group 1 (aggro)

2 Gistum cruisers and 4 Gistior destroyers

Group 2 2 Gistum cruisers and 2 webbing frigates(Angel Webifier and Angel Viper).

The Small Armory will drop between 4 to 8 random types of ammo and missiles.

Smuggler Interception, level 2

Reported by: Veralidaine Sarrasri, 2007.05.11

Faction: Angel Cartel

Mission Type: Deadspace

Damage Dealt: EXP,KIN

Reccomended damage dealing: EXP,KIN

Completed with: Harbinger (lasers, drones, exp/kin hardeners) (Veralidaine Sarrasri)

Single pocket, all enemies 35-50k away

The encounter may vary.

Group #1

6x frigates (2x 3,000 Hijackers, 2x 3,750 Rogues, 2x 6,375 Nomads)

Group #2

8x frigates (4x 3,000 Hijackers, 4x 3,750 Rogues)

1x destroyer (11,813 Defacer)

1x cruiser (43,125 Predator)

2x personnel transport (2x 25,000 Transport)

Smuggler Interception, level 4

Faction: Angel Cartel

Reported by: K'thang

Additional info by: CPT Natedog, Zo5o, Gryndel

Last update: 2008.01.06

Screenshots by: CPT Natedog

Mission type: Deadspace

Damage dealt: Exp, Kinetic

Reccomended damage dealing: Exp, Kin

Completed with: Blaster Dominix (kin/exp hardeners) (K'thang)

Completed with: Raven (6 Cruise launchers), 4 t2 hardeners (1 heat, 1 kin, 2 exp) (CPT Natedog)

Completed with: Myrmidon (Passive Shield Tank) DR: Medium+ (Suki Kamir)

Stage 1 -

No insta aggro

Shot leftmost group, that and the foremost group aggroed. Released Sentry Drones to take out frigs long range, no problem. Changed to Berserkers and it instantly aggroed the whole shebang. No problem tanking the whole spawn, just know what you are doing. Just don't panic, and you'll be fine.

Take out a lot of cruisers first until the BS's are close to you, then go at the BS's until they are all down. Then take out those pesky frigs and the remaining long-range cruisers/BC's.

5 BS

2 BC

9 Cruiser

12 Frig



Stage 2 -

No insta aggro. Some frigs, insanelly many cruisers and many BSs.

Taking out the group of frigs would not aggro anything else.

Then taking out the rightmost group (cruisers and 3x BS) would also keep the rest at bay.

In case of total aggro, just move away and take out the fastest moving ships first. Then you can spread out the DPS a bit.

6 BS
22 Cruiser
2 Indy's
16 Frigs (2 of which are arch angel frigs....probably scam)

Shoot transport, pick up mission objective and go home. Have a cigar!

Salvage of the entire mission yeilded about 80 items for rigs, and other various equipment.



Smuggler Interception, level 4

Reported by: TheZiggy
Additions by: Chepe Nolon, Brand Trent, Krazemzar
Updated by: Andrue
Updated: 2008.02.17

Faction: Blood Raider
Mission Type: Deadspace (Microwarpdrive does not work here)
Damage Dealt: Therm/EM
Extras: NOS
Reccomended damage dealing: EM
Completed with: Absolution (therm/em tank) DR: Easy (TheZiggy)
Completed with: Dominix (therm/em tank) DR: Easy (Chepe Nolon)

First Pocket:

Insta Aggro: No
Groups: 3
Scramblers: None
Distance to closest rat: 60km+

Shooting a BS right in the middle of the spawn caused full aggro.
Moving towards the gate, aggroes the rightmost spawn first, then centre and last the left group.

5 Battleships
2 Battlecruisers
9 Cruisers
12 Frigates/Destroyers

Second Pocket:

Insta Aggro: No
Groups: 3
Scramblers: 2x Elder Corpii Follower (own group)
Distance to closest rat: approx 60km

I started with the group of frigates, which did not aggro the rest of the spawn. However once I shot at a ship in the main part of the spawn I got aggro from everything. It is hard to see any distinct groups in the main spawn. (TheZiggy)

Moving towards the main spawn, aggros the leftmost group (Chepe Nolon)

Brand Trent adds: Start with frigs first easy group pull, back away from main group 20-30km more then pull cruiser cluster on right (seperates from main group with ONE BS) then finish last and final group.

Main spawn

6 Battleships

2 Battlecruisers

2 Transporters

18 cruisers

4 frigates

Blitz: Mission completes once you kill both Corpus Apostles

Smuggler Interception, level 3

Reported by: Veralidaine Sarrasri, 2007.05.26

Updated by: Gerard Deneth, Khazun Dunbar, William Bradofrd, Krazemzar, Zaknussem

Last update: 2008.01.09

Faction: Gurista

Mission Type: Deadspace

Damage Dealt: Kin/Therm

Reccomended damage dealing: Kin

First Pocket

First Spawn - Appear on warp in

group #1 - 60-70k away - 4x frigates (3x 7,875 Wrecker, 1x 7,500 Plunderer)

group #2 - 50-60k away - 3x frigates (2x 4,500 Infiltrator, 4,875 Invader), 1x cruiser (74,063 Inferno)

group #3 - 50-60k away - 3x frigates (1x 4,500 Infiltrator, 1x 7,500 Plunderer, 1x 7,875 Wrecker)

Second Spawn - Spawn when third Infiltrator dies - 20-30k away

2x cruisers (74,063 Inferno, 68,438 Mortifier)

Third Spawn - Spawn when Inferno attacked - 5k away

3x cruisers (43,125 Ascriber, 2x 37,500 silencer)

Fourth Spawn - Spawn when Silencer attacked - 5k away

4x frigates (4x 4,500 Infiltrator) , 2x cruiser (2x 45,938 Killer)

Pressure silos does NOT drop any loot.

Second Pocket

First spawn - appear on warp in - 45k away

2x industrial (2x 25,000 Personnel Transport), 1x Battlecruiser (138,750 Assaulter)

Second spawn - When transports are taking hull damage - 20k away

9x frigates (5x 4,875 Invader, 2x 7,500 Plunderer, 2x 7,875 Wrecker)

Third spawn - When Battlecruisers are into hull - 50k away

5x cruisers (4x 45,938 Killers, 1x 51,563 Murderer)

5x Pithi Infiltrators

Fourth spawn - Spawn when all of the third spawn is destroyed - 20k away
2x cruisers (2x 68,438 Mortifiers)

May occur:

Fifth spawn - Spawn when Mortifier gets armor damage - 50k away
3x cruisers (3x 51,593 Murderers)

This spawn is the warning sign for incoming battleships.

Sixth spawn - 1-2x BS (Pith Eliminator/Exterminator)
0-1 FF (Dire Pithi Wrecker) Web/Scramble)

Note - Killers and Mortifiers confirmed to jam (Killers 16 seconds, Mortifiers 18 seconds).

Smuggler Interception, level 2

Reported by: Jin Gege

Faction: Sansha Nation

Mission Type: Deadspace

Damage Dealt: EM/Therm

Reccomended damage dealing: EM

Single Pocket:

Group 1 (30km away)

1 Centii Minion, 3 Centii Servants, 1 Centii Savage and 1 Centii Slavehunter

Group 2 (45km away)

5 Centii Minions, 3 Centii Servants, 1 Centior Cannibal, 1 Centum Ravager and 2 Sansha's Personnel Transports

No aggro from both groups

The Sansha's Personnel Transport will drop 10 units of Militants each and the second Personnel Transport will drop 10 units of Holoreels in a cargo container (mission loot)

Smuggler Interception, level 1

Reported by: Anti Hiro

Faction: Serpents

Mission Type: Deadspace

Damage Dealt: Kin/Therm

Recommened damage dealing: Kin

Single Pocket:

6 Coreli Agents

2 Coreli Spy

2 Corelior Infantry

2 Serpantis Personnel Transports

Warp in 45 - 60km from targets. No agro on warp-in. Entire group will agro when agressed.

Smuggler Interception, level 3

Reported by: K'thang

Faction: Serpents
Mission Type: Deadspace
Damage Dealt: Kin/Therm
Recommened damage dealing: Kin
Completed in: Typhoon.

First Pocket:

Insta Aggro: No
Groups: 1
Scramblers: None
Distance to closest rat: 60km+
10 Frigates, 2 Cruisers



Second Pocket:

Insta Aggro: No
Groups: 2
Scramblers: None
Distance to closest rat: approx 60km
12 frigates, 8 Cruisers, 2 industrials split over 2 (looks like 3) groups.



The Space Telescope, Level 3

Reported by: chonker

Updates by: Zaknussem, 2007.12.01

Faction: Guristas

Mission type: Deadspace

Damage dealt: Kin, Therm

Reccomended damage dealing: Kin, therm.

Completed with: Dominix (chonker)

Single pocket

No aggro on jump in

Four groups (ahead, up, left and right). Group straight ahead destroyed without aggro from other groups

Aggro when attacking the telescope

Upon scooping my drones, enemy ships return to their places in their groups without aggro'ing me.

Not only does the Space Telescope itself drop some loot (several hundred Electronic Parts and some Toxic Waste) but so does the nearby Guristas Bunker.

The Spy Stash, level 3

Reported by: Iris Yee with help from Jin Gege

Updated by: Anathema Matou, Kellax

Last update: 2007.12.11

Faction: Angels

Mission type: Deadspace

Damage dealt: Exp, Kin

Reccomended damage dealing: Exp, kin

Completed with: huginn (overkill, afterburner required), DR: easy (Anathema Matou)

Both levels hav no warp scrambling frigates.

Pocket 1:

Aggro upon warp-in from 2 Gistior destroyers about 11km away and 3 Angel Light Missile Batteries 60-80km away.

Two other groups further away.

Second group consists of 2 Gistatis battlecruisers, 5 Gistum cruisers, 4 Gistior destroyers and 5 Gistii frigates around halfway distance(40-70km) to the gate.

Third group consists of 3 cruisers and 2 frigs (arch nomad, so probably web/scram), around the gate (100km).

The gate is not locked, therefore all NPCs in this level are optional kills.

Shooting any of the light missile batteries will initiate aggro from all groups in this level.

Pocket 2:

Aggro upon warp-in from 2 Angel Sentry Guns and 2 Angel Heavy Missile Batteries.

The Angel Officer's Quarters is 40km away and is guarded by 2 gistatis bc, 1 gistum cruisers, 2 gistior destroyers. The mission will complete when this group is destroyed.

The Officer's quarters will contain 5 units of Classified Reports required to bring back to agent and 10 units of narcotics(Not required).

Shooting the sentry gun or heavy missile battery will initiate aggro from the NPCs in this level. None of the NPCs in this entire mission respawn.

If you do the mission in a battleship, you will encounter a Mach class bs as the final spawn.

The Spy Stash, level 3

Reported by: Gymer, 2007.09.20

Updated by: Anathema Matou, nugpot

Last updated: 2008.01.16

Faction: Guristas

Mission type: Deadspace

Damage dealt: Kinetic / Thermal

Recommended damage dealing: Kinetic (Thermal)

Completed with: Hurricane (active armor tank) DR: Easy (Gymer)

Completed with: Drake DR: Easy (Nugpot)

Objective:

Take the reports from the Guristas Officer's quarters and return them to your agent. The acceleration gates in this complex are not locked, and therefore do not require you to eliminate the guards to get through.

5 Classified Report - Station Defenses (0.5 m3) @ Guristas Officer's Quaters (Pocket 2)

Pocket 1 (Old Inactive Stargate):

All aggro upon warp-in, some with delay. Ranges vary from 10 to 60km. Missile batteries at 30-40km range.

Sorted by Bounty Prize:

Pithatis Assassin

Pithatis Death Dealer

Pithum Inferno

Pithum Mortifier

Dire Pithi Wrecker x2

Guristas Light Missile Battery x3

Dire Pithi Plunderer x2

Pithior Terrorist

Pithior Guerilla x2

No loot from structures.

Blitz: You don't have to kill anything to get through the 1st room.

Pocket 2 (Storage Facility):

Warning: There have been sightings of a random Pith Eradicator/Obliterator (BS) spawn in this stage.
(Confirmed by Adria Eqviis)

All aggro upon warp-in, again some with delay. Missile Batteries 30-40km away. Sentry Guns and ships 60-70km away guarding the Officer's Quarters.

Sorted by Bounty Prize:

Pithatis Assassin x2

Tower Sentry Guristas II x2

Pithum Murderer

Guristas Heavy Missile Battery x2

Pithior Terrorist

Pithior Guerilla

Multiple Landing Pads, Cargo Rigs and Storage Facilities. None dropped loot. Officer's Quarters contained the mission objective loot and 10x Crash (a drug).

Stop the Thief!, level 2

Report by: Golden Lotus with help from Jin Gege

Damage report by: Fifty Fifty

Faction: Mercs

Mission type: Encounter

Damage dealt: All Kinds, heavy thermal (from missiles)

Reccomended damage dealing: Kinetic, thermic

Only one group within less than 10km from warp-in at 0km to bookmark.

It consists of one The Thief(Angel Interceptor), 5 Mercenary Fighters(Kestrel) and 6 Mercenary Elite Fighters(Griffin).

Entire group aggro upon warp-in.

The mission completes when The Thief is destroyed and it will drop one unit of Reports required to bring back to agent to claim rewards.

There are no respawns in this mission.

The Cargo Rig drops various ammo and missiles.

Stop the Thief!, level 3

Report by: Anti Protagonist

Blitz by: Anathema Matou

Last update: 2007.08.19

Faction: Mercs

Mission type: Encounter

Damage dealt: All kinds, but mostly kin/therm.

Reccomended damage dealing: thermic, kinetic

Completed with: huginn, DR: easy (Anathema Matou)

One Thief in a frigate. (angel interceptor)

5x Mercenary Commanders (Caracals)

Approx 20 - 30km from warp in. Aggro on warp in.

Blitz: Kill the thief

Stop the Thief!, level 4

Screenshots and reports from Kye Do'lan

Thanks to Toaster Oven for posting a screenshot for the total spawns.

Additional info by Chepe Nolon, Mr Undertaker, Elantia, Thaddeus Brutor

Blitz by: Anathema Matou

Last updated: 2007.11.03

Faction: Mercs

Mission type: Encounter

Damage dealt: All Kinds, heavy kin/therm.

Web/scramble: Mercenary Wingmen

Reccomended damage dealing: Kinetic, thermic

Completed with: Abaddon (2 LAR, 3 hardeners - ex/kn/th) -- DR: Med (Thaddeus Brutor)

Completed with: Drake (T2 fitted) DR: Easy (nugpot)

Completed with: T2 fitted passive Drake with shield recharge rigs DR: Medium to Difficult (ZhouXi)

Minor update: The number of debris in the mission has been reduced to eliminate lag.

You start out with a pretty heavy Mercenary spawn. Kill everything except the battleship. As usual the wingmen hit hard exp damage and the cruisers bomb you with em dmg.

After killing the first bs, you'll get the respawn.

Initial spawn (Full aggro)

6x Mercenary Wingmen

4x Mercenary Lieutenants

1x Mercenary Overlord (Killing 1 triggers the respawn) (Changed)



Respawn:

- 4x Shadow's Wingmen (merc wingmen)
- 6x Shadow's Grunt (merc commander)
- 2x Shadow's Goon (merc overlord)
- 1x Shadow (merc overlord)

Note: The respawn might target your team mates instead of you. And it might target your drones.

HINT: Warp to the beacon in a shuttle. BM,warp out, warp 100km to the bm. It should get you some distance. Move away from the area as the respawn will be at the original BM. Then it's not harder than infiltrated outposts, second pocket.



Blitz:

Destroy the Overlord, then the Shadow, done. Watch out for the scrambling Wingman though.

Striking Down Two Flies With One Swing, level 1

Reported by: Olenir Theodorvin, 2007.05.30

Faction: Serpentis / Mercenary

Damage dealt: Kinetic / Thermal

Recommended damage: Kinetic / Thermal

Completed in: Enyo Dr: Easy (Olenir Theodorvin)

Warp in, you will see the repair station and three auxillary power arrays. Once you shoot the Repair Station, the following will appear: 5x Corelli Scout, 1x Corelli Initiate, and 4 Point Defence Batteries.

Tip: The Repair Station can insta-repair the rats, but if you take out the 3 power arrays first, the rats won't spawn, and the repair station can't repair.

Once the station is destroyed, you get 3x Merc. Rookies and 2x Merc. Fighters. All aggro on spawn.

Success Comes at a Price, level 3

Reported by: Ashok

Updated by: lism

Last update: 2007.08.19

Faction: Guristas

Mission type: Jump-in, no respawn

Damage dealt: Kin, therm

Reccomended damage dealing: Kin Therm

Ashok completed it with: Ferox

Single spawn:

3x Pithum Silencer

1x Pithum Emissary

1x Rogue Agent

2x Guristas Light Missile Battery

One wave, aggro on jump in. Kill everything and go home.

Alternative encounter updated by Ulric Wolfbane:

Completed in Raven (WAY OVER KILL)

single pocket

Mass Aggro on Warp In

1x Guristas Emissary

1x Rogue Agent

1x Pithum Silencer

2x Pithum Ascriber

2x Guristas Light Missile Battery

Structures:

6x Guristas Habitation Modules - No Loot

1x Guristas Control Unit - No Loot

4x Auxillary Power Units - No Loot

Gurista Emissary might drop a +2 implant

Surprise Surprise, level 4

Reported by: Mr Undertake

Updated by: Gryndel, Orestes Umnon, Tieftoener, Fred Strangelove

Last update: 2008.02.09

Faction: Amarr, Caldari

Damage dealt: Em, Therm (From Amarr), Therm, Kin (From Caldari)

Reccommended damage dealing: Therm (EM for Amarr/Imperial, Kin for Caldari/State)

Completed with Dominix 1x explosive 1x kinetic 1x thermic t2 hardeners, 2x t2 repper but only used 1 of them, 1x f85 damage control. DR: Easy to Medium

Warning: The mission seems to spawn random rats, so you might get different rats than this.

There is no acc. gate. You warp in and there is only one Amarr Transport Ship..



If you shoot at him first wave appears.. (random)

3x imperial templar tamir

2x imperial tanakh

3x imperial templar donus



2nd wave (not triggered):

- 1x state utaisho
- 1x state tenkyu
- 1x caldari statis tower

3rd wave (triggered by death of first Tanakh) :

- 2x state tenkyu
- 2x State Utaisho
- 1x caldari state tower

The Transport did not drop any loot.

Technological Secrets (1 of 3), level 2

Reported by hipno, 2007.05.10

Updated by: Sandovar

Last update: 2007.10.10

Faction: Thukker Tribe

Mission type: Warp-in

Damage dealt: Exp

Extras: None

Reccomended damage dealing: Therm

Completed with: Omen (DR: Easy) (hipno)

Completed with: Wolf (Englam)

Wave 1:

6 x Thukker Mercenary Fighters

Wave 2:

6 x Thukker Mercenary Rookie

Wave 3:

2x Thukker Mercenary Fighters

4x Thukker Mercenary Elite Fighters

Wave 4:

3 x Thukker Mercenary Rookie

3 x Thukker Mercenary Elite Fighters

Wave 5:

1 x Thukker Mercenary Captain

1 x Thukker Mercenary Captain's Wingmen

Technological Secrets (2 of 3), level 2

Courier

Technological Secrets (3 of 3), level 2

Reported by Zombie Mustard, 2007.10.25

Updated by Platan

Last updated: 2007.10.27

Mission Type: Encounter

Faction will be the enemy of the faction of the agent.

Faction: Republic Fleet

Damage Dealt: Major Thermal Minor Kinetic

Reccomended Damage Dealing: Thermal, Kinetic (Exp for 3rd spawn)

Completed in: Drake (DR: Easy)

Goal - Kill Chief Republic Baldur and Chief Republic Ofeg

1st spawn

3 Republic Fleet Vigils Frig

5 Republic Fleet Soldiers Frig

2 Republic Fleet Slashers Frig

2nd spawn

2 Republic Fleet Slashers frig

1 Republic Fleet Stabber cruiser

3rd spawn (Reccomended damage Dealing: Exp)

Chief Republic Ofeg - Frig (High resistance)

Chief Republic Baldur - Frig (High Resistance)

Technological Secrets (1 of 3), level 3

Reported by: Ulric Wolfbane

Last updated by: k4neda, Celeste Juggernaut, Zaknussem

Last updated: 2007.12.01

Faction: Thukker Tribe

Mission type: Warp-in

Damage dealt: Exp, Therm

Reccomended damage dealing: Therm, Kin

Thanks to Ulric Wolfbane for the mission info.

Wave 1:

3x Thukker Mercenary Eliminators

Wave 2:

2x Thukker Mercenary Eliminators

5x Thukker Mercenary Fighters

Wave 3:

1x Thukker Mercenary Eliminator

4x Thukker Mercenary Elite Fighters

Wave 4:

2x Thukker Mercenary Eliminators

2x Thukker Mercenary Elite Fighters

Wave 5:

1 x Thukker Mercenary Captain

2x Thukker Mercenary Captain's Wingmen

There is a single Omber asteroid in this mission, about 18km from the warp-in beacon. It has 50000 units in it.

Technological Secrets (3 of 3), level 3

Faction: Thukker Tribe

Mission type: Hybrid

Damage dealt: Exp, Therm + kin/em heavy missiles

Reccomended damage dealing: Therm, Kin

Thanks to Ulric Wolfbane for the mission info.

1st Wave

- All Frigates

1x Republic Fleet Detective

4x Republic Fleet Soldier

1x Republic Fleet Officer

2x Republic Fleet C-1 Support

1x Republic Fleet C-2 Support

2nd Wave

- not immediate warp in like blockade, have about a minute before the reinforcements show up, they come in at about 40 km. Stabber close quickly (700 m/s)!!

2x Republic Fleet Stabber

5x Republic Fleet Vigils

3rd Wave

- quicker arrival

3x Republic Fleet Ruptures

6x Republic Fleet Soldiers

4th Wave

2 BC's and 4 Destroyers.

The last wave does considerably more damage then the first two, so if you are not ready or to busy

picking up cans you can get caught with your pants down!

Note: (2 of 3) is a courier mission

Unauthorized Military Presence, level 2

Faction: Angels

Reported by: LeetCanadian

Mission type: Deadspace

Damage dealt: Exp, Kin + some em

Reccomended damage dealing: Exp (kin)

Completed with: Rifter

Single stage:

Group 1:

4x Gistii Thug

2x Gistii Nomad

1x Gistii Outlaw

Group 2:

2x Gistii Nomad

3x Gistii Thug

1x Gistii Outlaw

Group 3:

3x Gistii Nomad

1x Gistii Ruffian

2x Gistii Raider

1x Angel Cartel Personnel Transport

Unauthorized Military Presence, level 4

Faction: Angels

Reported by: Shiner BockBeer

Updated by: ifeelit2

Additions by: Darqi

Blitz by: Anathema Matou

Last updated: 2007.07.09

Mission type: Encounter

Space type: Deadspace w/gates. Rats at the first gate.

Damage dealt: Exp, Kin

Reccomended damage dealing: Exp (kin)

Completed with: Dominix with standard armor tank (2x LAR II's) (Darqi)

1st stage (warp in)

3x Gistii Nomad

2X Gistii Ruffian

1X Gistii Ambusher

1X Gistii Raider

2X Gistior Haunter

1X Gistii Liquidator

No aggro at jump in.

2nd Stage

No aggro at jump in.

3 spawns

Spawn 1

1X Gistatis Legionnaire

1X Gistii Hunter

1X Gistii Impaler

1x Gistii Nomad

4X Gistii Ruffian

3X Gistum Liquidator

2X Gistum Marauder.

Spawn 2

2X Angel Cartel Transport (Drop 10 Marines each, not mission loot though.)

1X Gist War General

3X Gistii Impaler

1x Gistior Defiler

2x Gistior Haunter

2x Gistum Phalanx

2x Gistum Breaker

2x Gistum Defeater

Spawn 3

1x Arch Gistii Hunter

1x Arch Gistii Impaler

1x Gist Commander

1x Gist General

2x Gistii Nomad

2x Gistii Ruffian

1x Gistum Crusher

2x Gistum Marauder

3x Gistum Smasher

You should do the frigs, bc's then the bs groups in that order

Blitz by Anathema Matou: Blitz: In the second stage, you only need to kill the group with the Personnel Transports.

Spawn with Frigs and Cruisers should be the 2nd you kill.

At last the Spawn at the Wrecked Shuttle Cruisers and BS first.

Tip from Darqi

No structures drop loot.

Unauthorized Military Presence, level 2

Faction: Blood Raiders

Reported by: Snow Lotus

Updated by: WhiteWidow2007

Last update: 2007.10.12

Mission type: Deadspace

Damage dealt: EM, Therm

Reccomended damage dealing: EM, Therm

Completed in: Vexor, no gunnery, no launcher, only 5 hobgoblin I DR: Easy (WhiteWidow2007)

Single stage:

Three NPC groups.

No webbing/warp-scrambling NPCs.

Three NPC groups.

1st group aggro 10 sec after you warp in the mission

First group(20-30km away)

Corpii Herald x2 (4.500 isk)

Corpii Upholder x2 (4.875 isk)

Corpii Seeker x2 (6.000 isk)

Second group(40km away)

Corpii Upholder x4 (4.875 isk)

Corpii Collector x2 (6.375 isk)

Third group(55km away)

Corpii Seeker x1 (6.000 isk)

Corpii Collector x3 (6.375 isk)

Corpii Raider x1 (7.500 isk)

Corpii Diviner x1 (7.875 isk)

Blood Raider Personnel Transport Ship x1 (25.000 isk)

The Blood Raider Personnel Transport Ship will contain 10 militants inside its wreckage that are required to bring back to agent to complete the mission.

Unauthorized Military Presence, level 4

Faction: Blood raiders

Reported by: ALUN

Additional info and pictures by: Chepe Nolon

Additional info by: MAJOR COBALT

Update by: Rob Wood, Xi Mishikani

Blitz by: dutch crystal

Last updated: 2008.02.13

Mission type: Deadspace

Damage dealt: EM, Therm

Reccomended damage dealing: EM (therm)

Extras: Light usage of Energy Vampires (Corpum Sage)

Completed with: Domi (em, therm, eanm) (DR: Easy)

Completed with: Apocalypse (Rob Wood)

Completed with: T2 fitted passive Drake with shield recharge rigs DR: Easy (ZhouXi)

1st stage

2x Corpii Collector

2x Corpii Diviner

4x Corpii Seeker

2x Corpior Templar

Corpum Arch Sage



2nd stage

They warp-in as 3 or 4 groups, but it's usually all within 5-10 seconds and they all aggro.

- 6x Corpii Engraver
- 5x Corpii Reaver
- 1x Corpior Bishop
- 3x Corpior Templar
- 5x Corpum Dark Priest
- 1x Corpum Shadow Sage
- 1x Corpus Apostle
- 1x Corpus Archon
- 2x Elder Corpii Collector (tracking disruption)
- 2x Blood Raider Personnel Transport

Damage is very low. Two battleships and a few bc's. But one large armor repairer can hold off the entire pocket.

If you shoot at one ship in the group, the entire group will aggro you. If you move to close to one of the groups, the other one will aggro you. So if you're going to snipe, stay at a distance from both groups.

Blitz: in the 2nd Pocket you only have to kill the Group with the 2 Transportships, when the Transportships are dead its mision complete (you need to take cargo, 10 militants, with you from one of these wrecks b4 you go tho). killing the other group is not necceary. You may even use other militants.



No structures drop loot.

Unauthorized Military Presence, Level 4

Reported by: Malibu Stacey, 2008.002.02

Faction: Caldari Navy

Mission type: Deadspace

Damage dealt: Kinetic/Thermal (Kinetic Missiles)

Reccomended damage dealing: Kinetic

Mission completes when Caldari Personnel Transports are destroyed.

Completed with: Ishtar (2 Thermal, 1 Kinetic hardeners, Kinetic drones) DR: Easy (Malibu Stacey)

Warp in



IC	DISTANCE	NAME	TYPE	VELOC	TRANS
▶▶	20 km	Acceleration Gate	Acceleration Gate		
✖	24 km	State Wakizashi	State Wakizashi	216 m/	180 m/s
✖	24 km	State Daito	State Daito	214 m/	103 m/s
✖	25 km	State Shuriken	State Shuriken	215 m/	215 m/s
✖	26 km	State Daito	State Daito	212 m/	200 m/s
✖	26 km	State Wakizashi	State Wakizashi	214 m/	208 m/s
✖	32 km	State Shukuro Chugen	State Shukuro Chugen	178 m/	109 m/s
✖	35 km	State Kissaki	State Kissaki	199 m/	104 m/s
✖	39 km	State Daito	State Daito	219 m/	195 m/s
✖	41 km	State Shuriken	State Shuriken	219 m/	195 m/s
✖	42 km	State Shuriken	State Shuriken	219 m/	213 m/s
✖	47 km	State Tsuba	State Tsuba	199 m/	199 m/s

BEACON 1,905 M

No aggro on warp in.

10 frig & 1 cruiser in 2 groups near gate to next area.

Deadspace pocket



IC	DISTANCE	NAME	TYPE	VELOC	TRANS
+	74 km	Taibu State Wakizashi	Taibu State Wakizashi	175 m/	177 n
+	75 km	State Shukuro Ashigaru	State Shukuro Ashigar	156 m/	154 n
+	75 km	State Ashigaru	State Ashigaru	142 m/	145 n
+	76 km	State Fudai	State Fudai	130 m/	51 m/
+	76 km	State Shuriken	State Shuriken	186. m/	136 n
+	76 km	State Ashigaru	State Ashigaru	141 m/	139 n
+	77 km	State Tenkyu	State Tenkyu	60 m/s	51 m/
+	77 km	State Shuriken	State Shuriken	213 m/	190 n
+	77 km	State Fudai	State Fudai	17 m/s	16 m/
+	77 km	Taibu State Katana	Taibu State Katana	177 m/	171 n
+	77 km	State Tenkyu	State Tenkyu	61 m/s	29 m/
+	78 km	State Shuriken	State Shuriken	205 m/	122 n
+	78 km	State Shuriken	State Shuriken	215 m/	189 n
+	78 km	State Shukuro Ashigaru	State Shukuro Ashigar	132 m/	68 m/
+	81 km	State Shukuro Shuriken	State Shukuro Shurike	209 m/	127 n
+	81 km	State Shuriken	State Shuriken	203 m/	202 n
+	82 km	State Shukuro Shinai	State Shukuro Shinai	212 m/	198 n
+	82 km	State Shukuro Ashigaru	State Shukuro Ashigar	116 m/	109 n
+	84 km	State Shukuro Ashigaru	State Shukuro Ashigar	132 m/	79 m/
+	84 km	State Shukuro Ashigaru	State Shukuro Ashigar	140 m/	120 n
+	85 km	State Shuriken	State Shuriken	215 m/	157 n
+	85 km	State Shuriken	State Shuriken	217 m/	215 n
+	85 km	State Shuriken	State Shuriken	215 m/	163 n
+	85 km	State Shuriken	State Shuriken	217 m/	184 n
+	86 km	State Ronin	State Ronin	101 m/	89 m/
+	86 km	State Shukuro Chugen	State Shukuro Chugen	140 m/	127 n
+	87 km	State Shukuro Ashigaru	State Shukuro Ashigar	146 m/	83 m/
+	102 km	State Kissaki	State Kissaki	199 m/	185 n
+	102 km	State Tsuba	State Tsuba	194 m/	169 n
+	102 km	State Buke	State Buke	158 m/	156 n
+	102 km	State Kissaki	State Kissaki	161 m/	153 n
+	103 km	State Shukuro Shuriken	State Shukuro Shurike	219 m/	18 m/
+	103 km	State Shukuro Shuriken	State Shukuro Shurike	215 m/	205 n

	103 km	State Shukuro Shinai	State Shukuro Shinai	218 m/	216 n
+	103 km	Caldari Personnel Trans	Caldari Personnel Tra	68 m/s	68 m/
+	103 km	State Shukuro Shinai	State Shukuro Shinai	218 m/	216 n
+	105 km	State Shukuro Buke	State Shukuro Buke	130 m/	126 n
+	106 km	State Buke	State Buke	158 m/	46 m/
+	106 km	Caldari Personnel Trans	Caldari Personnel Tra	70 m/s	62 m/
+	109 km	State Shukuro Ashura	State Shukuro Ashura	156 m/	59 m/
+	109 km	State Chugen	State Chugen	157 m/	101 n
+	110 km	State Chugen	State Chugen	171 m/	169 n
+	110 km	State Yojimbo	State Yojimbo	94 m/s	93 m/

No aggro on warp in.

3 groups. Take lower group first then group on left then finish group on right.

Transports are with group on right.

Note: all groups of rats in this mission will aggro if you or your drones get too close so when using drones in area 2 make sure they don't go off towards an unaggro'd group or they will start taking hits.

Blitz: clear area 1, warp to area 2, kill the transports, scoop marines from one wreck & warp out.

Unauthorized Military Presence, level 3

Seems to be a bit confusion about the faction. Seems like caldari agents is giving out blood raiders, while minmatar is giving out Angels like they should. Check with a shuttle before diving into the ds.

Faction: Guristas

Reported by: elFarto

Mission type: Deadspace

Damage dealt: Kin, Therm

Reccomended damage dealing: Kin (therm)

Completed with: Nighthawk (2x invul, 1x em) (elFarto)

1st stage

4 frigates, no aggro

2nd stage

3 groups, 8-10 cruisers 10-15 frigates, 1 industrial in total

No aggro on entering, but they will aggro when you get close, be careful with drones

Unauthorized Military Presence, Level 1

Reported by: Jin Gege

Last update: 2007.05.16

Faction: Mordus

Mission type: Deadspace

Damage dealt: Kinetic, Thermal, Kinetic missiles.

Reccomended damage dealing: Kinetic

First pocket

First level has one Mordus Sabre and will trigger spawn for 6 Mordus Rookies in the same level.

Second pocket

Second level has 5 Mordus Rookies and the computer will mention Personnel transport will arrive in approximately 2 minutes upon entering the second level.

The second level will later spawn 4 Mordus Rookies, 2 Mordus Sabres and 1 Mordus Personnel Transport in one group. The personnel transport will drop 10 units of Marines required to bring to agent with no extra Marines this time.

Unauthorized Military Presence, level 3

Faction: Serpentis

Reported by: Iris Yee

Update by Syhlene, Xre Sloracknor

Last update: 2007.11.01

Mission type: Deadspace

Damage dealt: Kin, Therm

Reccomended damage dealing: Kin (therm)

1st stage

Warp-in point has 2 Coreli Watchmen and 2 Coreli Patrollers and accelerator gate.

Second level

3 groups.

Nearest group has 1 Coreli Patroller, 3 Coreli Watchmen, 1 Corelum Chief Scout, 2 Corelum Chief Spy and 1 Corelum Chief Guard.

The remaining two groups further away consist of 1 Corelum Chief Guard, 3 Corelum Chief Scouts, 2 Coreli Patrollers and 2 Coreli Watchmen in the second group, and the third group consist of 4 Coreli Patrollers, 1 Coreli Defender, 2 Corelum Chief Patrollers, 1 Corelum Chief Watchman, 1 Corelum Chief Protector and 1 Serpentis Personnel Transport Ship.

The militants will be in the transport wreck. Only 10 marines are required to bring back to agent to claim the rewards.

Unknown Events, level 2

Reported by: Forafaire, 2008.01.01

Mission type: Mining

Space type: Deadspace, no gate. Warp to bookmark works.

Faction: Belts rats.

Mine 5,000 Lyavite.

Vengeance, level 4

Reported by: CPT Natedog

Updated by: Cherubior

Last updated: 2008.02.09

Faction: Angel Cartel

Mission type: Deadspace

Damage dealt: Exp, Kinetic (EM from some)

Reccomended damage dealing: Exp, Kin

Extras: Drone aggro.

Stage 1

5 BS

5 BC

15 Cruiser

4 Frig (web)

Usually no aggro at warp in. Might get aggro from the closest group. Shot the closest cruiser got aggro from about half the cruisers and 2 BS. DPS is med-low.



Stage 2

Aggro from 5 BC at warp in. 4 groups total and each aggro seperately. Easy stage

5 BS

5 BC
15 Cruiser
4 frig



Stage 3

Aggro from 1 BS, 2 Cruiser, and 1 frig at warp in. Firing on any of the rest aggroes all.

3 BS (Hoborak Moon fires EM Torpedoes, come with a good EM tank, also the Centurions do EM damage given the DPS)

4 BC

2 Cruiser

8 Frig

2 Tier 3 sentry guns

2 Heavy Missles turrets

Kill Hoborak Moon and the mission is complete.



Battlestation drops loot.

Vengeance, level 4

Faction: Blood Raider

Mission Type - Deadspace

Damage Dealt: EM/Therm

Recommended Damage Dealing: EM

Webifiers/Scramblers: Dark Corpii Seeker, Blood Wraith, Blood Disciple

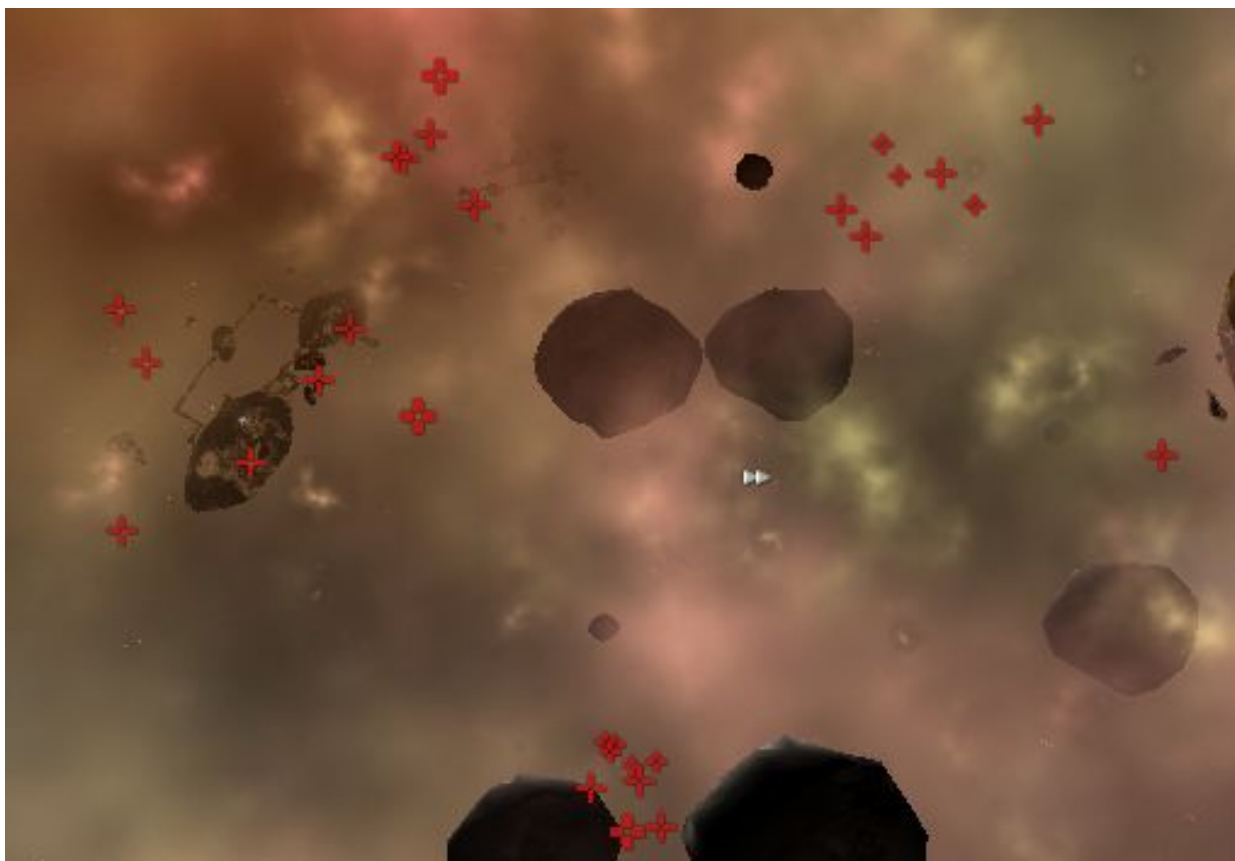
Completed with: Dual repairer Dominix (tank: em, therm, eanm) DR: Easy to medium

Note about repairer use: The last pocket is easy to get aggro from more than one group.

(Updated 206): Battlecruisers are added to the mission. Those might hit harder than battleships, and should be a primary target.

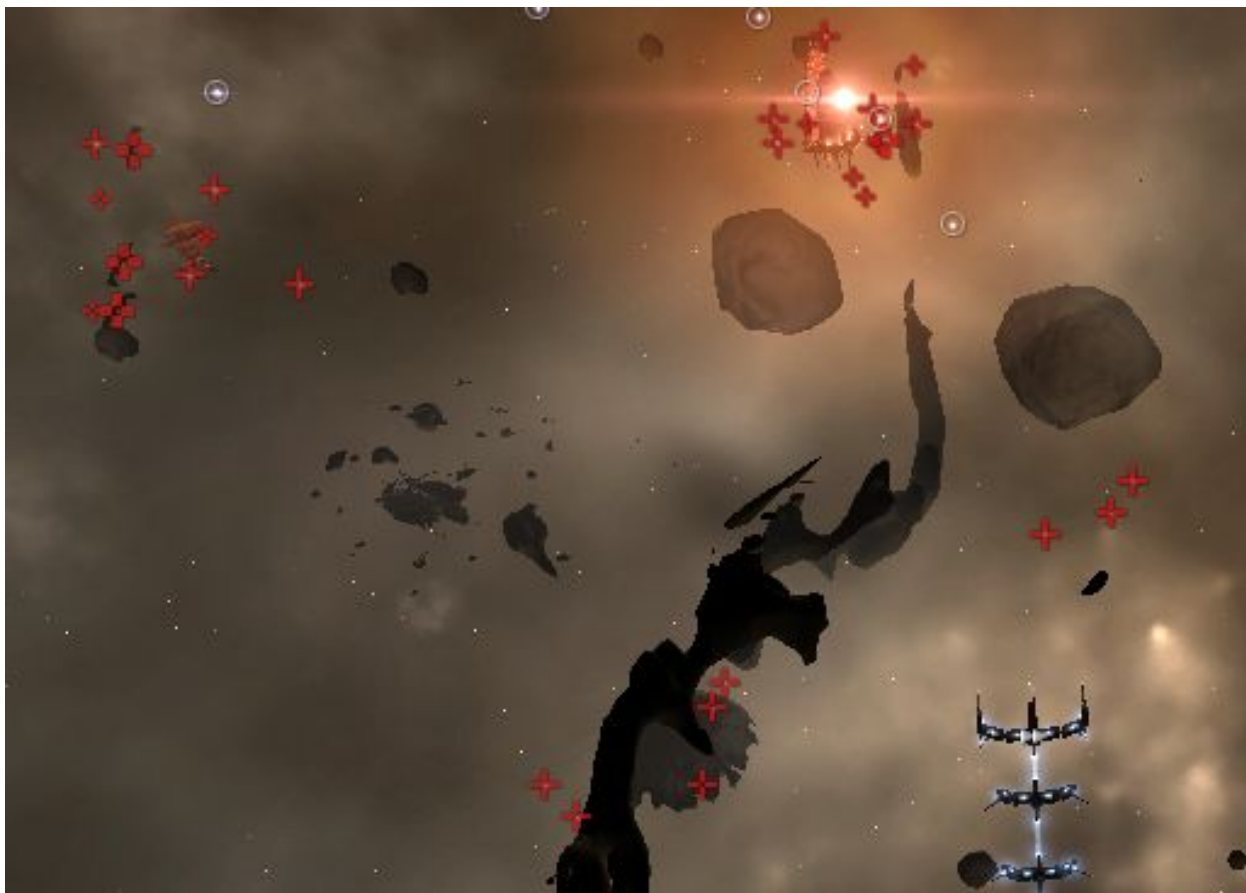
Pocket 1

No aggro until you move. 3-4 groups. One webber in the whole space.



Pocket 2

Aggro from 4 cruisers. 2 More groups a bit spread out. 1x Dark Corpus Archon in one group, 3x Corpus Prophets in another.



Pocket 3

You warp in between sentry guns and a EM forcefield, with a small group of cruisers and a battleship firing at you. Get past the sentries, and take them out. Then the aggroing group.

There are two more groups, but they might seem a bit mixed. Fire at one rat and get aggro from one group at a time.

If you get aggro from everything, and you are not tanked vs kin, make sure you take out the named rat, as he deals a lot of damage. Had to use two repairers to keep up first time I tried this mission.

Chief Rat: Faraken Mundan: DPS: 230.20hp/s (EM: 85hp/s, Expl: 0hp/s, Kin: 43.20hp/s, Therm: 102hp/s) + Wrath cruise missile.



Vengeance, level 4

Reported by: Rezerwowy Pies, 2008.01.04

Faction: Guristas

Mission type: Encounter

Space type: Deadspace w/gate

Damage dealt: Kinetic, thermal. EM on stage 3.

Extras: Medium jamming.

Reccomended damage dealing: Kinetic (thermal)

Completed with: Raven, 1X Invuln, 2X Kinetic, 1X Thermal. 3 Cruise launchers, 3 Siege launchers. (Liegus)

Completed with: Nighthawk (Kaynard Stormwalker)

Completed with: Drake (Alex Verrel)

Completed with: Rokh (McEivalley)

Completed with: Cerberus (ab+web) (Damiv)

Completed with: CNR (Chepe Nolon)

Completed with: Drake (Passive, T2 fitted, with shield recharge rigs) DR: Easy (ZhouXi)

Warp-in is empty.

First Pocket

First spawn, aggro:

3x Pithatis Assaulter

Second spawn (1 BS):

1x Pith Eradictor

4x Pithum Ambolisher

1x Guristas Webifier

2x Guristas Kyoukan

Third spawn (2 BS):

2x Pith Extinguisher

3x Pith Ambolisher

Fourth spawn:

2x Pithatis Assaulter

2x Pithior Supremecist



Second Pocket

First spawn, aggro:

2x Pithum Eraser

1x Pithum Ambolisher

Second spawn (1 BS):

1x Pith Extinguisher

3x Pithatis Assaulter

Third spawn (2 BS):

1x Pith Eliminator

1x Pith Extinguisher

Fourth spawn:

3x Pithum Eraser

2x Pithior Supremecist



Third Pocket

First spawn (aggro):

2x Pithatis Assaulter

Second spawn (2 BS):

4x Tower Sentry Guristas III (EM)(aggro)

1x Rachen Mysuna (2.5m BS)

1x Pith Extinguisher

3x Pithatis Assasin

1x Guristas Kyoukan

3x Guristas Webifier



When you start shooting at sentry's (they hit from everything, mostly EM and Thermal), whole room aggro.

Rachen Mysuna have 50km orbit range and 75% chance for shield boost (1000hp each 10 seconds) so low sp bs pilots can have problem with killing it.

Also 25% chance for defender doesnt help at all. If you are a Raven pilot and cant handle it from distance, warp out and warp in again, then get closer (afterburner can help) and wait until he start shooting you. Loot from Mysunacan be quite good (like Arbalest Cruise + Siege, named 350mm Railgun etc)

Tbh I heard few times that it isnt possible to kill Mysuna without Torps :) Well I personally killing it from 50km using t1 Wrath Cruise Missiles, without drones. All depends on skills and equipment.

Guristas War Instalation dropping rubbish loot (like 100 Light Missiles, Small NOS, 250mm T1 Railgun and Malkuth Rocket launcher)

Vengeance, level 4

Reported by: Non Serviam and Chepe Nolon

Faction: Mordus

Mission type: Deadspace

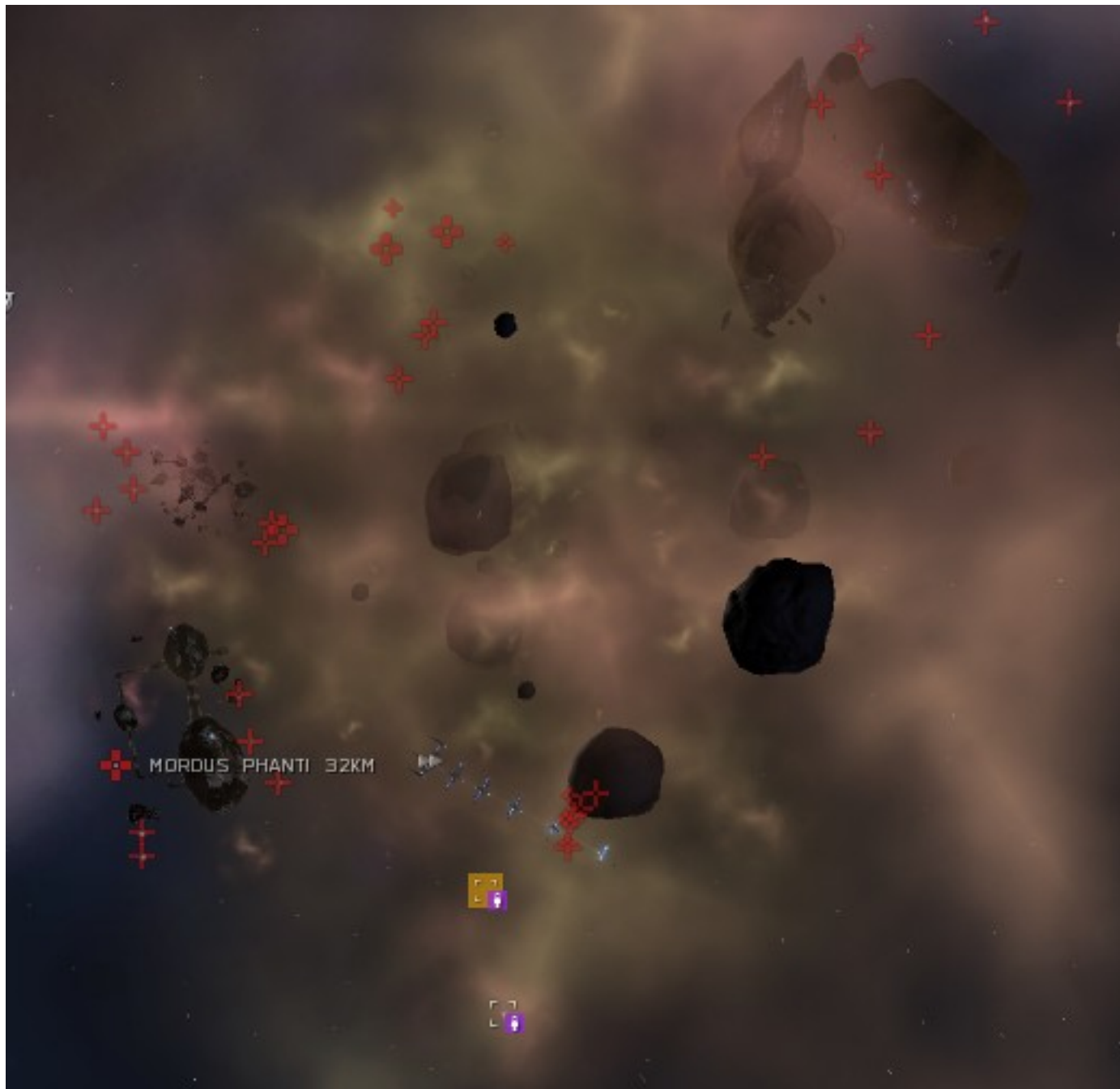
Damage dealt: Therm, Kinetic

Reccomended damage dealing: Kinetic

Completed with: Cerb + Wolf

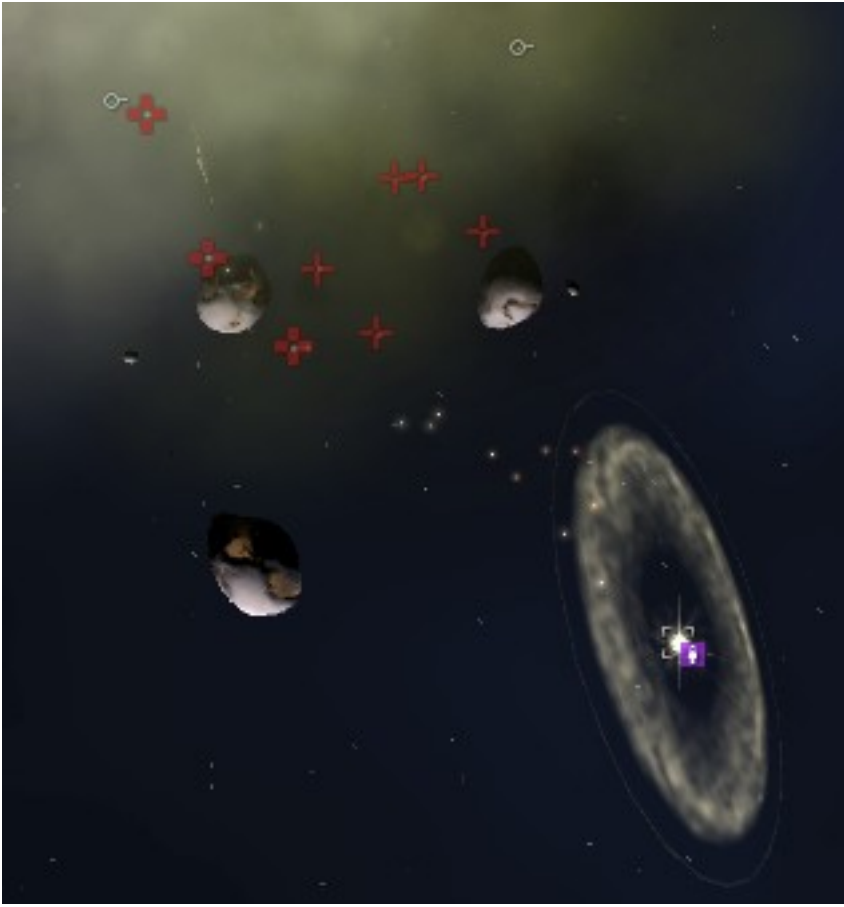
Pocket 1:

No aggro. Groups. Much like the Serpentis Version



Pocket 2:

Aggro from everything. Last rat drops the prisoners. Paon Tay has 50% kin, 60% em, 70% exp and 80% therm shield res.



Vengeance, level 4

Faction: Sansha

Reported by Black Prince 2007.01.07

Pictures by Chepe Nolon

Mission Type: Encounter

Space type: Deadspace

Damage Dealt: EM/Therm + Kin from certain battleships

Extras: Tracking Disruptor (Centus Beast Lord/Plague Lord, Centum Execrator/Slaughterer)

Recommended Damage Dealing: EM, Therm

Completed in CNR. (Black Prince)

Gate 1

Labelled Clockwise from the first group that agros.

Group A (insta agro)

2x BS (Centus Mutant Lord)

4x FF (Sansha's Berserker/Demon) (Web/scramble)

Group B (cleared with no extra agro)

5x BC (Centatis Phantasm/Specter)

1x BS (Centus Overlord) (Kin missiles)

Group C (attacking something here agro'd Group D)

1x BS (Centus Mutant Lord)

7x CR (Centum Execrator/Slaughterer) (Tracking Disrupt)

Group D

6x BC (Centatis Phantasm/Specter)

5x DD (Centior Cannibal/Devourer)

Group E (ignored me until fired upon)

3x BS (Centus Savage Lord (Kin missiles)/Plague Lord (Tracking Disruptor))

Gate 2:

Group A (insta agro)

1x BS (Centus Savage Lord) (Kin Missiles)

2x CR (Centum Torturer)

1x DD (Centior Horror)

Group B (Cleared with no agro)

3x BS (Centus Beast Lord/Plague Lord) (Tracking Disruptor)

Group C (Did not agro when I pulled group D)

7x CR (Centum Hellhound/Fiend)

Group D

2x BS (Centus Mutant Lord)

3x CR (Centum Hellhound/Fiend)

Gate 3

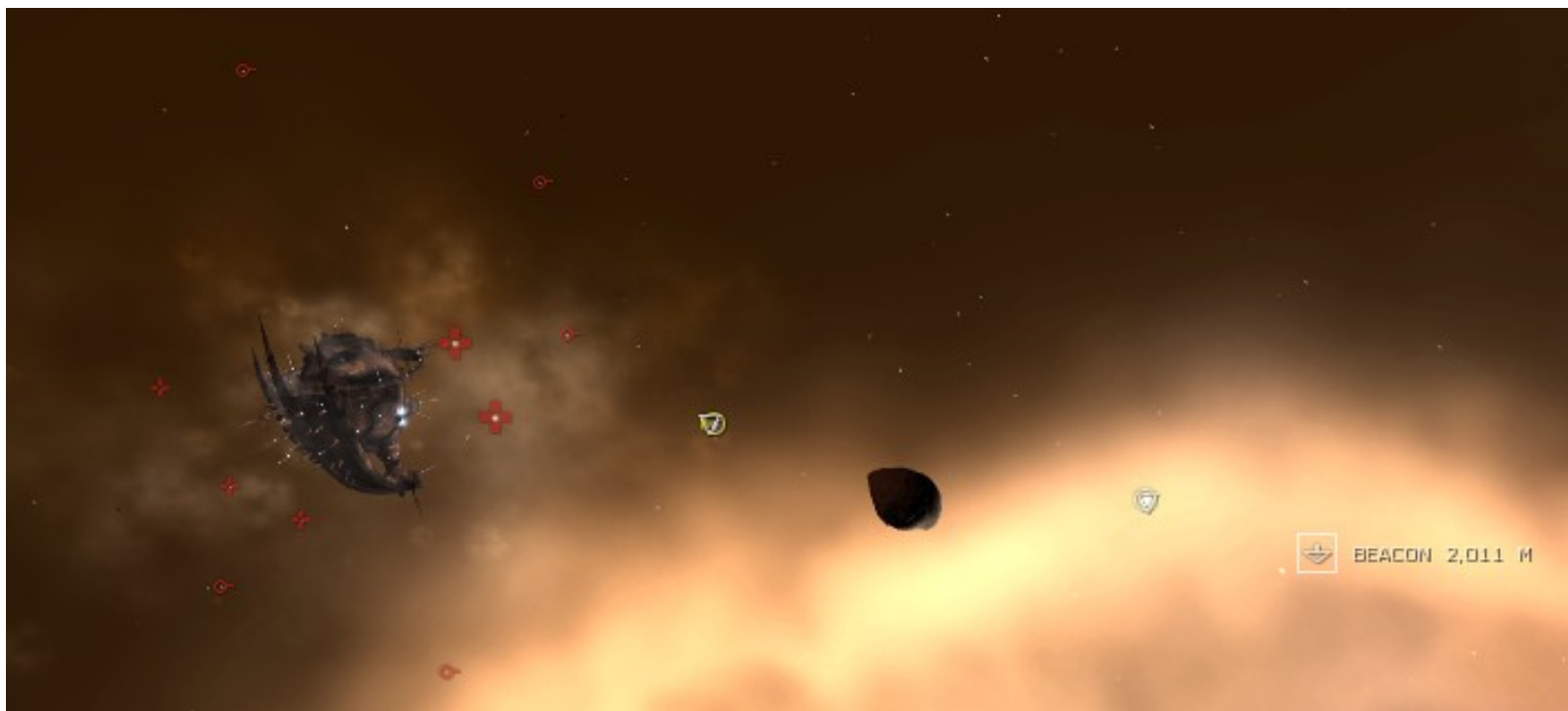
No initial agro

1x Named BS (Draben Kuvakei?) (Kin missiles)

1x BS (Centus Overlord) (Kin Missiles)

3x FF (Sansha's Demon) (Web/scramble)

5x Tower Sentry Sansha III (no agro at 70km range when I started shooting at them)



Vengeance, level 4

Reported by Chepe Nolon

Last update: 2007.05.07

Faction: Serpentis

Mission type: Deadspace

Damage dealt: Therm, Kinetic

Reccomended damage dealing: Kinetic, thermal for the named rat.

Completed with: Ishtar (DR: Medium) (Chepe Nolon)

Completed with: Ishtar (DR: Easy) (Alcair Doviienya)

Pocket 1:

Camped jip. Might aggro on warp-in.

Pocket 2:

Camped jip. Aggro from 6 Guardian Veterans (web, scramble) (the cargo conts on the pic is the remains of them)



Pocket 3:

Camped jip. Aggro from 4 cruisers.

Xevni Jipon is weak for thermal. High res vs kinetic. Can't be target for EW (web etc)

Tip for 3rd part: Look at one of the ships in the blob. Find one that is closest to you at the structures closest to you. Then you won't get aggro from all.

The screenshot shows a battle scene in EVE Online. On the left, a large ship is surrounded by several smaller ships, labeled "Group 2". In the center, another group of ships is labeled "Group 1". On the right, a single ship is labeled "JIP". The background is a dark space with a bright nebula-like structure.

OVERVIEW					
TA	IC	NAME	DISTANCE	RADIAL VEL	TF
	+	Corelum Initiate	49 km	0 m/s	14
	+	Core Enforcer	49 km	49 m/s	93
	+	Core Enforcer	49 km	8 m/s	11
	+	Corelum Initiate	50 km	30 m/s	16
	+	Shadow Corelum Chief Defen...	53 km	114 m/s	64
	+	Guardian Veteran	53 km	66 m/s	10
	+	Guardian Veteran	54 km	-39 m/s	11
	+	Corelum Initiate	55 km	-5 m/s	15
	+	Xevni Jipon	83 km	-74 m/s	11
	+	Corelum Initiate	84 km	-131 m/s	11
	+	Corelum Initiate	85 km	111 m/s	12
	+	Shadow Corelum Chief Defen...	85 km	-156 m/s	71
	+	Elder Core Executor	86 km	114 m/s	73
	+	Corelum Initiate	92 km	166 m/s	36
	+	Shadow Coreli Protector	93 km	154 m/s	12
	+	Shadow Coreli Protector	96 km	46 m/s	19
	+	Coreli Guardian Patroller	99 km	258 m/s	58
	+	Coreli Guardian Patroller	99 km	40 m/s	63
	+	Coreli Guardian Patroller	100 km	-208 m/s	60
	o	Serpentis HeavyMissile Batter...	110 km		
	o	Serpentis HeavyMissile Batter...	111 km		
	o	Serpentis HeavyMissile Batter...	112 km		
	o	Serpentis HeavyMissile Batter...	113 km		

Violent Expulsion, level 1

Reported by: Hoshi Hoshimoto, 2007.12.13

Faction: Gurista

Mission Type: Encounter

Damage dealt: Expl / Kin

Reccomended damage dealing: Kinetic

Initial Spaawn (arrives a few seconds after entering the area):

5 Pithi Arrogator 31km away (aggro below 30 km)

1 Pithi Infiltrator enters the scene 40 km away (~60 sec. later)

2nd Spawn (after destroying 2 or 3 of the Arrogators):

1 Pithi Invader and

2 Pithi Imputor

2 Pithi Infiltrator entering a few sec. later

War Situation, level 4

Reported by: Duke Frantzich

Additions by: Aloysius Pendergast

Updates by: Pen DaiDaiHai, Ethaet

Last update: 2008.01.04

Note, new version: 2 courier parts removed.

You may get a courier mission with the same name with the the two courier parts that's been removed.

Some agents still give out the old variant with the 2 courier parts included.

Part 1

Mission Type: Deadspace

Mission objective: Destroy all Amarr ships and buildings

(At present the mission briefing is bugged and the objective does not show)

Damage dealt: EM / Thermal

Recomended damage dealing Thermal

Completed in Drake (Duke Frantzich)

4x amarr Navy Soldiers

2x Amarr Navy Maller

2x Amarr Navy apocalups

No agro on warp in. Get some range and the damage is quite light.

Remember to blow up the Lookout.

Part 2

Mission type: deadspace

Mission objective: Destroy all Amarr ships and buildings

Pocket 1

Damage dealt: EM / Thermal

Recomended damage dealing Thermal

1x Amarr Navy Gamma I

1x amarr Navy Gamma II

2x Amarr Navy Scout
1x Amarr Navy Crucifier
3x Amarr Navy Maller
1x Amarr Navy Armageddon

Stayed at 50 + km and got no damage to my shield. Armageddon seems unable to hit anything further away than 32 km.

Pocket 2

Hollow asteroid Accelleration Gate, a bit tricky

Damage dealt: EM / Thermal / Kinetic

Recomended damage dealing Thermal but EM for General 'Buck'

1x Amarr Navy Crucifier
1x Amarr Navy Scout
4x amarr Navy Soldiers
4x Amarr Navy Maller (of wich two jammed pretty good)
2x Amarr Navy apocalups
1x General 'Buck' Turgidson - Apocalypse with special atributes.

Some damage in the beginning but never below 50% shield.

Buck has got a good armor rep, and efficient defender missiles. If you want to take him down fast with missiles, get up close and personal so the defenders can't hit.

One of the Apocs might "take off" and move away to approx 250km away from you, but it will return back to it's original position.

What comes around, goes around, level 3

Reported by Darth Usagi

Updated by Ethaet.

Last update: 2007.08.09

Faction: Mercenaries

Mission type: Jump-In

Damage dealt: All kinds

Extras: The bounty hunters might scramble.

Reccomended damage dealing: Kin, Thermal

Single Spawn:

5x Mercenary Elite Fighter (EM/Thermal + Flameburst Light Missile)

1x Bounty Hunter Jason (EM/Thermal + Thunderbolt Heavy Missile)

Update by Iris Yee: Bounty Hunter may be named Bounty Hunter Ikaruz along with the same number of Mercenary Elite Fighters.

Update by Somal Thunder: Bounty Hunter may be named Okochyn

Update by Upa Terf: Bounty Hunter may be called Obunga

Update by semaj rewom: Bounty Hunter may be called Jason

Whispers in the Dark, level 2

Reported by: Iris Yee

Updated by: Ivisis Avisus

Last update 2007.11.21

The missions has a bit of randomness added to them. The examples below just shows what you might meet.

First Contact

Faction: Sansha

Mission type: Deadspace

Damage dealt: EM, Thermal

Reccomended damage dealing: EM, Thermal

Completed in: Thorax w/Hammerhead drones DR: Easy/Medium (Ivisis Avisus)

Group 1 (Aggro On Warp)

1x Centii Cannibal

3x Centii Servant

1x Centii Minions

Group 2 (Do not Aggro)

1x Centii Ravenger

2x Centii Scavanger

2x Centior Misshape

The Breeding Facility drops 10 Refugees and 2 types of random tradegoods.

Lay and Pray

Faction: Sansha

Mission type: Deadspace

Damage dealt: EM, Thermal

Reccomended damage dealing: EM, Thermal

Group 1 (Aggro on warp)

2x Centii Butchers

3x Centii Manslayers

Group 2

2x Construction Freights

2x Centii Plague

1x Centii Enslaver

1x Sansha Enslaver

1x Sansha Deamon

Group 3 (optional)

3x Centii Slavehunter

3x Centii Savage

Both construction freights drop 100 construction blocks each, one of them will also drop 10 units of construction blocks needed to bring back to agent.

Spy Drones

Mission Type: Courier

The Outpost

Faction: Sansha

Mission type: Deadspace

Damage dealt: EM, Thermal

Reccomended damage dealing: EM, Thermal

Pocket 1

Group 1 (Aggro)

4x Centii Plague

1x Centii Enslaver

Group 2

4x Centii Plague

2x Centii Enslavers

Group 3

3x Centii Butchers

2x Centii Manslayers

3x Centii Minion

1x Centii Enslaver

3x Centii Servant
1x Centior Misshape
1x Centior Cannibal

Group 4

2x Centii Servant
1x Centii Minion
1x Centum Juggernaut

Pocket 2

Group 1 (Aggro)

2x Centior Cannibal
1x Centior Devourer

Group 2

2x Centior Devourer
1x Centior Abomination
1x Centii Butchers
2x Centii

The mission completes when the Worker's Quarters is destroyed and it will drop 10 units of 4 different freight goods.

None of the groups in the entire storyline mission seem to respawn.

Worlds Collide, level 4

Reported by: Chepe Nolon

Updated: 2007.12.09

Faction: Blood Raiders and Angels

Mission type: Deadspace, with guards at the first gates.

Damage dealt: Em/Therm from Bloods; All kinds, but heavy EXP/Kin from Angels

Web/scramblers fly at 2km

Recommened damage dealing: EM, therm for the bloods, Exp, kin for the angels.

Completed with: Dominix with different hardeners, 2x faction repairers.

Others completed it in a: Sacrilege

Warning!: Heavy Drone aggro!

Warp in "Warzone stage"

Recommneded tank: All kinds (leave the natural high res out (em for armor tank and exp for shield tank)).

You arrive in the middle of two large groups (135km to the nearest rat) and two gates (40km to each gate approx). One for your primary enemy, and one for the faction mentioned in the mission briefing (in this case, Blood Raiders and Angels).

They start far away from you guarding their own gate. Did a tank-all config and took first out the angels, then warped out and got a br tank, warped back in and took out the bloods. The gates are locked until you kill the last ship. But you can unlock them by carrying Zbikoki's Hacker Card (obtained from Zor) in your cargohold. It will be consumed on activation.



Bloodraider Pocket

Reccomended tank: EM / Therm

Like the Serp/guristas WC, it's mostly the same layout as guristas.

Dronesaggro: From everything!

There's four scramblers (Elders) in the pocket.

Even with a 89 EM and 82 Thermal res, I had to use two faction repairers in the beginning to keep the armor up due to total aggro. Then it was pretty easy after a few frigs and battlecruisers was destroyed.

Approx full aggro yields:

2x Elder Corpii Worshippers (web/scramble)

1x Elder Corpii Herald (web/scramble)

1x Elder Corpii Follower (web/scramble)

1x Blood Wraith

5x Corpior Friars

3x Corpior Fanatics

1x Corpior Phantom

7x Corpus Harbingers (17km attack range, nice for nos)

3x Corpus Archbishops

2x Corpus Monsignor



Angels Pocket

Tank: Exp / Kin

Aggro at warp in: Yes (Might web)

Snipable: Yes

4x Gist Seraphim

5x Gist Malakim

1x Gist Throne

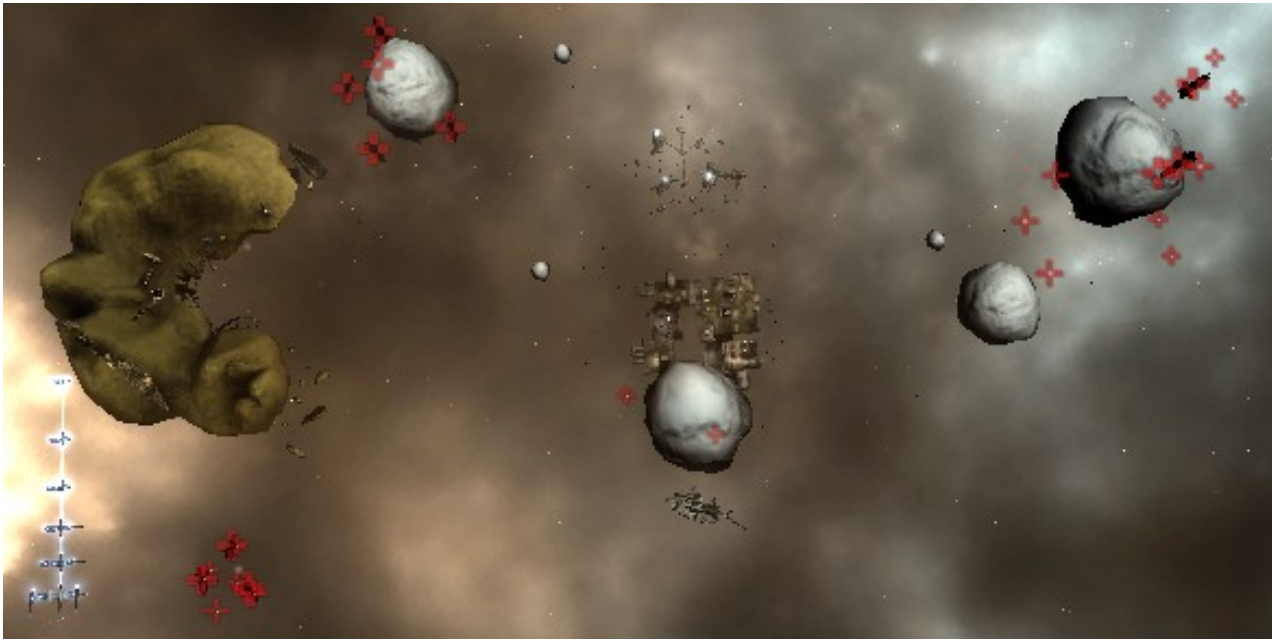
7x Cruiser / BC

8x Frigs (5 web/scramble)

Droneaggro: Probably

You get aggro from two frigs that might web. Get some distance from the groups before shooting at anything. Shooting at the two Spies, will aggro everything.

Tanked everything with 300hp/s repair (2x faction repairers, 2x nano pump rigs) and 88% exp and 82% kin resistance. Not recommended on t2 gear.



3rd Pocket

Reccomended tank: EM / Therm

The pocket looks like a single group. But it's actually 3.

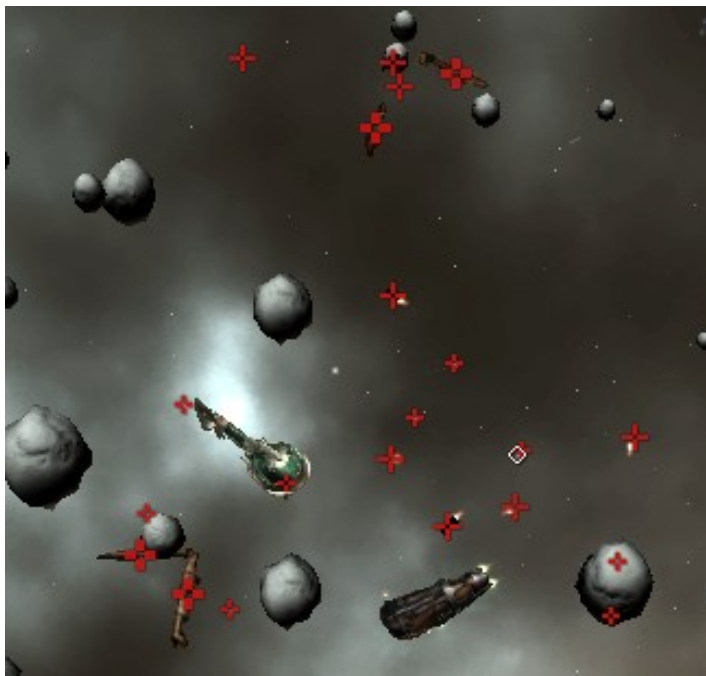
No aggro on arrival.

Unknown drone aggro.

9x frigs

8x Cruisers / Battlecruisers

4x Battleships



Worlds Collide, level 1

Reported by: Jin Gege

Faction: Sansha Nation and Angel Cartel

Mission type: Deadspace, with guards at the first gates.

Damage dealt: All kinds

Recommeneded damage dealing: EM, therm for the Sansha ships, and Exp, Kin for the Angel ships.

First two accelerator gates are not locked and all NPCs at first and second level are optional kills, that will respawn. Only small ships may enter the first gate. Bookmarked location has Gate to Angel Base and Gate to Sansha's Base about 45km away.

The Angel group will aggro upon warp-in at 130km away.

7 Gistii Hijackers

1 Gistii Rogue

1 Gistior Defacer

The Sansha's group also at same distance away will only aggro when player is about 15km from gate to Sansha's Base.

4 Centii Savages

1 Centii Slavehunter

The Angel Base

Nearest group will aggro upon warp-in

1 Gistii Hunter

1 Gistii Impaler that .

There are 4 other groups further away consisting of Gistii Hijackers, Gistii Rogues, Gistii Ambushers, Gistii Raiders and Gistii Impalers that do not aggro.

The gateway to research outpost is 15km from this warp-in point.

The Sansha's Base>

Nearest group will aggro upon warp-in.

2 Centii Butchers

2 Centii Manslayers

2 Centii Enslavers

There are two other groups, one group consisting of 2 Centior Cannibals and the other group consisting of 1 Centii Slavehunter and 3 Centii Savages that will not aggro.

The gateway to research outpost is also 15km from this warp-in point.

The third level The nearest group of 3 Gistii Thugs next to the Damaged Heron will aggro upon warp-in. The mission will complete when this group is destroyed.

The remaining 13 Gistii Hijackers do not aggro.

The Damaged Heron will contain the required 20 Ship's Crew this time, with no respawn of any NPCs or additional Ship's Crew throughout. 20 Ship's Crew is required to be brought back to agent to complete the mission.

Worlds Collide, level 4

Reported by: Ulric Wolfbane

Updated by: Chepe Nolon, Captain Schmungles

Blitz by: Ris Dnalor

Last update: 2008.01.06

Sansha pocket reported by: Teiresias

Faction: Sansha and Angels

Mission type: Deadspace, with guards at the first gates.

Damage dealt: All kinds (mainly exp, kin for angels and em, therm for sansha)

Recommened damage dealing: EM, therm for the sansha, Exp, kin for the angels.

Ulric Wolfbane completed it in a standard raven with a t2 setup.

Completed in: CNR (3x invuls) DR: Easy (Chepe Nolon)

Completed in: Active tank Drake (Only against the angels) DR: Hard (Captain Schmungles)

Warning!: Heavy Drone aggro!

Entry:

The gates are locked until you kill the last ship. But you can unlock them by carrying Zbikoki's Hacker Card (obtained from Zor) in your cargohold. It will be consumed on activation.

Group 1:

4x Arch Gistii Hunters

3x Gistatis Primus

2x Gistatis Tribuni

Arch Gistum Crusher

Gist General

Gist War General

Group 2:

Centatis Specter

5x Centatis Wraith

2x Centii Loyal Ravenger

3x Centii Loyal Scavengers

3x Centus Beast Lords

Drone will aggro entire room

Angles Gate

Frigs may scramble.

Insta Aggro -

2x Angel Spy - Do not shoot, will aggro entire room, but you can NOS them

3x Angel Sentry Guns (appears you can shoot these)

Group 1 - (This hit me REAL hard)

2x Gistatis Praefectus

4x Gist Seraphim

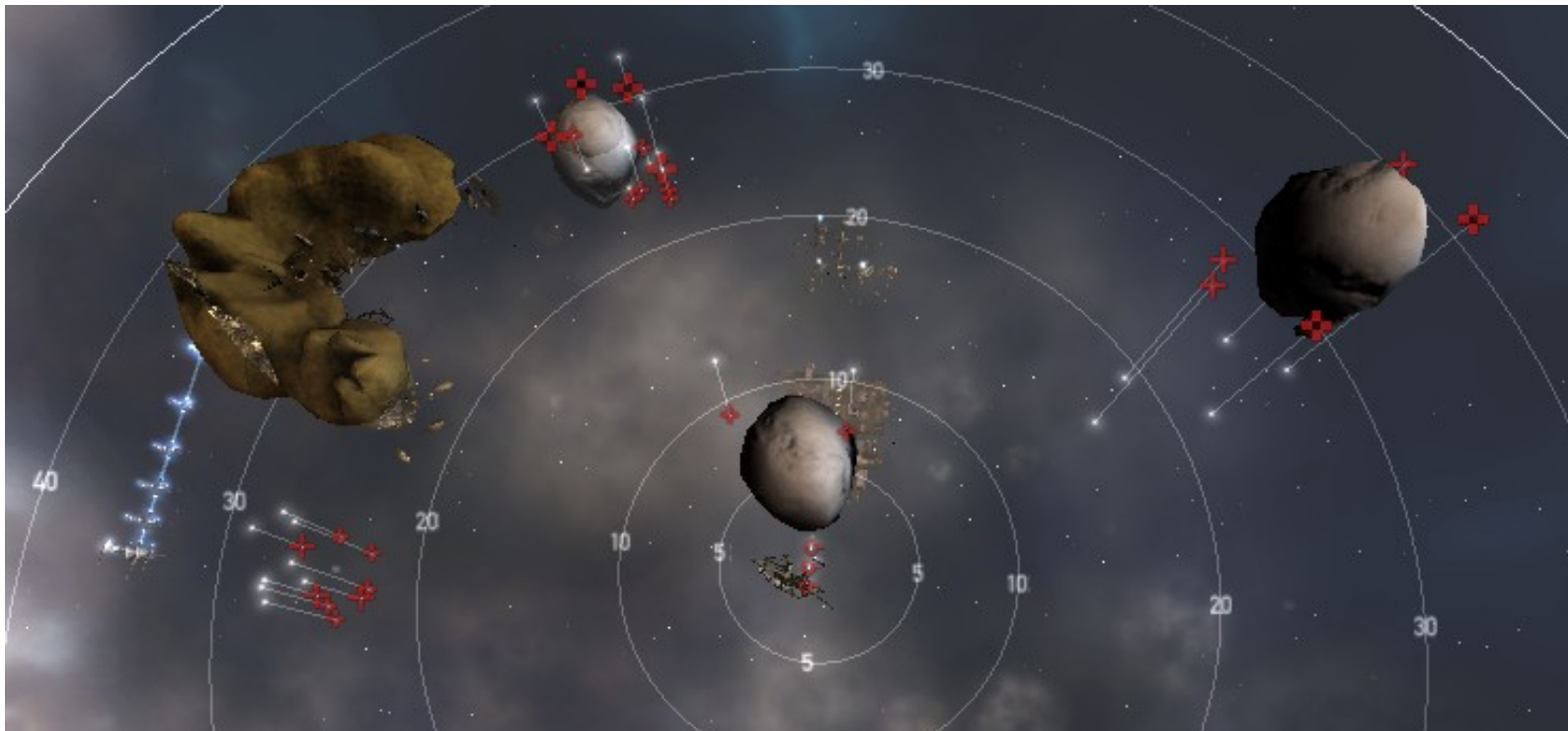
2x Gistatis Tribuni

Group 2 -

Arch Gistum Centuraion
4x Arch Gistum Phalanx
3x Gistior Seizer
2x Gistior Thrasher

Group 3 -

3x Gist Nephilim
Gist Overseer
4x Arch Gistii Thug
Arch Gistii Outlaw



Sansha Gate

Completed solo with: standard apoc/megabeams, dual acco reps, 1xEM/2xTherm/1xKIN hardener. **this gate only, did the Angels gates with Raven**
Damage dealt: EM/Therm. Centus Dark Lords do extremely heavy KIN damage.
Recommended damage dealing: Thermal

Three groups.

insta aggro from first group:

2 Sansha spy
3 Centus Dread Lord
2 Centus Dark Lord
1 Sansha's Overseer

Second group:

5X Centus Dark Lord
4-5 destroyers

Third Group:

Centus Mutant Lord

Centus Slave Lord

2-3 HACs

3-4 Frigs ***WEB/SCRAMBLE**

Attacking the spies will aggro entire pocket. No drone aggro unless they attack the spies or fly too close to other groups., use at your own risk, or have a buddy handle the droneage while you tank. Flying too close to other groups will cause them to aggro.

Prioritize killing the Dark Lords in the first group, they do 300hp/s Kinetic damage and are supremely dangerous if you're not expecting them. Then the Dread lords and the Overseer, then get some range on the rest of the pocket before pulling aggro on the second group with the 5 Dark Lords You can snipe them fairly easily because they're slow, do not engage them at close range unless you have absolutely top skills and and can run both reps continuously. Even then you will likely take structure damage before you clean them out. There are web/scrambling frigs in here, leave the third group til last and you won't get trapped.



Final stage

Group 1 (insta aggro)

2x Gist War General

2x Arch Gistum Centurion

Arch Gistum Phalanx

Group 2

Gist Malakim

3x Gistatis Legionaire

2x Gistatis Primu

Group 3

Gist Cherubim

2x Arch Gistii Hijacker

2x Arch Gistii Rogue

Group 4

3x Gist Warlord

3x Gistior Thrasher

3x Gistior Seizer

Blitz guide:

Have your Zbikoki's Hacker Card in your cargo bay. This lets you use one of the gates at the warp-in point without killing anything. It can be found in Zor's wreck in (I believe) The Right Hand of Zazzmatazz. In any case it's in Zor's wreck for certain. (if you're using drones be sure they are set to PASSIVE mode)

Warp-In: Fly 26km to Angel gate and activate.

2nd Spot: Fly 23km to next gate while killing the two angel spies. Do not shoot sentries. Do not shoot anything else. Nothing else should aggro you if you fly directly to the gate. Activate gate.

3rd Spot: Fly towards The final can. 5 ships will aggro you, 2bBS and 3 HAC. Kill them, grab the can and you're finished.

Worlds Collide, level 4

Reported by: Rezerwowo Pies, 2008.01.01

Update by: Max Calimaris

Last updated: 2008.01.20

Faction: Guristas (present in the last pocket) and Serpentis

You'll get "Usually the Gurista Pirates has a firm grip ..." in the mission briefing.

Mission type: Encounter

Space type: Deadspace, with guards at the first gates.

Damage dealt: Kin, Therm

Web/scramblers: Guardian Veteran, Guristas Spies and Angel Vipers

Reccomended damage dealing: Kinetic

Completed with: CNR DR: Easy (Chepe Nolon)

Completed with CNR (Gist XL SB, SS Sensor Booster, 1x Pith-X Kin, 1x Therm, 1x Dread Guristas Invuls). DR: Easy (Rezerwowo Pies)

Completed in: T2 fitted passive Drake with shield recharge rigs DR: Easy (Gurista side only) (ZhouXi)

Choose one of two groups, kill them and go deeper using appropriate warp gate into second pocket (Serpentis base or gurista base). From both second pockets route is directly to third pocket which is allways same (Research outpost).

Warp in "Warzone stage"

You can blitz this by using Zbikoki's Hacker Card. (Obtained from Zor in other missions). It will be consumed upon unlocking the gate.

Serpentis group (4 BS):

2x Core High Admiral

2x Core Admiral

1x Corelatis High Capitan

3x Corelatis Captain Sentry

4x Guardian Veteran (kill them when they MWD'ing towards you, insta pop)

Serpentis gate unlocked

Guristas group (3 BS):

1x Pith Extinguisher

2x Pith Dismantler

1x Pithatis Revolter

3x Pithatis Death Dealer

Guristas gate unlocked



Serpentis Base

For missile spammers: I usually start from killing BS in aggroing group, because its faster (Serpentis BS have a lot of defenders, from small distance they can't pop your missiles). Drones agroo.

First group, agroo (3 BS):

3x Core Admiral

3x Corelatis Platoon Leader

3x Guardian Veteran

2x Angel Spy (might trigger aggro from the entire pocket.)

Gate to The Research Outpost unlocked

Second group, under you (3 BS):

1x Core Lord Admiral

2x Core Grand Admiral

3x Corelatis Platoon Leader

3x Guardian Veteran

Third group, behind station (3 BS):

1x Core High Admiral

2x Core Admiral

3x Corelatis Platoon Leader

3x Guardian Veteran

Fourth, behind station, under group 3 (1 BS):

1x Serpents Overseer (BS, spawns very occasionally, can drop faction loot)

War installation does not drop loot.



Gurista Base

Guristas Spy (25k and 30k frigates) webbing, drones can aggro, i usually launch them after killing first group.

First group, aggro (3 BS):

3x Pith Obliterator

2x Dire Pithum Ambolisher

1x Dire Pithum Eraser

2x Guristas Spy

Second group (3 BS):

3x Pith Dismantler

2x Dire Pithum Ambolisher

3x Dire Pithi Infiltrator

Third group:

3x Dire Pithum Eraser

1x Dire Pithum Ambolisher

4x Dire Pithi Infiltrator

Fourth:
1x Guristas Kyoukan

Fifth (1 BS):
1x Guristas Overseer (BS, spawns very occasionally, can drop faction loot)



Both war stations drops no loot.

The Research Outpost

First group (aggroing):
1x Pith Extinguisher
2x Pith Dismantler
2x Pithatis Death Dealer
1x Pithatis Revolter

Heron cargohold unlocked

Second group (3 BS):

3x Pith Extinguisher

Third group (2x BS):

2x Pith Obliterator

1x Pithum Murderer

1x Pithum Killer

Rezerwowo Pies about Overseer's:

From my experience (i ran WC more than 100 times), i get Overseer spawn in 1 of 6 missions (Serpentis or Guristas). Even if i get it, most of the cases its a standard BS (under 1m isk, far from it :) with no faction loot. Anyway they can spawn directly when you fly into pocket, or after few hours, or never :-).

Worlds Collide, level 4

Reported by: Chepe Nolon

Updates by: Mystic Retribution, Schmams, Woodsie SS14, Chepe Nolon, Jose Primem, Razzzzia, Gamtu

Last updated: 2008.01.10

Faction: Serpentis (present in the last pocket and Guristas

You'll get "Usually the Serpentis has a firm grip ... " in the mission briefing.

Mission type: Encounter

Space type: Deadspace, with guards at the first gates.

Damage dealt: Kin, Therm

Web/scramblers fly at 2km

Reccomended damage dealing: Kinetic

Completed with #1: Ishtar + Rail mega (Thanks to GloFF HekaTombe)

Completed with #2: Solo Ishtar (takes ages).

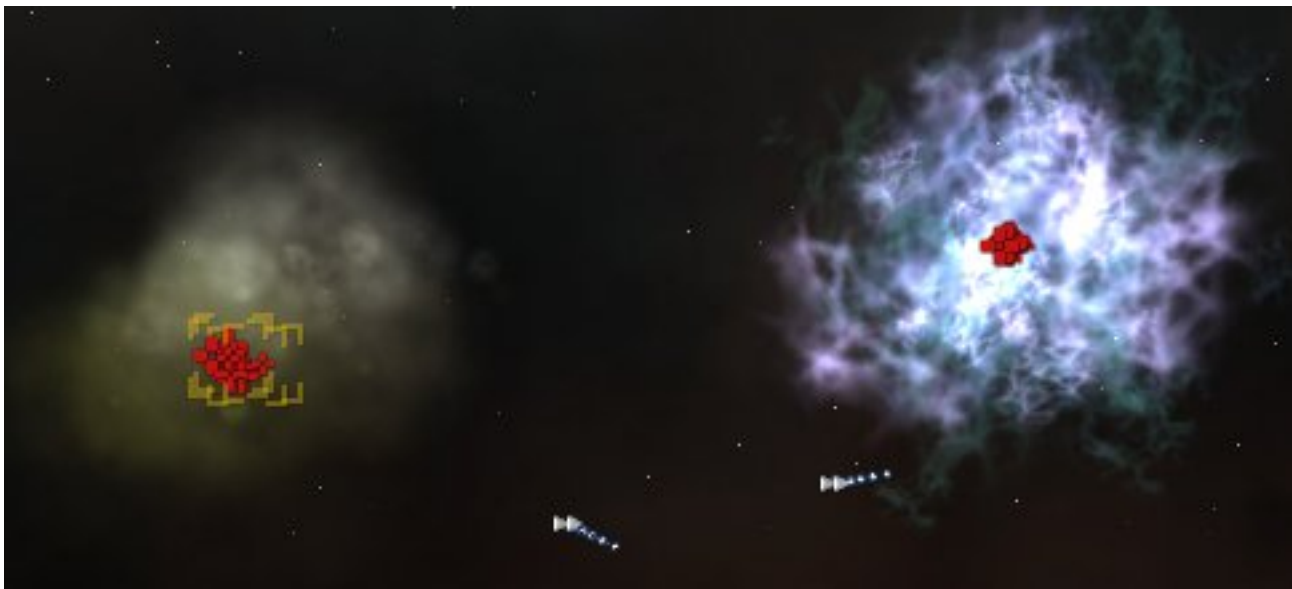
Ships lost #3: Ishtar (lagged out when webbed).

Heavy drone aggro in the second pockets. Only release drones if you know what you're doing.

Warp in "Warzone stage"

You arrive in the middle of two large groups and two gates. One for your primary enemy, and one for the faction mentioned in the mission briefing (in this case, Serpentis and Gurista). They start far away from you guarding their own gate. The gates are locked until you kill the last ship. But you can unlock them by carrying Zbikoki's Hacker Card (obtained from Zor) in your cargohold. It will be consumed on activation.

The gurista/pith ships will aggro your drones after a while if they haven't aggroed anything else.



Serpentis Pocket 1:

Aggro at warp-in from one group. 4 Groups total. All pretty close. Guardian Veterans may web and scramble. Battleships in all groups. And there two angel spies in the pocket.

The overseer:

After a certain amount of time a Serpentis Overseer will spawn. The overseer has a value of between 750,000 and 3,750,000 ISK. The higher value one also drops faction loot. I am not sure at this time how the type of overseer is selected.

The overseer spawn point is with the group that does not aggro at the beginning of the stage.

The low value overseer is just like an extra battleship.

The high value overseer has a MWD (was moving at about 600 m/s or faster), but has crazy low resists. It was easier to pop than the cruisers. It has, in its description, "sometimes they hire a good pilot to fly their ships" and was a dominix model.



Serpentis Pocket 2:

Aggro from everything. No web/scramblers. There's a damaged Heron in the middle as a spawn container. Open it, and grab 20 "ships crew" when you have destroyed close to everything.

"Gate to the warzone" leads back to the Warzone stage.



Gurista Pocket 1:

3 groups. Aggro from one. Battleships in two of the three groups. A single sansha's demon is also spotted.

There are webifiers and scramblers present.

The ships will aggro other gang members when they arrive.

The gate will go to the Serpentis Pocket 2.



Gamtu discovered: The station in the Gurista pocket dropped loot once. Basic t1 stuff.

Schmans about the overseers:

I'd killed everything, was looting/salvaging, jumped in to the serpentis base (Serp Stage 1) and found a Serpentis OverSeer (BS)- 4.875mill isk bounty. This was AFTER I'd already killed and looted everything. Not sure if this is random or was triggered by something. I'd already been the room once and looted all the cans too - he wasn't there then.

How to proceed in unknown missions

Written by Chepe Nolon

Last updated: 2007.10.24

Sometimes you will get missions not covered in any guide on the net. Especially after major patches, the chances are high that the guides will mislead you more than lead you to victory. It goes without saying you should be careful when encountering this situation, but how?

- Look for a report with the same name, but with a different faction. Sometimes the missions tend to be pretty similar, but with different rats.
- Look for a report with the same name, but with different level. This is not the safest way, but you might get a clue about triggers and waves.
- Look at the mission briefing of any hints about rat type. Use the [tanking guide](#) for a safe bet on the tank setup. But also include multi-resistant modules in case of those nasty surprises.
- Overkill. In lower level missions, shooting flies with a nuclear cannon should save the day
- First encounters should be done in a shuttle. Expendable, fast and often hard to hit. Take a screenshot, and then warp out.
- Mission rats will not podkill on purpose. So when your shuttle is blown up, you can safely explore the current level in your pod. Remember you can't activate any gates in a pod.
- Try to keep a certain distance, as it will spread out the pack, damage, and you have a bit more time when webbed/scrambled
- Align to a gate and set autopilot to it. In case of panic, just hit autopilot.
- Always assume you will be scrambled. Look for those special rats using [this guide](#). Veteran runners will recognize the web/scramble/ewar ships from the names. If you know what faction of rats you will encounter, you can find the prefix in the guide and be prepared too.
- If overwhelmed by aggro, warp out, and the aggro might reset. Even if you warp back on top of the ships.
- If you trigger too many spawns so you can't get back in without getting blown up, you might wait until after the next downtime, as it will reset the mission

Still not too sure if you want to risk your shiny ship on it? Decline it, and wait for someone else reporting it. Don't risk more than you can afford to lose.

Remember to [contact me](#) with a report of the new mission when you have completed it. :)

How to do level 4 missions in a raven

A guide by: Ohmy Fugod, Written 2006.08.01

(Useful for people flying other ships too)

Editors note: There's a lot of debate about using cruise or torps. Use the link at the bottom of this article to read the forum thread about this.

Some general and important tips/things to have in mind:

- **DO NOT USE TORPEDOES.** They got a huge explosion radius, and 85% of time you'll be shooting cruisers and bc's while doing lvl 4's. They also got the worst non-capital launcher rate of fire, meaning your missions will go slower than with cruise launchers. Moreover, they have sucky range and are WAY slower than cruise missiles, meaning more success for the rat's defenders (see further below). Oh, and all of this without mentioning they aren't affected by the Guided Missile Precision skill.
- When doing lvl 4's STAY PUT when you come out of warp, wait a bit, and only answer the fire of those attacking you. This will ensure you don't aggro the whole room.
>Exception: The delta support frigates in Enemies Abound 1/5. Just don't shoot them unless you're 50km from the closest rat. Or, fit a smartbomb instead. No prob with the sb.
- Pay attention to the reward your agent offers. If reward + bonus are over 3m, and you never did that mission before, check sites like www.eveinfo.com, or ask in local or corp chat for advice. Don't ever accept a mission without at least some clue about what's in there.
- Regarding Drones: Use Hammerheads/ Hobgoblins, these are the thermal ones. Always. Maybe, maybe sometimes, the kinetic ones. Why? Well if you compare stats, the thermal drones got a 1.6 dmg multiplier. Kinetics got a 1.45 one(iirc). The others even down to 1.3. This means that thermal drones deal a 30% more dmg, thus, most of the time this will offset and even cause more damage than if using the least resisted type.
- Carry seven medium thermals. The difference with lights is way offset by the time it takes to reel either of them back in and re-deploy.
- Loot using an Indy, or an Osprey with cargo expanders. Any case, with of course tractor beams and a sensor booster for faster locking of cans. Don't ever use the Raven for looting, unless you're say, 3 jumps away, in which case replace a NOS for a tractor beam before even departing. (Setup below)
- Don't stress yourself over wasted volleys. That rat alone you're shooting probably finances the whole mission's ammo expenses.
- Get a Gist b-type XL booster as soon as you can, it's worth every single penny. Don't pay more than 430m for it though. I payed 400m for mine. Even more, I made my whole Raven investment back in 20-25 days of playing an average of 3hrs/day. So don't be afraid at all of making such a

purchase.

- Train Missile Projection, to lvl 3 or 4. This skill, in addition to your Caldari Battleship one will make your missiles fly faster. No, it's not about the range, it's about the missile landing before the rat's defender does.

It's another way of enhancing your dps.

The clearest example is vs. any Machariel-Class bs rat. They orbit really close, and it's funny to see their defenders (many times up to 3!) banish in space fruitlessly.

- Always NOS something. If it's a battleship, great. Then work your way down from there. Sometimes it's even advisable to leave some rat alive, just to have it as your NOS *****. However, kill it as soon as it stops yielding cap. In long battles, remember to switch your NOS target every now and then, too.
- Don't forget you can 1 volley MWD'ing frigs. Takes a bit of practice, but worth it for those cases where deploying drones is not an option.
- Only deploy your drones when everything else has already targetted you (flashing red cross). In this way they'll never get shot at.
- Even then, drones might cause aggro from rat groups that are at 40-45km or closer. Keep your "Drones in space" window expanded at all times. Reel them in in case of attack for a full shield recharge. Don't deploy if unsure of the outcome.
- If a rat blob (massive amount of ships) aggroes you, stay calm and check how many cruisers and battleships are there. Many times they're mostly destroyers and frigates. So don't panic, and focus on the heavy dmg dealers first. Send your drones after the cruisers, most of the time they'll have dispatched a cruiser in the time it took you to shoot down a bs.
- If you're prone to panic when confronted by a blob, turn the volume down. Massive yet harmless rocket explosions can get annoying.
- When warping in in the middle of a rat group (15km or less), shoot the battleships first. Will minimize/nullify their defenders.
- When fighting from farther away, shoot the cruisers first instead. Also wait a bit (like stated above) and drone the frigs and dessies. Then start shooting the bs's.
- Assess the situation carefully, many times it's a turret/sentry the "rat" you have to let live for a while for NOS'ing.
- When doing a mission for the first time, it doesn't hurt to pre-align before shooting anything. Set your speed at say, 5m/s (click on the speed dial), and keep the course. Will keep the ship from leveling to the horizon while not making you aggro other, close-by rat groups.
- If you're totally clueless about what hardeners to fit, equip an EM, a Thermal and 2 Invuls (all T2). It'll give you over 70% to every resist, with Kinetic quite close to it. This setup works great vs. multiple dmg type dealers, like those found in "Silence the Informant".

My setup:

- 6 x Arbalest cruise
- 1 x True Sansha Heavy Nos (30km)
- 1 x Heavy Diminishing Nos (24km)

- 1 x Gist b-type XL SB
- 1 x DG boost amp
- 4 x T2 hardeners

- 2 x BCS II
- 3 x PDS II

Note: I only got 5.5m sp's or so, 2.1 of them in learning. I haven't had any problems yet. So far I've done Guristas Extravaganza, Right Hand of Zazzmatazz, Enemies Abound (not the 5/5 though, not sure it can be done without a CNR), Silence the Informant, etc, quite a couple times each.

Source <http://myeve.eve-online.com/ingameboard.asp?a=topic&threadid=373044>

Basic tips on setting up certain ships.

Written by Chepe Nolon, 2007.10.23

Disclaimer

I made this guide to answer a lot of common questions from people that just got their hands on different ships. I will however encourage people reading the forums, especially this [forum post](#) (out of game) as I will not go into detail, nor cover a lot of ships. I'm also considering the ships will be used in level 4 missions, solo. Use this as the basics to build up a ship you're comfortable flying.

The setups

I tend to start with the tank first, and getting to know the ship that way. Then work on the main weapons and lastly fill the gaps for what the main weapons can't defeat. Usually you'll face everything from fast flying interceptors to hard tanking battleships.

Raven

I'll start with the most used ship in eve. Most used for a reason. There isn't much to say about it. Just try to get a tank going, and then try to adjust the setup for your needs and skills.

- High: 6x Cruise missile launchers, 1-2x heavy nos
- Med: 1x XL Shield booster, 1x shield boost amp, 3-4x hardeners (for the missing slot if using 3x hardeners: another x shield boost amp or 1x Cap recharger)
- Low: 2-3x Ballistic Control System, 2-3x Power Diagnostic Unit, 0-1x Damage Control
- Rigs: 2x Warhead Rigor Catalyst, 1x Capacitor Control Circuit
- Drones: 5x Medium, 5x small

Dominix

A ship that can be fitted in a myriad of ways. I started out with this. Then exchanged a lot of the parts when the tank held. Before investing in any expensive faction stuff, I reccomend fitting at least 1 or 2x of the Auxillary Nano Pump rig. There is no need for a webifier as the smaller drones will make short work of any interceptor attacking you.

- High: Nos + utility
- Med: 5x Cap rechargers
- Low: 2x Large Armor Repairers, 3x hardeners, 1-2x Cap relays, 0-1x Energized adaptive nano

- membrane / Damage Control
- Rigs: 3x Auxillary Nano Pumps
- Drones: 5x Small, 5x Medium, Rest Heavy.

Ishtar

Though to fit this one. But it keeps flying even with named and t2 items.

- High: 2x Medium nos
- Med: 1x 10mn Afterburner, 2x Cap Rechargers, 1x Large Peroxide Battery
- Low: 1x Medium Armor Repairer, 1x Small Armor Repairer, 3x Armor Hardeners
- Rigs: Auxillary Nano Pump
- Drones: 5x Light, rest heavy

Drake

There is a lot of ways to fit this. Never flown one myself, so I'm entering the setup submitted ZhouXi:

- High: 7x Heavy Missile Launchers II
- Med: 2x Large Shield Extender, 4x Damage Specific Shield Amplifier IIs
- Low: 3x BCU II, 1x Beta Reactor Control: Shield Power Relay I
- Rigs: 3x Core Defence Field Purger I
- Drones: 5x light drones

If fighting drones or Mercenaries, the mid slots are changed to:

2x Large Shield Extender IIs, 2x Invulnerability field IIs, 2x Shield Damage Amplifiers (Kin/Therm for mercenaries, EM/Therm for Drones)

Typhoon

A ship that has to be fit to suit your fighting style, like other gunships.

- High: 4x 650mm artilleries, 4x Cruise Launchers
- Med: 4x Cap rechargers
- Low: 2x Large Armor repairers, 3x hardeners, 1x Energized Nano Membrane, 1x Cap Relay
- Rigs: 1x Capacitor Control Circuit, 2x Auxillary Nano Pumps
- Drones: 5x small, rest heavy

Tanking

A guide by Lucas Coldhand

Last updated: 2007.10.23

1. Introduction:

All the rat factions you see in missions have a primary damage, a secondary damage and sometimes other marginal damage types.

Everyone knows the rat damage types (example: guristas do kinetic and thermal), its in half the character bios. What isn't clearly stated is damage type proportions, and that is the key to good mission tanking.

So here is a breakdown of those proportions:

Gurista/EoM: 0.75 kin/0.25 therm

Angel: 0.7 exp/0.2 kin/0.1 em

Sansha/Blood raider/Amarr empire: 0.5 em/0.5 therm

Serpentis/Caldari state: 0.5 kin/0.5 therm

Gallente federation: 0.5 kin/0.4 therm/0.1 em

Minmatar republic: 0.5 exp/0.2 em/0.2 kin/0.1 therm

Mercenaries: 0.5 therm/0.3 kin/0.1 exp/0.1 em

Rogue drones: 0.7 exp/0.2 kin/0.1 therm

I calculated those from the eve.info mission dps lists, of course they may be flawed, feel free to make your own calcs. And if you choose to trust me, please don't come complaining if you're blown up.

2. Tanks pre-reqs:

This article applies mostly to LVL4 missions as they're the ones needing the most tank.

For a LVL4 battleship setup, I recommend dedicating 1-2 slots to hp regen and 4 slots to resists, the rest is up to you.

Hp regen is done by a Large armor repairer on armor tanks and a Large (or X-Large) shield booster +Shield boost amplifier on shield tanks.

3. Damage types revisited:

So here is the same breakdown as above but translated in hardeners:

This applies to ships with no resists bonus, for these it's specific for each ship.

Gurista/EoM: 3*Kin active/1*Therm active

Angel: armor tanks: 3*Exp active/1*Kin active - shield tanks: 2*Exp active/2*inv field

Sansha/Blood raider/Amarr empire: 2*Em active/2*Therm active

Serpentis/Caldari state/Gallente federation: 2*Kin active/2*Therm active

Minmatar republic: armor tanks: 2*Exp active/1*Kin active/1*DCU - shield tanks: 1*Em active/1*Exp active/2*Inv field

Mercenaries: armor tanks: 2*Kin active/2*Therm active - shield tanks: 2*Therm active/1*Kin active/1*Inv field

Rogue drones: armor tanks: 3*Exp active/1*Kin active - shield tanks: 1*Exp active/1*Kin active/2*Inv field

Your mileage may vary due to slight differences in racial base resists, don't hesitate to check it.

As you armor tankers may have noticed, I prefer damage controls over EANMs, while the later gives better resists it's nice to have a 50-60% hardened hull for that emergency warp out. And, best of all, damage controls are not stacked it seems.

If you can afford it slotwise, you might want to swap a damage mod for a damage control (raising your resist slots to 5) when facing those npc's that are hitting your weakest natural resists (angel, drones, ... for armor tanks, sansha, blood, ... for shield tanks)

4. Examples:

The skills used are the same for compared setups.

Here is the example of an armor tanked Typhoon:

Omni fit:

Large armor repairer II

2*N-type Expl active hardener

N-type Therm active hardener

N-type Kin active hardener

em70/th68/ki60/ex74

tanks 243dps vs Guristas

Specialised fit:

Large armor repairer II
3*N-type Kin active hardener
N-type Therm active hardener

em70/th68/ki85/ex10
tanks 508dps vs Guristas

Here is the example of a shield tanked Maelstrom: Large shield booster II
Shield boost amplifier II
Photon scattering field II
Heat dissipation field II
2*Inv field II

em72/th78/ki69/ex79
tanks 420dps vs Guristas

Specialised fit:

Large shield booster II
Shield boost amplifier II
3*Ballistic deflection field II
Heat dissipation field II

em0/th64/ki90/ex60
tanks 936dps vs Guristas

Note: The Mael uses a large booster because it has a bonus to shield boost amount, for a raven the same setup tanks about 700dps. A raven with an X-large booster tanks 1312dps.

Now who needs to tank 1312dps? Well, it's useful to survive the bonus rooms (faction loot ftw!) and it also means you may pulse the booster a lot less, saving cap.

5. Conclusion:

While I tried to be precise, you may encounter cases where the enemies don't behave like stated here. For example, empire factions (amarr, gallente, ...) often have sentries/towers with them and those tend to do 'out of racial' damage. Another example of that is the lvl4 angel extravaganza bonus room which have 5 or so thermal cruise towers. So be wary, surprises may happen.

I've made some EFT damage profiles out of the specific rat damage types and proportions listed on eve-info. To use them in eft, just copy/paste the following at the very end of your config.ini file in the EFT dir.

```
DamageProfile=Gurista,0,570,3504,0
DamageProfile=Angel,480,0,719,3058
DamageProfile=Sansha,1945,1598,0,0
DamageProfile=Serpentis,0,1627,1320,0
DamageProfile=Blood raider,613,570,60,0
DamageProfile=Gallente federation,25,781,1127,0
DamageProfile=Minmatar republic,615,310,815,1633
DamageProfile=Amarr empire,1204,1349,0,0
DamageProfile=Caldari state,0,795,944,0
DamageProfile=EoM,0,618,1718,0
DamageProfile=Mercenaries,90,634,424,108
DamageProfile=Rogue Drones,86,91,281,964
```

With these damage profiles you'll be able to see how much dps your ship/booster/hards combo tanks against specific NPC's.

From personal experience, I'd say 650dps perma-tanked for a given rat type should be enough. More is needed of course if you plan to aggro mega rooms or do the bonus rooms (1500 should be fine for anything).

Be aware that pulsing a repper/booster tanks less than the amount given by EFT, it is for a perma running tank.

If you liked this article you should be very interested in EFT, go get it there if you don't have it already:
[Out of game link](#)

Why I choose the Golem over the CNR

Written by Chepe Nolon, 2008.03.01

There have been long discussions about the damage dealt by a CNR vs a Golem. The rof bonus and the probability of Defenders, distance etc etc etc. But I feel damage isn't everything when you do missions for the entire day. So I did take a chance on the Golem, and I'm not dissatisfied.

- 3x free high slots can be used for tractors and salvager
- 40km range on the tractors
- 1225m³ cargo hold
- Max locked target is 10, and the range is 90km before skills and 112,5 with Long range targetting level 5.
- Ship bonus plus the extra mid slot adds to the shield tanking
- It's a lot cheaper buying 4x launchers than 7x. Especially for officer mods.
- 4x launchers doing the same damage as 8x makes it much more attractive for using faction missiles.
- Golem is a lot easier to fit. You can choose mods that is good, not just because they have lower cpu/power reqs.

So with this ship, I can aggro groups that are 100km+ away without moving. I can loot and salvage while I fight. Especially useful when you're in a different system than your salvaging ship.

Facts about agents and missions

Endorsed by Nathan32Derby UK and written by Chepe Nolon

Last updated: 2007.10.24

First of all, I encourage you all to read this excellent, ingame friendly guide, that covers everything a new agent runner needs to know: [Link to DGAF's Agentpages](#)

Choosing the right agent

Apart from choosing what [types of missions](#) you want to do, you might do missions with a goal. It could be:

- Standing increase for lower fees at the stations
- LP rewards
- Bounties, Loot, Salvage

Not everything is clear enough, and I'll try to point out what to look for.

Working your standings

- The social skill "Social" will affect standing increases (up to 25% more)
- Getting the highest level of agent and the best Quality is always the important choices.
- A high quality level 2 might give missions that gives better increases than a really bad level 3
- The agents standing towards you affects their effective quality. Ie. the more missions you do for one, single agent,
 1. the higher his/her standing towards you will be
 2. the better the standing increases will be
- Corp standing or faction standing will not affect the effective quality of the agent. And not affect the standing gained.
- The skill "Connections", will add to your current corp standing, getting you closer to the goal with less missions
- Increasing faction standing will only happen when completing an important mission.
- Destroying a ship of an enemy faction, will lower your standing towards that faction in normal missions too.
- Corp standing will not be affected by anything else than completing/failing/declining missions. (Or killing the ships of the corp.)
- Since you can decline a mission without a standing hit every 4 hours, you can decline important missions without affecting any standing.

- Getting a good corp standing to a corp in every faction gives you a head start when you need to increase a negative faction standing. This is because the highest standing counts when it comes to agent availability.
- Diplomacy will help with negative standing like Connections do with positive standing.
- Both the corp of the agent and the placement of the system affects what kind of factions you'll encounter in the missions.
- Getting a corp standing of at least 6.7 will reduce the recycling fee towards 0 at their stations. (The "We take" column.)
- An effective standing of -5 towards a faction, will get you aggro in their space.
- Approx 15 completed missions will give you an important one from the closest storyline agent. It doesn't have to be the same corp.
- Completing an important mission, will also affect the corp issuing the mission. A lot.
- R&D agents is a bit special regarding standings and rewards. Read about it [here](#) (at the bottom of the page).

LP rewards

- The Level and Effective Quality of the agent affects the LP rewards, but also the security rating of the system, meaning:
 1. LP rewards will increase as you do more missions for an agent
 2. An agent based in a lower sec system, will give more LP than an agent with the same quality in a higher sec system
 3. In fact, doing missions for a mediocre quality agent in a 0.5 will give more LP than doing missions for a really good quality agent in 0.9 (of the same level)
- There are specialized connection skills that will affect agents of a certain division. Each division is related to two skills. But each of the skills affects several divisions. The skills are:
 - Beuraucratic
 - High tech
 - Labor
 - Military
 - Political
 - Trade
- Each of the connection skills above adds up to 25% LP each. Meaning both skills at level 5 will add 50% more LP to your reward.
- The LP Reward shop has different inventory depending on type of corp and faction.

Bounties, Rewards, Loot & Salvage

- The rewards for the missions will increase with the effective quality of the agent.
- The skill Negotiation increases rewards 5% per level
- The agent quality does not affect bounties gained in a mission.
- Agent division will affect the type of missions you'll get

- Sometimes the best payment is in the wrecks.
- Ships from empire factions and drones does not have bounties, but has the payment in the loot.
- Loot is random, but has a certain set to choose from for each faction of opponents
- Each mission has a fixed set of salvage (A good database is found [here](#))
- Your skill with the salvager has nothing to do if you get any salvage or not. It will just affect how fast you will discover if there is salvage or not.
- All wrecks with a few exceptions will stay after you complete the mission. Remember to bookmark.
- Normal roids found in a mission are mineable. Roids will not stay after you complete the mission.
- The mission will be reset at the next downtime, if you haven't completed it. Good for harvesting interesting missions. This will not work with bonus rooms, as the mission is completed before you can activate the gates to them.