



Gold Strategy Guides: A workout - not a walkthrough

EVE ONLINE: ISK STRATEGY GUIDE

The unofficial guide to becoming an ISK billionaire in
EVE online

Gold Strategy Guide

Y. Michael Xu

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PUBLISHING

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BIRMINGHAM - MUMBAI

EVE Online: ISK Strategy Guide

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This book would not have been possible without the help and support of many people, too many in fact to list them all here. First and foremost, I could not have written this book without the support of my wife Nayra and my two daughters Kira and Lyla. Thank you for putting up with my gamer lifestyle and the 3 a.m. alarm clock fleets in EVE, love you all so much. I would like to thank Lesley aka Etali, without whom I would never had the opportunity to write this book in the first place. Also, thanks to my editors Robin and Vishal for being so patient and helpful through the entire writing process. I also want to thank Morten aka Toronaga, Graham aka Ristin and James aka Marius Gage for answering all the questions, so I don't make a complete fool out of myself. As well as UV for being the something beneath my something or another. Lastly, a big thanks to KIA Clan, a great gaming community that makes any game that much more enjoyable.

About the Reviewer

Lesley Harrison is a long time MMO gamer who has been playing EVE since it was in beta testing. She has tried her hand at everything from market trading to mercenary work, but finally found her home in 0.0. She spent a long time in KIA Corp (thank you for the memories of 19.7%), and still enjoys 0.0 operations, and more relaxed empire play, on various characters today.

Lesley is the author of the *WordPress-MU Beginner's Guide*, *Tortoise SVN Beginner's Guide*, and *RuneScape Gold Guide* for Packt Publishing.

I would like to thank Tine's Kasumi, Stop It!, and MrReppy for being trusty ships for so long. Also, thanks to everyone in KIA for all memories from Black Ops nights.

In memory of Vile Rat.

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Table of Contents

Preface	1
Chapter 1: I Want to Play EVE for Free!	5
What is ISK?	6
I'm the richest capsuleer in EVE; now what?	6
How to play EVE for free!	7
Creating your persona	8
Choosing one of the four	8
The Amarr Empire	9
The Caldari State	10
The Gallente Federation	11
The Minmatar Republic	12
Planning your character	13
The portrait studio	15
Choosing your ancestry and education	16
The first days	17
What skills to focus on	18
The certification planner	19
Neural remapping	20
Summary	21
Chapter 2: When I Grow Up I Want to be a (Wealthy) Miner	23
Why mining?	23
Getting started	24
What to mine	24
A word about system security status	25
Ore types	26
Where should you mine?	28
Scouting your new home	29
Basic skills of a miner	30
Your first mining ship	31
How to equip your first ship	33

Table of Contents

Mining techniques	37
Cargohold mining	38
Jetcan mining	41
The Industrial ships	42
Selling your stock	43
Your next mining ship	47
The Arbitrator	47
The Osprey	48
The Vexor	50
The Scythe	51
Taking mining to the next level	52
Here comes the math	52
Cycles and mining yield	52
Picking your next ship	53
The Procurer	53
The Retriever	54
The Covetor	55
Advanced skills of a miner	56
Calculating your refine yield	57
The ultimate miner	59
Tech II strip miners and mining crystals	59
The Skiff	60
The Mackinaw	61
The Hulk	62
Perfecting your skills	63
Mining Ice and Mercosit	63
Summary	64
Chapter 3: Mission Running	65
Why mission running?	65
Mission types	66
Courier missions	66
Kill missions	66
Agents and how they work	67
Understanding your foe	69
What ship to use to maximize earnings	71
How should I fit my ship?	71
Basic tactics	72
Mining missions	72
Trade missions	73
Special mission types	73
Storyline missions	73
Epic Arc missions	74
Cosmos missions	75
Picking an agent	78

Agent level	80
Agent faction	80
Corporation and agent type	80
Factional Warfare agents	81
R&D agents	81
Storyline agents	82
Region, Solar System, and Security Status	83
Standings	84
Agent standing	84
Corporation standing	85
Faction standing	85
Skills for mission running	86
Rewards for mission running	86
Time bonus and bounties	87
Loyalty points	87
Loot and salvage	88
Summary	88
Chapter 4: Making ISK with Manufacturing	89
Why manufacturing?	89
Getting started	90
Common mistakes when starting out	90
Buy your minerals	90
Study before you build	93
What to build when starting out	94
Skills for manufacturing	101
The industry skills	101
The trade skills	102
BPOs, BPCs, research, and invention	104
Researching blueprints	105
Material efficiency research	106
Production efficiency research	106
Skills for research	107
Copying blueprints	108
Invention	110
Skills for invention	110
Datacores	112
Data interfaces	113
Improving your invention results	113
Expanding your manufacturing empire	115
Planetary Interaction	116
Skills for PI	116
What to produce with PI	117
Command Centers and planet types	120
Summary	126

Chapter 5: Getting Rich Fighting Incursions	127
What are Incursions?	127
Why fight Incursions?	128
Incursion attack sites	129
How to find Incursion sites	131
What ships to use	133
Reward for fighting Incursions	134
Summary	134
Chapter 6: Playing the Market	135
Why trading?	135
It takes ISK to make ISK	136
Tools of the trade	136
A trader's skills	136
Ships of a trader	140
Frigates and cruisers	140
Industrial ships	141
Freighters	142
Transport ships	144
The Market	145
The contracts system	147
Buy, sell, and auction contracts	148
Courier contracts	150
Types of trading	150
Inter-regional trading	150
Intra-regional trading	150
Other trading methods	151
Secrets of trading	152
Time equals ISK	152
Smaller is better	152
Be multi-regional	152
Don't be a one-way trader	152
Think outside the box	153
Summary	153
Chapter 7: I Can Has Friends	155
Why join a player corporation?	155
What to look for	156
How to find a corp	157
Career benefits of a corporation	160
Mining	160
Mining foreman links	160
The Orca	161
Mining capital, the Rorqual	162

Manufacturing	163
Mission Running and Incursions	163
Summary	164
Chapter 8: The Geek Stuff	165
Ships	165
Industrial ships	165
Freighters	166
Skills	166
Mining skills	167
Mission running skills	168
Manufacturing skills	168
Industry skills	168
Trade skills	169
Research skills	172
Planetary interaction skills	173
Contracting skills	174
Mining lasers	174
Standard lasers	174
Deep Core Mercosit lasers	175
Strip miners	175
Ice miners	176
Gas cloud harvesters	176
Ore types and mineral yields	177
Ore types	177
Ore variants	177
Refining mineral yield	178
NPC damage types	180
Mission agents locations	181
Epic arc mission agents	181
Faction ship agents	181
Data center agents	183
Invention	183
Data interfaces	183
Decryptors	183
Planetary Command Center upgrade levels	184
Web resources	184
Summary	185
Index	187

Preface

EVE Online is a popular sci-fi MMORPG with the reputation of being one of, if not the most complex and unforgiving MMO on the market. There are many players with years of experience playing EVE without ever fully understanding the game or achieving any kind of notable success.

This book differs from all the other written guides currently available, in that instead of just teaching you how to be a miner or a mission runner, this book shares with you the knowledge and experience of an EVE veteran with over nine years of experience playing EVE. With this book you will gain insider information that you would normally only gain after years of playing the game.

What this book covers

Chapter 1, I Want to Play EVE for Free!: This chapter will introduce you to the world of New Eden and EVE Online. It will give you a brief background to the major factions of EVE, with the help of a detailed guide through the character creation process.

Chapter 2, When I Grow Up I Want to be a (Wealthy) Miner: This chapter will introduce you to the mining career. You will gain knowledge and learn the tricks that only comes from years of being a miner.

Chapter 3, Mission Running: This chapter will introduce you to the career of mission running. You will learn where and how to find mission agents and more importantly, some tricks to make lots of ISK while running missions.

Chapter 4, Making ISK with Manufacturing: This chapter will introduce you to the manufacturing career. Learn the manufacturing career from start to finish, and learn the tricks that the pros use to obtain wealth unrivaled.

Chapter 5, Getting Rich Fighting Incursions: This chapter will introduce you to Sansha Incursions. Fighting Incursions is a fun and challenging way to make lots of ISK while combating a major power faction of New Eden.

Chapter 6, Playing the Market: This chapter will introduce you to the trading career. Everything in EVE is bought and sold on the market, with hundreds of thousands of transactions daily. Learn the tricks to turn these daily transactions into mountains of ISK.

Chapter 7, I Can Has Friends: This chapter will show you the benefits of joining a player corporation or alliance. You will also learn some tips for finding the best corporation or alliance to suit your needs.

Chapter 8, The Geek Stuff: This chapter will give you a single place to easily reference all the detailed information covered throughout the book.

What you need for this book

All you need to use this book is a computer with EVE Online installed and an active subscription to EVE.

Having access to a web browser such as Internet Explorer or Firefox will allow you to access a variety of resources available on the internet. You can, for example, find the minimum requirements to run EVE Online at www.eveonline.com.

Who this book is for

This book is written for anyone who is either currently playing or plans on playing EVE Online. New players will find the information in this book extremely helpful in navigating through the world of New Eden, while experienced players will still benefit from the many tricks of the trade secrets of the most popular career choices in EVE.

Whether a novice or a pro, the information in the book will help you achieve success few have obtained in EVE.

Conventions

In this book, you will find a number of styles of text that distinguish between different kinds of information. Here are some examples of these styles, and an explanation of their meaning.

New terms and **important words** are shown in bold. Words that you see on the screen, in menus or dialog boxes for example, appear in the text like this: "You can always go back or forward a step by clicking the **Back** and **Next** button in the lower-right corner".

 Warnings or important notes appear in a box like this.

 Tips and tricks appear like this.

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1

I Want to Play EVE for Free!

Welcome to *EVE Online: ISK Strategy Guide*. This book will show you the different ways of making ISK in **EVE**, and also show you how veteran players make so much more ISK doing the same things that you do. EVE is an exciting and unique sci-fi **MMORPG** set in the New Eden universe, from **CCP Games**. In EVE, you take on the role of a **capsuleer** with the ability to pilot a fantastic array of ships, ranging from the smallest **frigates** to the mighty **titans** that have the ability to turn the tide of any conflict single-handedly.

As if piloting beautiful space ships was not enough, in EVE you are able to weave a story that is truly your own. What you do and how you do it is completely up to your own design. And on top of that, the fact that EVE is a single, shared universe, in which every capsuleer has the potential to interact with one another, makes for a unique experience to say the least.

With the massive scale and infinite gameplay options of EVE, it is quite easy to become intimidated. But like all other great journeys, we shall start ours from the beginning. This chapter will help you:

- Understand the ISK
- Learn how to play EVE for free!
- Go through a character creation process

What is ISK?

Interstellar Kredit or **ISK** is the in-game currency and life blood of EVE. It is what you use to buy everything, from a piece of scrap metal to the largest of ships. Unlike most other MMOs, in which the majority of in-game items are purchased via NPCs, the economy of EVE is entirely player driven. When the economy of a game is dominated by NPC vendors, your access to gear or equipment can be very restrictive. Often the only way to get a better piece of gear faster is to grind the same task over and over again, thereby taking the fun out of it. The cost of gear is often much more expensive to offset for players with lots of time to spend in the game.

Every gameplay item in EVE can be produced by the players and then sold and bought by players using ISKs. Just as in real life, when there are two people selling the same item, one is going to sell it for less in the hopes of selling it faster. And when you have thousands of players selling the same item, it creates an economy that is very fluid and diverse in both offerings and prices. This allows you to control your access to better ships and equipment in EVE. The amount of ISK you have is the only limiting factor to what you can do in EVE. There is no limit to the amount of ISK you can make in EVE, if you read this book.

I'm the richest capsuleer in EVE; now what?

With the untold billions you have amassed, with the help of this book, the whole of New Eden is yours. You can choose to become a collector and own every item in EVE. You can establish an economic or military empire that spans vast regions of space. You can become the financier of a war between the capsuleers of EVE on a scale never seen before, or you can become a hermit and rent out a remote system in some corner of the universe and live out your remaining days in prosperity. The choice is yours and yours alone.

In most other MMOs, once you have amassed such wealth, it often means there is nothing left to do, because you have already done everything multiple times in order to get the best gear possible. And now that you have all the best gear, there is nothing left to do. But in EVE, just like in real life, when you gain this level of wealth, it only makes things more enjoyable and fun. You are able to take risks and do things that you would never have dared to before. When you have funds to replace any ship, any piece of equipment, there are no limits on what you can do or try.

How to play EVE for free!

EVE is such an awesome game, what could be better than playing EVE for years to come? How about playing EVE for free for years to come? With this book and a little help from CCP Games, you can do just that.

Just before the Christmas holiday of 2008, CCP Games announced the addition of the 30-Day **Pilot License Extension** or **PLEX** program for EVE. Each PLEX, as shown in the following screenshot, allows you to extend your EVE subscription by 30 days:



You are able to use real money to purchase a PLEX, which will be added to your in-game inventory. You would then choose to use that PLEX for yourself and extend your subscription, basically buying another month of game time, or selling it for ISK. So with your new found wealth, you can stock up on PLEXs and continue to enjoy EVE without paying for another subscription ever again. I will show you how to buy a PLEX in *Chapter 6, Playing the Market*.

As for the writing of this guide, the median pricing for one PLEX is just below 500 million ISK, meaning six billion ISK would allow you to play an entire year for free! While this might seem impossible if you are only making a couple million ISKs a day, with the help of this book, you can make hundreds of million ISKs a day. So, in a few days you can play for another month for free. What's even better is that in less than two months you can play EVE for the rest of the year for free.

Creating your persona

In most MMOs, the character creation process is one of, if not the most important decision you will make. In the past, this would have been true for EVE as well. However, in the current iteration of EVE, the character creation process is fun, detailed, beautiful to look at, and designed to allow you to truly create yourself, or the image of yourself in game, all without the fear and stress of creating the perfect character. All characters in EVE have the ability to undergo neural remapping, which gives you the ability to redistribute your attributes any way you like. We will look at neural remaps a little later in this chapter. So, rest assured you will be able to play any character that you create in any manner that you choose.

A word of caution however: all the choices you make are final. There is no going back after; in fact changing anything about your character is sort of like deleting the character and starting over. Given that EVE has a real-time skill training system, deleting your character any time after the first few months can be very costly. So please take things such as appearance, role-play possibilities, and anything else that may affect your enjoyment of your persona into account while creating your character.

Whether you are on a trial account and creating your first character, or on an existing account creating your second or third, let's create a character now to see what the process looks like and what things to be mindful of during the process.

Choosing one of the four

The first choice you will make is from which of the four major powers in New Eden your character comes from. These powers, the **Amarr Empire**, **Caldari State**, **Gallente Federation**, and **Minmatar Republic**, represent your racial choices within EVE. Each of these major powers has a unique story and a culture of its own. While this will have no impact on how much ISK you will make, it is going to be very important if you are interested in role-playing your character in any way.

As each of these empires evolved, they developed their own ideals in the design of their ships and weapon systems. It is important to take this into account as it determines the look of the ship, the type of defense your ship will utilize, and the kind of weapons you can use, at least in the beginning. With the ability to cross train into any and all types of ships and equipment, this will however have little to no impact on how much ISK you can make.

The Amarr Empire

The largest of the empires is the Amarr Empire. The Amarr are driven by their feverous religious beliefs and their strict feudal society structure. It is the belief of all Amarr that they are the rightful rulers of New Eden and they have conquered and enslaved many races of New Eden in a crusade, the **Reclaiming**. Only after a failed attempt to invade the reclusive Jovians, which led to a rebellion within the empire, did the aggressive conquering of the other races come to a halt. The main ethnic groups within the Amarr are the **True Amarr**, the **Khanid**, and the **Ni-Kunni**.



The Amarr prefer the use of energy weapons in their ship designs. This has the benefit of not needing ammo of any kind, but at the expense of massive energy needs. This heavy reliance on energy for their weapon systems have led the Amarr to develop ship designs relying on armor as the primary form of protection.

So if you want to fly ships in which armor is your primary defense, and that shoot lasers, then the Amarr would be a good choice for you.

The Caldari State

The Caldari State was born out of conflict and war. During the **Caldari-Gallente War**, the Caldari were forced from their home and exiled to settle in a new system, light years away. The Caldari are controlled by eight mega corporations, whose constant corporate conflicts have led the Caldari to hold some of the most advanced technology in all of New Eden. Being constantly surrounded by conflict has led the Caldari to develop the strongest martial tradition in New Eden. No matter what the level of internal conflict, all Caldari stand united against any and all external threats. The **Achura**, the **Civire**, and the **Deteis** make up the main ethnic groups of the Caldari.



The advanced technology possessed by the Caldari has yielded ship designs with shield technology unrivalled in New Eden. The high cost of the energy needed to power a complex shield system has led the Caldari to rely upon missiles as their primary form of offence.

Pick the Caldari if you want to fly ships where shields are your primary defense and like the idea of firing salvo after salvo of missiles at your targets.

The Gallente Federation

The only empire to be founded upon the ideas of democracy is the Gallente Federation. It is an amazing story that the second largest empire in New Eden reached its size purely upon democratic principles. But while the Gallente may seem a beacon of hope and freedom in New Eden, it is not without its own dark times. The most notable of these dark times was the Caldari-Gallente War, which saw the displacement of the entire Caldari people. Known as a place for migrants and exiles, the **Gallente**, the **Intaki**, and the **Jin-Mei** form the primary ethnic makeup of the Gallente Federation.



The Gallente prefer the use of blasters on their ships. This gives the Gallente almost unrivalled strength in close range engagements. Preferring to fight at close range has also led to a heavy reliance on armor for defense. In an attempt to offset some of its limitations on medium and long range combat, the Gallente have incorporated the use of attack drones wherever possible.

If you like to fight up close and like to rely on armor to see you through a fight, then pick the Gallente. Also pick the Gallente if you like the idea of swarms of drones picking your targets apart.

The Minmatar Republic

The Minmatar is a group of free people who were living in a loose confederation of tribes, until they were enslaved by the Amarr during the Reclaiming. Never losing the desire to be free, the Minmatar fought back against the Amarr. Seizing upon a period of chaos after the defeat of the Amarr by the Jovians, the Minmatar rebelled against their masters. Unable to quell the rebellion due to the recent defeat by the Jovians, the Amarr were removed from Minmatar space and the Minmatar Republic was formed. The **Brutor**, the **Sebiestor**, and the **Vherokior** remain the major tribal groups within the Minmatar Republic.



Given the terrible conditions in which they lived while enslaved to the Amarr, the Minmatar have little in the way of technology or formalized ship designs. So the Minmatar built ships that used whatever technology or designs they could obtain from the other empires. As such you will see Minmatar ships utilize both shields and armor for defense and the older projectile weapons for offence.

The Minmatar will offer the most diverse choice in the types of ship to fly, so pick the Minmatar if you want to use projectile weapons and have a variety of defense choices.

To review:

Empire	Offense	Defense
Amarr	Lasers	Armor
Caldari	Missiles and Railguns	Shields
Gallente	Blasters and Drones	Armor
Minmatar	Projectiles	Armor and Shields

In the current iteration of EVE, the empire choice has no limitation on what you can do in game or how much ISK you can make, so pick the empire that you will enjoy the most.

Planning your character

The next step in the character creation process is picking one of the three main ethnic groups within each empire. For this guide we will pick the Caldari. As you can see in the next image, after selecting the Caldari State, we are presented with the choice of the Deteis, the Civire, or the Achura. The choice here is almost entirely for cosmetic and/or role-play purposes only. Your choice here will not have any far-reaching effect, one way or another, on your character.



After this selection comes the real fun part of the entire process. The actual character design portion of the creation process, as seen in the following screenshot, is the most detailed and beautiful of all MMOs. Take as much or as little time as you want in creating the ultimate image of your game persona.

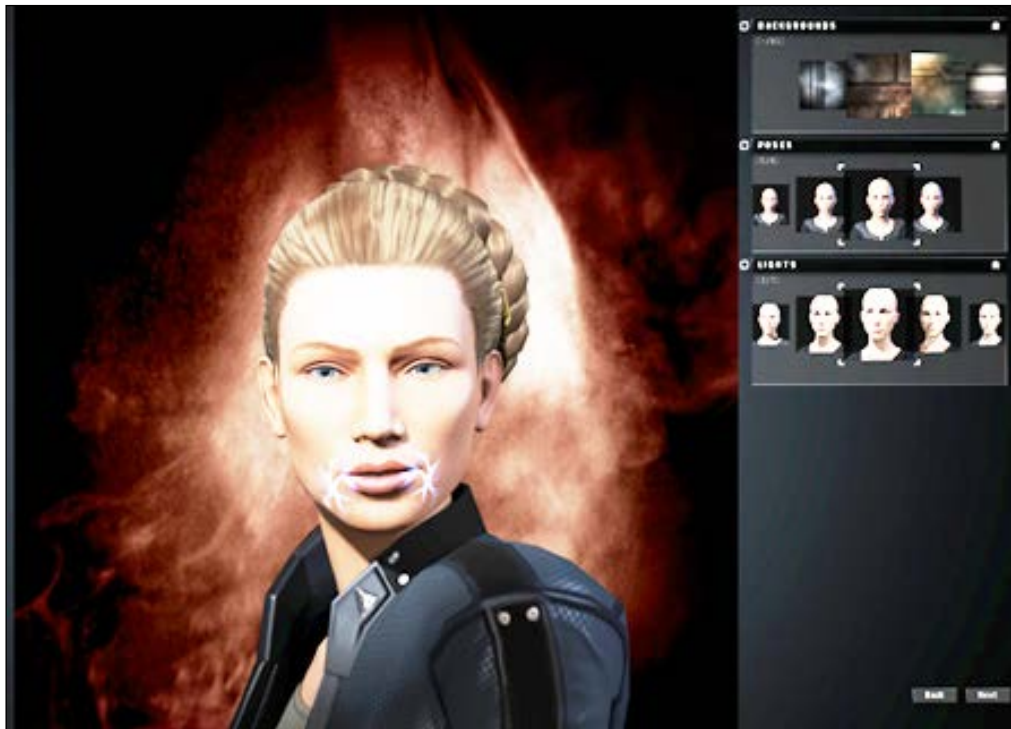


Feel free to play with the character creation as much as you like. You can always go back or forward a step by clicking the **Back** and **Next** buttons in the lower-right corner. Stop when you come to the **Finalize** screen; you will know this because the **Next** button will be replaced by the **Finalize** button, as this will complete the creation process.



The portrait studio

Once finished, you'll be taken to the **portrait studio**, in which you can pose your character and give it expression. You can also pick the background and the lighting for your character's portrait, as shown in the following screenshot. Once you are happy with the look, take a few snapshots and pick your favorite as your portrait.



Choosing your ancestry and education

The last thing to do, as shown in the following screenshot, is to pick the ancestry and education of your character. As with the ethnic group choice, these choices are only important from a role-playing perspective. The education choice, however, does determine the starting NPC corporation that your new character will be in. All new characters in EVE start in a corporation run by NPCs. This allows immediate interaction of players with one another. We will look at joining a player-run corporation in *Chapter 7, I Can Has Friends*.

The screenshot displays the character creation interface for EVE Online, specifically the 'CHOOSE YOUR ANCESTRY' and 'CHOOSE YOUR EDUCATION' sections. The 'CHOOSE YOUR ANCESTRY' section offers three options: Mercs (represented by a ship icon), Dissenters (represented by a flag icon), and Entrepreneurs (represented by a gear icon). The 'Entrepreneurs' option is selected, and a description is provided: 'Civire are not usually known for business acumen, but when they choose to engage in business affairs they conduct themselves with the same aggression and confidence as they would on the battlefield. To them, business is a battle of wills, to be pursued with focused vigilance and ruthlessness.' The 'CHOOSE YOUR EDUCATION' section offers three options: State War Academy (represented by a building icon), Science and Trade Institute (represented by a bar chart icon), and School of Applied Knowledge (represented by a gear icon). The 'School of Applied Knowledge' option is selected, and a description is provided: 'The School of Applied Knowledge (from where future Caldari industrialists graduate) focuses mainly on technical studies and is considered the best school for aspiring engineers. The school collaborates with many leading Caldari corporations, an arrangement which benefits the school, the companies and not the least the students.' Below these sections is the 'CHOOSE YOUR NAME' section, which includes input fields for 'Name' and 'Family Name', a 'Randomize' button, and a 'Check availability' button.

CHOOSE YOUR ANCESTRY

Mercs Dissenters Entrepreneurs

Entrepreneurs
Civire are not usually known for business acumen, but when they choose to engage in business affairs they conduct themselves with the same aggression and confidence as they would on the battlefield. To them, business is a battle of wills, to be pursued with focused vigilance and ruthlessness.

CHOOSE YOUR EDUCATION

State War Academy Science and Trade Institute School of Applied Knowledge

School of Applied Knowledge
The School of Applied Knowledge (from where future Caldari industrialists graduate) focuses mainly on technical studies and is considered the best school for aspiring engineers. The school collaborates with many leading Caldari corporations, an arrangement which benefits the school, the companies and not the least the students.

CHOOSE YOUR NAME

Name

Family Name Randomize

Check availability

Finally, give your persona a name. Pick anything you want, as long as it is clean and not distasteful. Now that your identity is done, finalize your choices and step into the world of EVE.

The first days

Welcome to EVE. Look around and take it all in. It is incredibly beautiful, isn't it? When you are finally able to stop looking at everything around you, do the tutorial missions. The tutorial missions are the easiest and quickest way for you to get to know the very basics of EVE. Please, please take advantage and complete the tutorial missions. Those who came before did not have the benefit of such an extensive tutorial to welcome them to EVE.

Once you have completed the **A New Life** tutorial, do all the starter career tutorials. These will introduce you to most of the careers in EVE. The other great thing about doing all these tutorials is that afterwards you should be very close to having the funds needed to buy your next ship.

When all the tutorials are done, then explore, explore, and explore some more. EVE is more and more unforgiving the further you get into it. To do things becomes more expensive and any mistake can be extremely costly. So it is best to make mistakes at this stage rather than later. Don't worry about losing the first few ships; a free rookie ship will be supplied for you in that event.

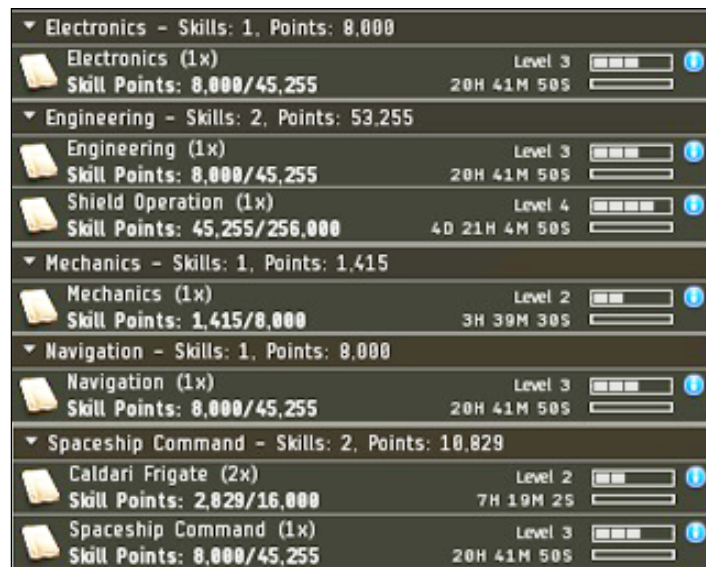


The golden rule of EVE

Do not fly anything that you cannot afford to lose. If it took every ISK you have to buy and equip a ship, do not undock in it. EVE will always find a way for you to lose that ship, so you have been warned. Don't do it. Only fly it once you are able to immediately replace that ship and equipment when lost.

What skills to focus on

Like everything else in EVE, the amount of skills available is staggering. You can be constantly training and never completely train all the skills in EVE to their maximum level. Before you are able to fly that shiny new ship or equip a new piece of equipment onto your ship, you need to have the skill to use it. **Skillbooks** cost ISK to purchase and the skill takes time to train. Simple, right? You will soon learn that nothing is ever simple in EVE!



▼ Electronics - Skills: 1, Points: 8,000		
Electronics (1x)	Level 3	
Skill Points: 8,000/45,255	20H 41M 50S	
▼ Engineering - Skills: 2, Points: 53,255		
Engineering (1x)	Level 3	
Skill Points: 8,000/45,255	20H 41M 50S	
Shield Operation (1x)	Level 4	
Skill Points: 45,255/256,000	4D 21H 4M 50S	
▼ Mechanics - Skills: 1, Points: 1,415		
Mechanics (1x)	Level 2	
Skill Points: 1,415/8,000	3H 39M 30S	
▼ Navigation - Skills: 1, Points: 8,000		
Navigation (1x)	Level 3	
Skill Points: 8,000/45,255	20H 41M 50S	
▼ Spaceship Command - Skills: 2, Points: 10,829		
Caldari Frigate (2x)	Level 2	
Skill Points: 2,829/16,000	7H 19M 25S	
Spaceship Command (1x)	Level 3	
Skill Points: 8,000/45,255	20H 41M 50S	

In your first days there are a few skill groups that you should focus on.

These groups, as shown in the previous screenshot, are as follows:

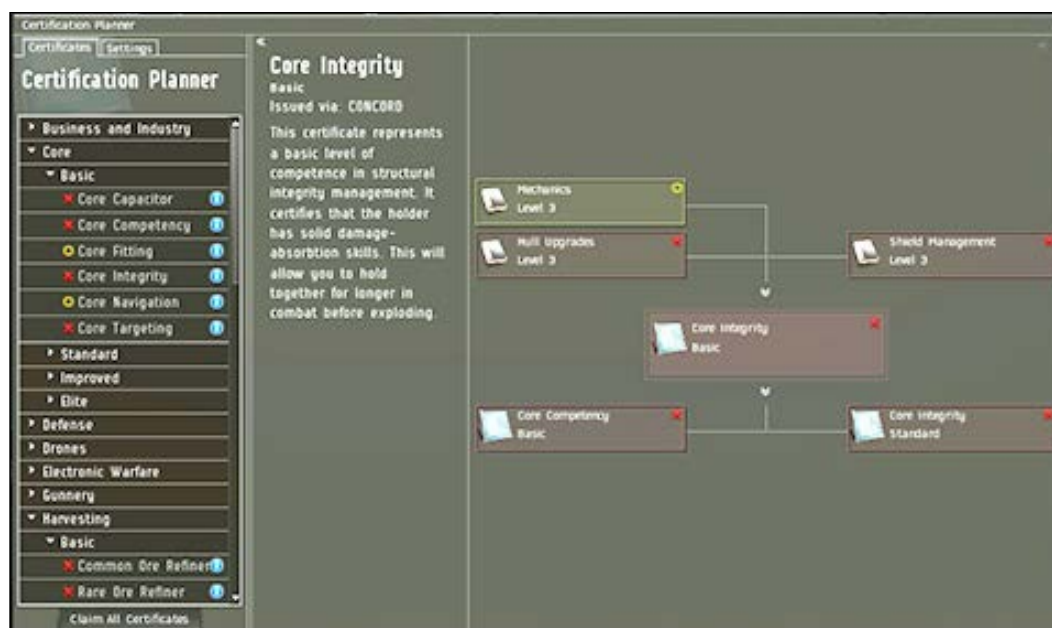
- **Electronics**
- **Engineering**
- **Mechanics**
- **Navigation**
- **Spaceship Command**

These skills will ensure you're using your ships and equipment as efficiently as possible at this early stage of things.

But there are still so many skills in each of those groups, how do you know which ones to train first? Well, CCP has provided a handy tool to help you with that.

The certification planner

The **certification planner**, as shown in the following screenshot, is a recent addition to EVE. It can become your best friend as you navigate the maze of skills available in EVE. Think of the certificates as a grouping of necessary skills to achieve competence in a given area. For example, the *Core Capacitor* basic certificate represents a basic competence in managing the energy capacitor of a ship. There are four levels of certificates for each certificate group: **basic**, **standard**, **improved**, and **elite**.



Check all skill prerequisites manually



CCP, to the best of their abilities, have covered all the prerequisites for a skill in the certification planner. However, it is reasonable for them to have missed a few here and there. Therefore it is very helpful to get into the habit of checking the skill prerequisites of everything. You can check the prerequisites for everything in EVE by clicking on the blue **i** icon, and then selecting the **prerequisites** tab.

In your first days in EVE, it is best to get all the certificates in the **Core** group up to at least **Standard** level. This will ensure you are able to use most basic ship equipment without many complications.

Neural remapping

The speed at which you are able to train a skill is determined by your attributes. When you create a new character in EVE, it is given a balanced distribution of its five attributes: intelligence, perception, charisma, willpower, and memory. Most skills dealing with mining or production depend on intelligence and memory, while most combat-related skills depend on perception and willpower. Skills that involve the EVE market and interaction with NPCs fall on the charisma attribute. Keep in mind though, that intelligence, memory, perception, and willpower are considered primary attributes while charisma is more of a secondary attribute.



When your character is new, you are given two free neural remaps that you can use immediately. After the first two, you will be able to remap once a year. It is a good idea to remap your attribute points to maximize the two primary attributes for your chosen career. In this way you are minimizing the amount of time needed to train for skills required for that career. If you decide to change your career, then remap your attributes accordingly. Just keep in mind that after the initial two, you have to wait a full year before you can remap again. It may be best to read *Chapter 2, When I Grow Up I Want to be a (Wealthy) Miner* through to *Chapter 6, Playing the Market* first to get an idea of what you may want to do before your first neural remap.

Summary

This chapter explained what EVE Online is, what an ISK is, and gave a brief overview of the economy of EVE.

In this chapter you learned:

- What an ISK is
- How to play EVE for free
- How to create an in-game persona
- What to look for while creating your character
- What to do in your first days in the game

In the following chapters you will learn about the different careers in EVE to make ISK in more detail. Each chapter will give you a better understanding of what is involved in each of these career choices. At the end of each chapter you will have the knowledge to decide whether that career is for you, and the knowledge to pursue that career well enough to start making ISK.

2

When I Grow Up I Want to be a (Wealthy) Miner

Mining is an easy career choice for characters of any experience level in EVE. All you really have to do is get in a ship, equip a couple of mining lasers, and off you go. But if you want to be successful, you have to learn what to mine, where to find it, and how to mine it in the most efficient way possible. This chapter will help you:

- Get started in your mining career
- Understand the different stages of your mining career
- Understand the skills and tools needed to be successful

Why mining?

Mining is one of the most lucrative careers in EVE. As a miner, you are the backbone of the EVE universe. Every ship or item in EVE is manufactured with the minerals refined from the ore that you mine. Without you, there would not be an economy in EVE. You will always be needed and with the help of this book, you will be able to enjoy wealth and prosperity that few can match.

Like everything else in EVE, you will have the most success if you build your mining career alongside other players. However it is possible for you, with the knowledge and understanding of the mining profession, to enjoy the same level of success as a solo miner. In this chapter we will be focusing on being a solo miner. If you would like to join up with others, then give *Chapter 7, I Can Has Friends* a read first.

Getting started

The basics of mining are really simple. In most systems there are **asteroid belts** or **belts**, denoted by the upside down triangle icon, as shown in the following image:



In these belts are asteroids or roids of various types of ore. Fly to these belts in a ship with mining lasers equipped, and start mining a roid until your cargo hold is full. You will make ISK when you sell the ore you have mined. Of course, nothing in EVE is ever that simple, so we will look at everything in much more detail.

What to mine

As I mentioned before, in most systems there are belts with roids of various types of ore, but what should you be mining? The general rule is to mine the highest grade ore you can find first, and then move on to the next highest grade ore, and so on. But there are so many different choices. So which is the highest grade ore? Well, that depends on several factors. Let's take a closer look.

A word about system security status

I am going to take this opportunity to talk about system security status. This will have a major impact no matter what career you choose, so pay close attention.

In EVE, systems have security status ranging from 1.0 to 0.0 and fall under three general classifications, Empire, Low-Sec, and Null-Sec. Empire is comprised of systems with a security status of 1.0 to 0.5 and is controlled by one of the major NPC factions in EVE. Empire is relatively safe as **Concord**, the NPC police force of EVE, will punish anyone that commits a criminal act. But keep in mind that you are never completely safe from thieves and suicide gankers, who are willing to lose a cheap ship to destroy your expensive ship.

Low-Sec systems have a security status of 0.4 to 0.1. The laws of Low-Sec are essentially the same as Empire with the only difference that Concord does not patrol these systems. Crimes and attacks are much more frequent in Low-Sec without the watchful eye of Concord. All systems with a security status of 0.0 are called Null-Sec. Null-Sec is the lawless territory in which anything and everything can and will happen. Travel in Low- and Null-Sec with great care.



Keep your local chat window open and separate

The local chat window may seem like a big waste of time and you may get the idea to hide it so that it is out of your way, but don't do it. Local chat uses Immediate Mode for member tracking, which means the member list is immediately updated the moment someone enters or exits the system. The best way to stay safe in Low- and Null-Sec is to watch the local chat window and to dock up the moment someone new enters the system.

Now back to what you should be mining. There are 16 different types of ore that you will find as you travel around EVE going from system to system and belt to belt. The most common types of ore, Veldspar and Scordite, can be found in every belt, but other ores can only be found in specific systems.

All of the ores found outside of Null-Sec are considered Low-End while the ores found in Null-Sec are called High-End. If you are thinking that High-End ore must be the more lucrative ore to mine, you are absolutely right. However with the inherent risk involved with living in Low- and Null-Sec space, it would be best to focus on mining in Empire until you have earned enough ISK to offset most of the risk. Given that High-End mining ships cost around 300 million ISK each, not to mention the equipment needed on those ships, it would be best to save Low- and Null-Sec until you get your first billion ISK.



In 0.8 and below security systems, all belts have NPC pirates that will attack you. These NPC pirates become more difficult, the lower the security status becomes. So be prepared to defend yourself, or to warp out and come back in a combat ship to clear out these pirates before continuing. A tactic that many successful miners use is to run a second account. This way you can be in a belt with your miner and a combat character for protection. More on this later.

Ore types

To make things a little easier, I am going to divide EVE up into four different regions: Amarr space, Caldari space, Gallente space, and Minmatar space. Amarr space includes the Amarr, Ammatar, Khanid, Blood Raider, and Sansha territories. Caldari space includes the Caldari and Gurista territories. Gallente space is territories controlled by the Gallente and Serpentsis, while Minmatar space is controlled by the Minmatar and the Angel Cartel.

So without any further delay, the 16 different types of ore from lowest grade to highest and where to find them are:

Ore	Region of space	System security
Veldspar	All	1.0 and below
Scordite	All	1.0 and below
Pyroxeres	Amarr, Caldari	0.7 and below
Plagioclase	Caldari, Gallente, Minmatar	0.9 and below, Caldari 0.7 and below
Omber	Gallente, Minmatar	0.7 and below
Kernite	Amarr, Caldari, Minmatar	0.4 and below, Amarr 0.7 and below
Jaspet	Amarr, Gallente	0.4 and below
Hemorphite	Amarr, Gallente	0.2 and below
Hedbergite	Caldari, Minmatar	0.2 and below
Gneiss	Amarr, Minmatar	0.0
Dark Ochre	Caldari, Gallente	0.0
Spodumain	Amarr, Minmatar	0.0
Crokite	Amarr, Caldari, Gallente	0.0
Bistot	All	0.0
Arkonor	Amarr, Gallente, Minmatar	0.0
Mercorite	All	0.0

As you can see from this table, with the exception of Spodumain and Mercosit, ore types in EVE are ordered in reverse alphabetical order. Always look for the ore nearest to the top of the alphabet first. Looking at the table, you will also see that certain ore are only found in specific regions of space. But do not worry too much about it, since these ores have comparable pricing on the market.



There are Gravimetric exploration sites throughout New Eden. These sites will often contain either ore of a higher grade or ore not normally found in that specific region of space.

As if there wasn't enough choice in the types of ore to mine already, each ore also has three variations. These are:

Ore	First variant	Second variant
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
Mercosit	Magma Mercosit	Vitreous Mercosit

The standard ore gives the basic output of minerals when refined, while the first variant gives you a 5 percent bonus, and the second variant gives you a 10 percent bonus when refined. For now, just take note of the different variations of each type of ore; we will look at refining in more detail a little bit later in this chapter.

While it is always a good practice to mine the highest grade ore first, you should always be mining something. Many miners spend too much time moving from system to system looking for a "better" belt while they could be mining and making ISK. Remember, no matter what you are mining, there will always be a demand for it and therefore someone to buy it.

Where should you mine?

Now you know what to mine, and where to find it. But you wouldn't start mining in the first system that you come to, would you? Well I guess you could, but a little planning now will make it that much easier when it's time to sell. That's not to say your ore will not sell. As I stated before, there is always a demand. No matter what you mine, it will sell, but it is always better for it to sell sooner and to have the ISK in your wallet.

There are five major trade hubs in EVE:

- **Jita**, super hub, The Forge, Caldari
- **Amarr**, major hub, Domain, Amarr
- **Rens**, major hub, Heimatar, Minmatar
- **Dodixie**, major hub, Sinq Laison, Gallente
- **Hek**, major hub, Metropolis, Minmatar

These systems are where the majority of the trade happens in EVE, with Jita being the primary trade hub for all of New Eden. When you set out looking for a system to set up your mining operation, you should head over to www.ombeve.co.uk and get the latest version of EVE in 2D maps. These maps are a great tool for looking up systems with information such as how many belts are in a system, what security status a system has, how many stations a system has, and even what services are provided in those stations.

Start your search with systems that are in the same region as the trade hubs, and work your way outwards from there. The goal is to stay as close to a trade hub as possible to limit the amount of time needed to move your stock for selling. Look for a system that has at least 10 belts, one station, and meets your current security status needs. Once you have a list with about six potential systems, it is time to actually scout these systems out.

Scouting your new home

Travel to these systems in your rookie ship and fly around; fly to all the belts in the system, and fly to the stations. You should get an idea of how busy the system is. You should see how many people live in that system, and what they are doing. If a system has over a hundred people living in it and all of them are miners, it would not be a great idea to set up there. You also want to see how many roids each belt has. Are there only a few lonely roids or are the belts full of roids of all sizes? If the belts are fairly bare, it most likely means that there is an organized group of miners in that system and it would be difficult for you to access the higher grade ore.

When I am looking for a system to mine in, the most important thing I look for is whether the system has a station in it or not. Having a station in the system gives you two very important things. First, you are able to have all your ships in the system and that makes things extremely convenient. Second, it gives you a safe place to go to if things go bad. This is especially important in Low- and Null-Sec. The second thing that I look for is how many belts the system has. A system must have at a minimum, 10 belts for it to even be considered. Next comes how busy the system is. There should be, at most, 50 people in the system during the time that you would be mining, with the fewer the better. The last thing would be if the belts were full of roids or not. When scouting a system you should scout it on two different days. I prefer a day in the middle of the week and a day on the weekend to get a complete picture of how much mining is happening in that system. Once I have a list of systems, I create a table like the following:

System	No. of Belts	Population	Roid Density	Total
Otela	2	4	3	9
Poinen	4	2	2	8
Niyabainen	1	1	1	3
Outuni	3	3	4	10

I then assign each system a value in each of the categories that is of importance to me. In this example, I used 1 to 4, with 4 being the best, since I only had four systems on my list. Then all the values are added up and the system with the highest total is my first choice.

Once you find a system that is to your liking, move in and start mining. You will likely move several times in the course of your mining career, with each move made to a system with a lower security status and better ore. Be sure to use the same scouting process each time so that you give yourself the best starting position possible.



You may find that you like several systems from your list. That is great; hold on to that list since you never know when new arrivals to your systems will force you to move your base of operations.

Basic skills of a miner

As I said at the start of this chapter, mining is an easy career choice for characters of any experience level in EVE. There are only a handful of specialized skills needed to start a mining career, shown in the following table:

Name	Description
Mining	Skill at using Mining lasers. 5 percent bonus to mining yield per mining laser per skill level.
Mining Upgrades	Skill at using Mining upgrades. 5 percent less mining laser CPU cost penalty when using mining upgrade modules per skill level.
Mining Drone Operation	Skill at controlling mining drones: 5 percent bonus to mining yield per mining drone per skill level.
Astrogeology	Skill at analyzing the content of celestial objects with the intent of mining them. 5 percent bonus to mining yield per mining laser per skill level.

When starting out you may only have the Mining skill at level I or II, which is more than enough to get started, and none of the other skills. You will pick these up, and many other skills, as you progress in your mining career, but for now just focus on these skills and getting them trained at a minimum to level IV. With these skills at level IV, you will be well on your way to a successful mining career.



Remember to check the prerequisites of all the skills by clicking on the blue i icon and selecting the **Prerequisite** tab.

While it is relatively simple right now with the amount of skills you have to train, the amount and types of skills will get more and more confusing as you progress. You will have to train new skills for each type of ship you are going to fly, continue training your mining skills, train any new skills as they become necessary, and not to mention all the prerequisite skills needed for each of the aforementioned skills. To make things a little easier, I recommend training skills in the following order:

1. Core certificate group to improved competence.
2. Basic mining skills to level III.
3. Skills for your first mining ship.
4. Basic mining skills to level IV.
5. Any newly required skill to the necessary level.
6. Skills for your next ship.
7. Core certificate group to elite competence.
8. Skills for your next ship.
9. Any newly required skill to the necessary level.
10. Repeat step 8 and step 9 as needed.



Remember that each step in this list also includes the necessary prerequisite skills as well.

But you can't mine ore with skills alone, so let us take a look at the ships you will be using.

Your first mining ship

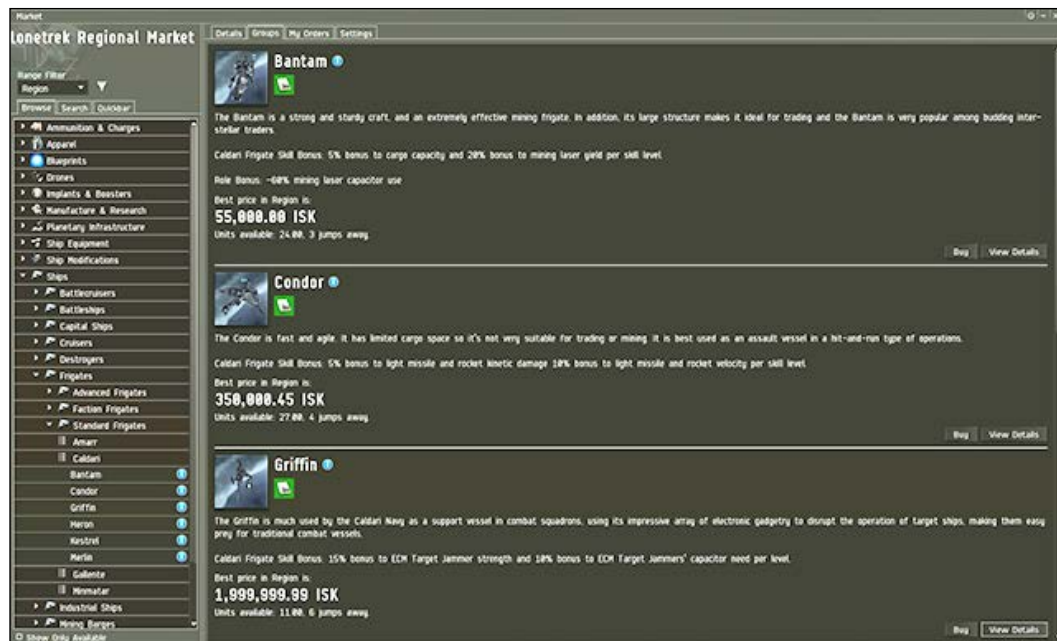
Your first ship in your budding mining career will most likely be a frigate. While most consider the Caldari Bantam as the best mining frigate in EVE, upon closer inspection you will see that the mining frigates of each race, as shown in the following image, are all very capable ships to start your mining career:



With the limited time you will spend in a frigate, it is easier to just stick with the mining frigate of your race. You can see which frigate is the mining one by looking at the descriptions given when you select the frigates of your race on the market. See the following image; just look for the one that gives a role bonus to mining.



CCP has announced for the winter 2012 expansion the introduction of a dedicated mining frigate. All other frigates will only have combat roles.



Did you do the Industry starter career tutorial yet? It would be a very good idea to run through that tutorial now. You will receive the mining frigate and an industrial ship of your race when you finish that tutorial.

How to equip your first ship

Now that you have your first ship, what kind of equipment or fittings should you use on it? Let us use the example character from *Chapter 1, I Want to Play EVE for Free!* and fit out a Bantam to go through the process and to see what kind of a fit you should be going for. I will continue to use this example character for the rest of this book.



In EVE, the term "fittings" is used for the different equipment used to equip a ship and the term "fit" is used for all the fittings on a ship to serve a specific purpose. You will often hear people say "my tank fit" or "my PvP fit", or in this case "my mining fit".



In the previous image, you will see the fitting screen that comes up when you press the **Fitting** button either in your **Neocom** or the station services panel. If you do not know what the Neocom or the station service panel are or what the **Fitting** button looks like, then do the **A New Life** tutorial.

All done? Good, let's continue. Every ship in EVE has three different tiers of fitting slots, **High Slots**, **Mid Slots**, and **Low Slots**. Every piece of ship equipment in EVE will be useable in one and only one tier of fitting slot. Think of it this way: High Slots are for offensive equipment such as turrets and missile bays, Mid Slots are for defensive and electronic warfare equipment, and Low Slots are for the support equipment. Finally, all ships will have two or three **Rig Slots** that will allow you to specialize the fit of your ship.



As you can see in the previous image, the Bantam has two High Slots and two turret hardpoints as shown by the two white squares under the turret icon. Since you are just starting out, we are going to fit two **Miner Is** in the High Slot for now. You should receive at least one Miner I from doing the **Industry** starter career tutorial, so if you don't have two, just buy another one from the market. When you have trained Mining to level IV, you will be able to start using **Tech II** mining lasers, which will greatly increase your mining yield. But frigates are very small ships and are very limited in the fittings that you can use, so just stick with Miner Is for now. For a complete list of all available mining lasers, head over to *Chapter 8, The Geek Stuff*.



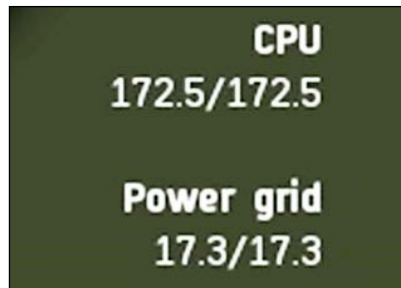
It should always be a goal for you to train your skill high enough to use the Tech II variant of whatever equipment you are using. Tech II equipment gives a significant performance boost over its Tech I counterpart.



The Bantam has two Mid Slots as well, as shown in the previous image. Here we are going to fit a **Small Shield Booster I** to give us a bit of defensive boost. The Small Shield Booster I uses the energy stored in your ship's capacitor to give a quick boost to your shield strength. You will need to have the skill **Shield Operation** to level I before you can use the Small Shield Booster I. At this early stage, I would just leave the second Mid Slot open; however you can fit a **Survey Scanner I** in that second Mid Slot. A survey scanner will allow you to scan all the roids within 15 km of your ship to see just how much ore is remaining in each roid. My firm belief is that you should always be mining something and therefore the amount of ore left in a roid does not matter at this point, since you will just move on to the next roid in the belt. Knowing how much ore is left will become useful later when you are using strip miners or mining High-End ore.



In the Low Slots of the Bantam, as shown in the previous figure, we will fit a **Mining Laser Upgrade I (MLU I)** to improve your yield. The MLU I will give you a 5 percent bonus per cycle to each of your mining lasers. This will greatly increase your mining yield, especially as you start using better and better mining lasers. When fitting your ship, pay close attention to the CPU and Power Grid readout on the fitting screen, as shown in the following image. You will most likely find when trying to fit the MLU I, that you cannot because you do not have enough CPU capacity. For that reason we will fit a **Co-Processor I** in the second Low Slot to give a 7 percent boost to your CPU capacity.



If you are wondering why I have not mentioned the Rig Slots, it is because there are no mining rigs in EVE. The only time that your mining ships will have any kind of rigs on them is to either increase your defensive abilities or to provide more CPU or power grid capacity. You will not need to do so however until you are in much bigger ships.

Let's see what our complete Bantam fit looks like:

Fitting Slot	Caldari Bantam
High Slot	2 x Miner I
Mid Slot	Small Shield Booster I Survey Scanner I (optional)
Low Slot	Mining Laser Upgrade I Co-Processor I
Drone Bay	Mining Drone I
Rig Slot	-

Keep in mind however, that this should be the fit you are using towards the end of your time in a frigate. It is your goal, not your starting point. Having this fit as your goal will help you get the most yields while in a frigate and also to progress your skills.

Here are sample fits for the other mining frigates:

Fitting Slot	Amarr Tormentor	Gallente Navitas	Minmatar Burst
High Slot	2 x Miner I	2 x Miner I	2 x Miner I
Mid Slot	Survey Scanner I (optional)	Survey Scanner I (optional)	Survey Scanner I (optional)
Low Slot	Small Armor Repairer I	Small Armor Repairer I	Mining Laser Upgrade I
	Mining Laser Upgrade I	Mining Laser Upgrade I	
Drone Bay	Mining Drone I	Mining Drone I	-
Rig Slot	-	-	-

Third-party software



Two pieces of third-party software that will be very helpful to you in EVE are EVEMon and PYFA. EVEMon is a great program for keeping track of your EVE character and its skill progression. EVEMon is found at evemon.battleclinic.com. PYFA or the Python Fitting Assistant is a program that will help you fit your ships for EVE. It allows you to see how different fittings may work before purchasing anything in game. PYFA can be found at www.evefit.org/pyfa.

The best part is that these two programs can work together to make your life in EVE so much easier. You can take a fit that you have made in PYFA, copy it to the clipboard, and then import that fit into EVEMon's skill planner to create a skill training plan for that fit. EVEMon will then tell you what skills you need, how long it will take to train, and even how much ISK you will need to buy all the skill books.

Mining techniques

No matter what stage of the mining career you are at, there are basically only two mining techniques that you will ever use.

Cargohold mining

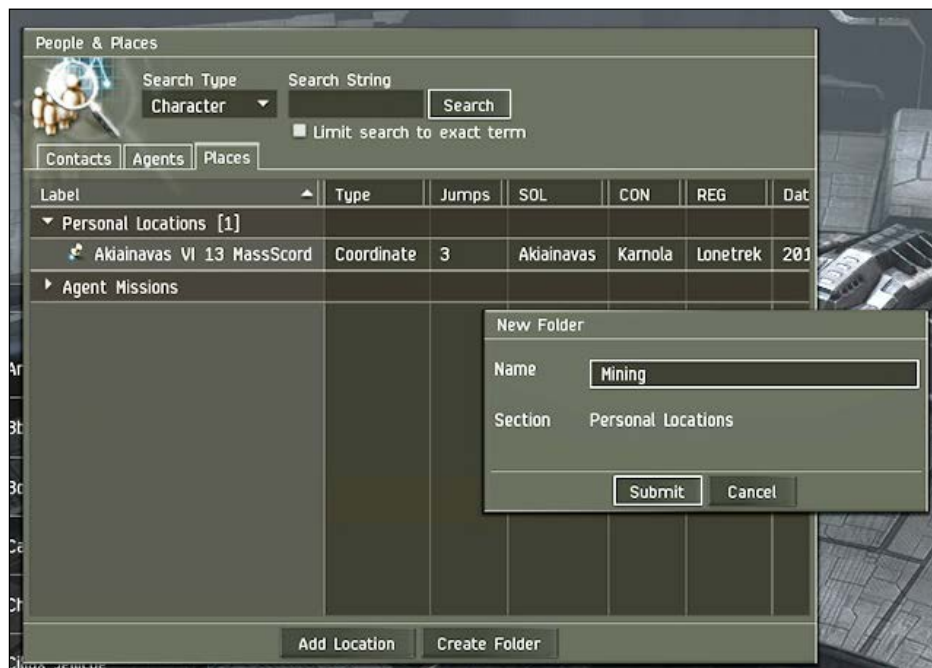
The first technique is to mine until the cargo hold of your ship is full, then fly to a nearby station off load your cargo, and then fly back out to the belt to begin the process again. As you can probably guess, this type of mining technique can be very time consuming. You would have to return to a station every time your cargo hold is full, so the amount of time you spend mining depends on how large your cargo hold is. The advantage of this technique is that it allows you to be very mobile and is very safe against ore thieves and NPC pirates. If you suspect that you are being stalked by an ore thief or come across some NPC pirates that you cannot handle, simply fly to another belt and start mining there.



The key to this mining technique is the creation of bookmarks. You will need to create a bookmark for every cluster of roids that you are mining, to make it easier for you to fly back to the same point. To create a bookmark simply right-click on an object, in this case a Massive Scordite roid, as shown in the previous figure, and select **Save Location....** Give your bookmark a label and add a few notes if you like, then and click on **Submit** and you are all done. You can also create custom folders to put all your bookmarks in if you like to keep everything very organized. To create a custom folder, click on the **People & Places** button on your Neocom, as shown in the following figure:



You should then get something that looks like the following image. Now click on the **Create Folder** button at the bottom and you will get a **New Folder** window. Give your new folder a name and then click on the **Submit** button. And there you have it; a new folder to help you organize all your bookmarks. You can create as many folders as you like, but keep in mind that they will all be added under **Personal Locations**, so no sub folders. Once you have your new folder, simply drag your bookmarks to move them into your new folder:



You can give your folders any name that you like, but I find it best to give folders names that either describe the activity that is involved or the corporation or alliance that is involved. For example, as shown in the previous image, I named my new folder Mining. This way I will know that all bookmarks in this folder will be related to mining. If by chance I happened to have created a bookmark while working with a player-owned corporation or alliance, I would create a folder and name it after that corporation or alliance so I would know in the future that those bookmarks are shared with a particular corporation or alliance.



Give your bookmarks unique and descriptive labels

You will create many, if not hundreds or thousands of bookmarks during your time in EVE. Unless you are very organized and make it a habit to keep all your bookmarks very neatly organized, it can get messy very quickly. EVE makes it a little easier in that it will only display the bookmarks for your current system. However, I still recommend naming your bookmarks in the following manner: System Planet Moon/Belt Description. You can see an example in the previous screenshot.

Now when you undock from the station, simply right-click anywhere in space and select the bookmark you have created under **Personal Locations**, as shown in the following image, and select **Warp to Location Within 0 m**.

Given the current level of your skills and how fragile frigates are, I recommend using this technique until you get onto your next mining ship. At this time you should stockpile any and all ore that you mine. Your skills at this point are just too low to make selling ore profitable. Not to worry; the ISK you have made from doing the starter career tutorials are more than adequate to cover your expenses.



It would be a good idea to start getting into the habit of being passive aligned to a station when you start mining in a belt. To passive align to a station, simply select the station, select **Align to** and then stop your ship once you are pointing in the correct direction. Being passive aligned will allow you to warp to safety very quickly if trouble decides to show up.



Jetcan mining

The second technique is commonly referred to as **Jetcan** mining. With this technique you will mine a roid until your cargo hold is full, but instead of returning to a station, you jettison everything into space. When you do this, it will create a cargo container or can, hence the name jetcan, with a capacity of 27,500 m3 that will last for about two hours before being destroyed along with everything inside. This jetcan will be created right next to your ship, so as you continue mining you will continuously move the mined ore from your ship's cargo hold into this jetcan. When the jetcan is full, switch into an Industrial ship, also known as a hauler, to come and haul away the ore inside the jetcan. It may take several trips to completely empty the jetcan, so if it is getting close to 90 minutes from when the jetcan was first created, it would be a good idea to jettison a new can and to move everything left into the new jetcan. This process is called refreshing the can.



Set the time as the name of your jetcan

It is a good idea to set the name of your jetcan to the time, either server or local, that the can was created. This way you will never have to guess how long a jetcan has been out. To set the name, right-click on the jetcan and select **Set Name**.

The major disadvantage of this technique is it leaves you very open to ore thieves. Anyone can fly up to your jetcan, open it, and take anything they want from it. While ore theft is something often talked about by miners, the actual loss to ore thieves is very low, especially in the Empire. If you suspect ore thieves are operating in or around your system, simply take a break from mining or move your operation to another location. Ore thieves never stay around too long, especially if there is no one to steal from.

An advanced technique that most successful miners employ is the use of a second account in combination with the jetcan technique. I mentioned before how some successful miners will use a combat character on a second account as protection from NPC pirates when mining in belts. You can take this a step further and have that combat character switch to a hauler when your jetcan is full and begin hauling ore back to station. Once the jetcan is empty, switch back into a combat ship and go back to protection duty. This will allow your miner character to never stop mining, and since the amount of ISK you make is directly related to how much you mine, this can only be a good thing. This may seem like an expensive idea, but remember that your goal is to make lots and lots of ISK and you can always buy more PLEXs and play multiple accounts for free as well.



Strip mining

When mining in the Empire, it is a good idea to practice strip mining. Basically start at one end of the belt and do not stop mining until you reach the other side. Strip mining is only viable in the Empire since the Low-End ores found in the Empire are all comparable in value on the market.

The Industrial ships

Over the course of your mining career, if you are not in your mining ship, you are most likely in a hauler. There are many different haulers to choose from, as seen in the following image:



The only thing to consider when getting a hauler is the amount of cargo space it has.

The Gallente **Iteron Mark V** is without doubt the best hauler in EVE. The Mark V has a base cargo hold of 6000 m³, which is already the largest in the game. But when you fit the Mark V with five **Expanded Cargohold II** in its Low Slots and three **Medium Cargohold Optimization I** rigs in its Rig Slots, you can have over 38.4k m³ of cargo hold space. All this space does come with a heavy cost, not in ISK, but in time. The Mark V requires Gallente Industrial skill level V, which can take up to 20 days to train, a long time for a miner just starting out. I recommend that you have your racial Industrial ship skill trained to level III before moving on to your next ship.

Selling your stock

Up to this point the ISK that you would have earned by doing all the starter career tutorials should have been enough to purchase whatever you may have needed. From this point forward however, ships, skills, and fittings will all be much more expensive, so it is time to turn some of that ore you have been mining into ISK.

Do not try to sell everything at this point. Your skills are too low at this point and anything that you sell will be at a greatly diminished value. All you want to do is sell enough to get the ISK to cover your purchases. But before you sell anything take a day and train Refining to level IV.

When you click on the **Reprocessing Plant** in the station services panel, you will get a window that looks something like the following image. Select the ore that you want to refine in the left-hand side of the window and click on **Get Quote** at the bottom. You will then get a quote of what minerals you will receive on the right-hand side. Do not worry about the **We Take** or **Unrecoverable** amounts for now, nor the **Base Yield** and **Net Yield** info at the top-right corner. We will cover what all that means shortly:



One thing you do have to be aware of at this point however is that each ore requires a minimum quantity before you are able to reprocess it. The minimum amount or batch required for each ore is as follows:

Ore	Batch
Veldspar	333
Scordite	333
Pyroxeres	333
Plagioclase	333
Omber	500
Kernite	400
Jaspert	500
Hemorphite	500
Hedbergite	500
Gneiss	400

Ore	Batch
Dark Ochre	400
Spodumain	250
Crokite	250
Bistot	200
Arkonor	200
Mercosit	250

Once you have reprocessed the ore, take the minerals you receive and haul it to the nearest trading hub. This shouldn't be too far since you planned ahead when picking your mining system. If it is not too much farther, I would recommend hauling the minerals to Jita to sell, but any of the major trading hubs will do.

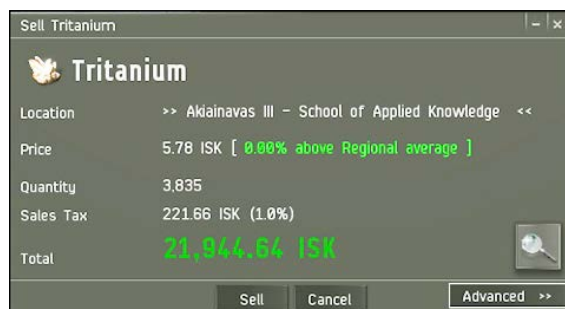


Never fly using the auto pilot when you are hauling anything. You never know when you may get picked off by a suicide pirate while you are slowly approaching a jump gate. Always warp to the jump gate at 0 m and jump right away.

The worst thing you can ever do in your mining career is to just right-click on your minerals and then click sell without ever looking at the price you are selling at. You will often be selling your hard-earned minerals at rock-bottom prices if you do that. Take the time to look over the sell and buy orders, to see what the going price is and then place a sell order to sell your stock.



You can also use websites such as www.eve-central.com to look up the prices of anything you may want to buy or sell across all of the Empire or all of New Eden. You may want to limit your search to High-Sec systems only. Low-Sec is very dangerous and most stations in Null-Sec will be player-controlled and you will not have access to them.



To place a sell order, right-click on the item and select **Sell This Item**. You will see a new window that looks like the previous image. Do not click **Sell**, as you will still be selling at the lowest buy order price if you do. Instead click on **Advanced >>** in the lower-right corner, and you will see a window similar to the following image:

Sell Tritanium

Tritanium

Ask price [0.00% above Regional average]

Regional average 5.78 ISK

Best regional 5.95 ISK [13153044 Units 7 jumps from this item's location]

Regional average 5.78 ISK

Best matchable

Quantity

Duration

Broker's fee 210.32 ISK (0.95%)

Sales Tax 221.66 ISK (1.0%)

Total **21,734.32 ISK**

☐ Remember Settings

<<

In this window you can set your **Ask price** and also see what the **Regional average** and **Best regional** prices are. You can also set the **Quantity** you want to sell and the **Duration** of your sell order. We will look at sell orders in more detail in *Chapter 6, Playing the Market*.



Always check both sell and buy orders

Get into the habit of always checking both the buy and sell orders for anything you may be selling or buying. There are many lazy players in EVE who will put a buy order for something, set it for the longest duration possible, and then never check back on the price to see if it has changed. Every once in a while you will come across buy orders at a higher price than sell orders. Take advantage of these lazy players and buy the item off the market to fill the buy order until either the buy order is complete or it is no longer offering a higher price. Of course if you are selling that item, sell your stock first.

Your next mining ship

Now that your skills are starting to improve and your wallet is getting heavy with ISK, it is time to step out of that tiny frigate and into a cruiser. However, you should have both Mining and your racial frigate skill trained to level IV before you upgrade. From a pure mining yield perspective, the Caldari is once again the best. However, when you take into account that you will most likely be mining exclusively in 0.5 security systems where the NPC pirates are pretty nasty, mining yield is not the sole deciding factor.

You will most likely be using a cruiser for the next three to six months depending on the amount of time you spend in the game, so we will take a closer look at each of the cruisers, so that you can decide which is the best choice for you. Keep in mind that any fits shown will be using the best possible fittings, so be sure to check skill requirements and train accordingly. If you find that the cruiser that best suits you is of another race, don't worry. It will only take a couple of days to train the required frigate skill to level IV, thus allowing you to fly the cruiser of your choice.



Cross training is fun

Do not be afraid to cross train skills for a different race. This is a major advantage in EVE and you should take full advantage of it. If another race has better ships or drones, or equipment for a specific task, go ahead and train the skills for it. If it is the best in the game, why sell yourself short by not using it?

The Arbitrator

The Amarr **Arbitrator**, as shown here, is a tough ship. While it cannot compare to its Caldari counterpart when it comes to pure mining yield, the Arbitrator is far more resilient:



The Arbitrator, unlike other Amarr ships, is a great drone carrier and will allow you to carry both attack drones and mining drones. This versatility will allow you to continue mining even while under attack. Simply recall your mining drones, then launch your attack drones, and set them on any hostile targets. The Arbitrator is a very good choice if you want a balance between mining yield and defensive capabilities. A good sample fit for the Arbitrator would look as follows:

Fitting Slot	Amarr Arbitrator
High Slot	2 x Miner II Heavy Missile Launcher II
Mid Slot	10 MN Afterburner II Survey Scanner II
Low Slot	Medium Armor Repairer II Energized Adaptive Nano Membrane II Adaptive Nano Plating II Mining Laser Upgrade II
Drone Bay	10 x Hammerhead II 5 x Mining Drone II
Rig Slot	-



Always carry extra drones

You should carry extra drones whenever possible. Over the course of engaging hostiles, you will eventually lose a drone or two. Having extra drones in your drone bay will allow you to field the full number of drones without having to return to a station to pick up more. This will save you lots of time in the long run.

The Osprey

The Caldari **Osprey**, shown in the following image, is the best when it comes to mining yield in a cruiser. The combination of CPU capacity, turret hardpoints, and drone capacity all allow the Osprey to focus on getting the maximum mining yield. However, the Osprey is the weakest when it comes to the defense of all the mining cruisers:



When flying the Osprey, it is better to run away from a fight than to regret it later. Pick the Osprey if you want the largest mining yield possible. A possible fit for the Osprey is as follows:

Fitting slot	Caldari Bantam
High Slot	3 x Miner II Light Missile Launcher II
Mid Slot	10 MN Afterburner II Medium Shield Booster II Survey Scanner II
Low Slot	Mining Laser Upgrade II 2 x Co-Processor II
Drone Bay	4 x Hobgoblin II
Rig Slot	-



You may have noticed that all the drones I have used in these fits so far have all been Gallente. Gallente drones are the best when it comes to damage output, while Minmatar drones are the fastest drones available.

The Vexor

Following the Gallente tradition, the **Vexor**, as seen in the following screenshot, is a drone carrier through and through. While not having the capacity to carry as many drones as the Arbitrator, the Vexor is the only cruiser-sized drone carrier capable of fielding three heavy attack drones, which will allow defense against even the largest of foes:

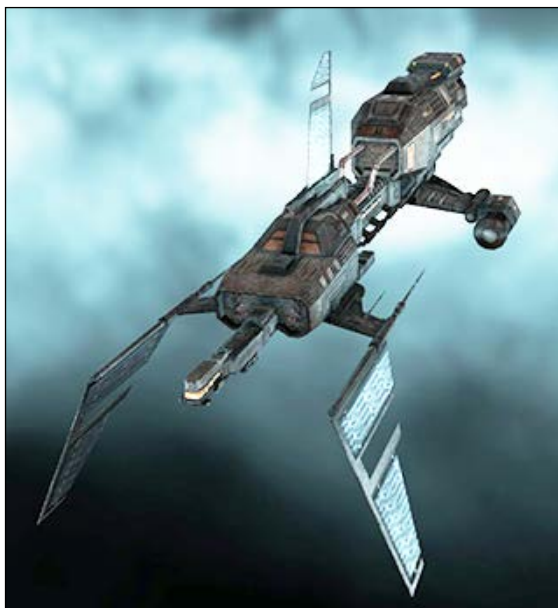


The Vexor should be your choice if you want a well balanced ship with slightly better mining yield and operational range than the Arbitrator. A typical fit for the Vexor would be as follows:

Fitting slot	Gallente Vexor
High Slot	3 x Miner II
Mid Slot	10 MN Afterburner II Survey Scanner II
Low Slot	Medium Armor Repairer II Adaptive Nano Plating II Mining Laser Upgrade II Co-Processor II
Drone Bay	3 x Orge II 5 x Mining Drone II
Rig Slot	-

The Scythe

The Minmatar **Scythe**, as shown in the following screenshot, has one of the lowest mining yields of all the mining cruisers and an almost nonexistent drone capacity. But where mining yield is the shortfall of the Scythe, it makes up for it in its toughness, boasting the highest defense capabilities of all the mining cruisers:



If your primary concern is the survivability of your ship, then the Scythe is the best choice for you. If you do choose the Scythe, your fit should look as follows:

Fitting slot	Minmatar Scythe
High Slot	2 x Miner II 2 x Light Missile Launcher II
Mid Slot	10 MN Afterburner II Survey Scanner II Large Shield Extender II
Low Slot	Mining Laser Upgrade II 2 x Co-Processor II
Drone Bay	Mining Drone II
Rig Slot	-



Ship fits are very subjective to your personal likes and dislikes. So if you find that a certain fitting is to your particular liking, then use it. Tailoring your fittings to fit you is an exciting part of EVE, so take the fits that I list as starting points to find your perfect fit.

Taking mining to the next level

Now that you have your mining cruiser, you are officially no longer a rookie. But you still have much to do before becoming the ultimate miner. In order to progress to the next stage of your mining career, you will need to add some advanced skills, and make a decision on what your next mining ship will be. Let's start by looking at what ship choices you have for your next mining ship.

Here comes the math

Up till this point, you have not needed to know the math that is involved in mining, but from this point forward you must understand the math in order to understand why one choice is better than another. I will assume max skill level whenever I do the math, because it's just easier to get a fair comparison.

Cycles and mining yield

The first part of the math that you will want to understand is how to calculate your mining yield. Each mining laser has a base yield and a base cycle time. The base yield is the amount of ore in m3 that you will mine each cycle, while the base cycle time is the amount of time it takes for one cycle to complete. Here is a comparison of a few different mining lasers and their base yield and cycle time:

Mining laser	Base yield	Base cycle time
Miner I	40 m3	60.00 sec
Miner II	60 m3	60.00 sec
Strip Miner I	540 m3	180.00 sec
Modulated Strip Miner II	360 m3	180.00 sec

So to calculate your actual yield, first you would need to calculate how many m3 you can mine per cycle. If you use just one Miner II, one Mining Laser Upgrade II, and max skill, that would be $60 * 1.25 * 1.25 * 1.09 = 102.1875$ m3 per cycle. Where the first 1.25 is the 25 percent bonus from Mining level V, the second 1.25 is the 25 percent bonus from Astrogeology level V, and the 1.09 is the 9 percent bonus from the Mining Laser Upgrade II. Now to get your actual yield simply take the m3 per cycle and divide it by the volume of the ore that you are mining. If we use Veldspar as an example, which has a volume of 0.10 m3 per unit, it would be $102.1875 / 0.10 = 1022$ units per cycle. That would be your mining yield. See it wasn't that bad.

Picking your next ship

The decision for your next ship is going to depend on whether or not you want to move your mining operation to Low-Sec at this time. There are many successful miners and even mining corporations who only operate out of the Empire. However, an Empire mining operation takes much more invested time to have the same earning potential. If you decide you want to make the change to Low-Sec, a **Procurer** with its superior defensive capability would be a better choice. But if you are going to continue mining in the Empire, you should focus on getting either a **Retriever** or a **Covetor**. Of course, if you are running two or more accounts, you can still pick the Retriever or Covetor since you will have a dedicated defense force at your disposal.

The Procurer

The Procurer, as shown in the following screenshot, is the smallest of the three Mining Barges, but don't let its size fool you. The Procurer can be fitted with defenses that can rival most battleships:



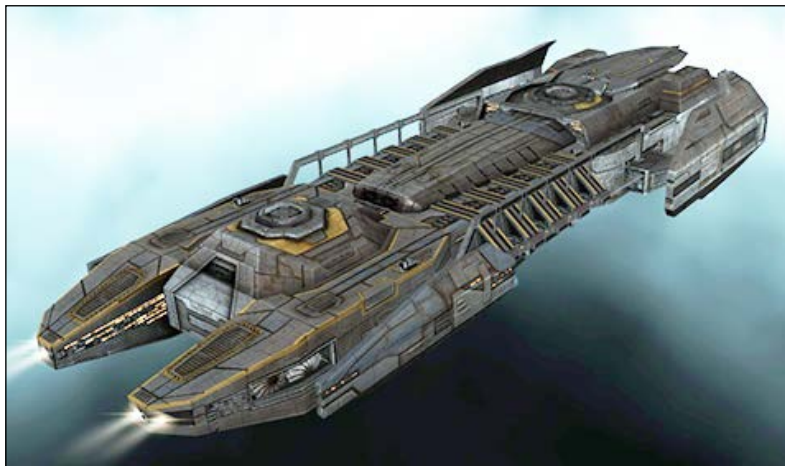
While only having space for one **Strip Miner I** mining laser, the Procurer is still able to mine over 1.1 million units of Veldspar per hour at max skills. Not too bad for the little guy. The combination of its defensive capabilities, mining yield, and a sizeable ore hold of 12K m3 makes the Procurer an excellent choice for mining operations in Low- and Null-Sec systems.

Here is a sample fit for the Procurer:

Fitting slot	ORE Procurer
High Slot	Strip Miner I
Mid Slot	Small c5-L Emergency Shield Overload I EM Ward Amplifier II Kinetic Deflection Amplifier II Thermic Dissipation Amplifier II
Low Slot	2 x Mining Laser Upgrade II
Drone Bay	5 x Hobgoblin II
Rig Slot	-

The Retriever

The Retriever, as shown in the next image, is the mid-sized Mining Barge and is designed to allow you to operate a solo mining operation in relatively safe regions of space. The Retriever has the largest ore hold of all the Mining Barges with 27.5K m3 of cargo space:



With the availability of two Strip Miner Is, the Retriever is able to mine over 1.2 million units of Veldspar per hour at max skills. The Retriever is very weak on defenses and should never be taken into Low- or Null-Sec systems. Let's take a look at a sample fit for the Retriever:

Fitting slot	ORE Retriever
High Slot	2 x Strip Miner I
Mid Slot	-
Low Slot	3 x Mining Laser Upgrade II
Drone Bay	5 x Hobgoblin II
Rig Slot	-

The Covetor

The Covetor, as shown in the following screenshot, is the largest of the Mining Barges. The Covetor is truly a fleet ship in that it is designed to work with the aid of others. The Covetor cannot compare to the Procurer when it comes to defenses nor can it compare to the Retriever when speaking of ore hold sizes. But the Covetor does have both its smaller siblings beaten when it comes to mining yield:



With three Strip Miner Is, the Covetor is able to mine over 1.4 million units of Veldspar per hour. However, keep in mind that the Covetor is designed to work best when you have friends or other characters covering defense and industrial duties.

While you would never want to take the Retriever into Low- or Null-Sec space, the Covetor is still viable, given you are going to be part of a fleet with dedicated combat ships for defense. Here is a sample fit for the Covetor:

Fitting slot	ORE Covetor
High Slot	3 x Strip Miner I
Mid Slot	Small c5-L Emergency Shield Overload I
Low Slot	2 x Mining Laser Upgrade II
Drone Bay	5 x Hammerhead II
Rig Slot	-

Advanced skills of a miner

At this stage, I am going to assume you have all the basic mining skills trained to level IV, if you follow the order that I recommended earlier in this chapter you should be in great shape. If you have not yet trained your basic mining skills to level IV, stop everything else and train them to level IV now.

You have them all trained to level IV? Good. Now let's take a look at what advanced skills you will need to continue progressing in your mining career. Just as in the basic mining skills, you should also train these advanced skills to at minimum level IV. The advanced skills you will need are as follows:

Name	Description	Why train it
Drone Durability	Increase drone hit points. 5 percent bonus to drone shield, armor, and hull hit points per level.	To increase the durability of your combat and mining drones.
Drone Interfacing	Allows a captain to better maintain its drones. 20 percent bonus to drone damage, drone mining yield per level.	To increase the damage output of your combat drones and the mining yield of your mining drones.
Drone Navigation	Skill at controlling drones at high speeds. 5 percent increase in drone MicroWarpDrive speed per level.	To increase the overall speed of your drones.
Refinery Efficiency	Advanced skill at using refineries. 4 percent reduction in refinery waste per skill level.	To increase mineral yield when reprocessing ore.

Name	Description	Why train it
[Ore Name] Processing	Specialization in [Ore Name] processing and refining. Allows a skilled refiner to utilize substandard refining facilities at considerably greater efficiency. 5 percent reduction in [Ore Name] refining waste per skill level.	To increase mineral yield when reprocessing a specific ore. And to use specialized mining crystals for specific ore type to increase mining yield.



Be selective with [Ore Name] processing skills

There is a [Ore Name] processing skill for each type of ore in EVE, but you don't have to train them all. Not all at once anyways. Each [Ore Name] Processing skill only affects the type of ore it is named for. So if you are not going to be mining a specific type of ore, skip the [Ore Name] processing skill for it.

Calculating your refine yield

The second and final part of the math that you will want to understand in mining is how to calculate your refine yield. You will need to be able to maximize your refine yield to make the most ISK possible from all that ore you have worked so hard to mine. There are four factors that will affect your refine yield:

- Your refining skill
- Your refinery efficiency skill
- Your standing with the NPC corporation that owns the station you are refining at
- The base yield of the equipment at the station

To calculate your refine yield you would take $(1 + (RefiningSkill * 0.02))$ to find your refining skill bonus, then $(1 + (RefineryEfficiencySkill * 0.04))$ to find your refinery efficiency skill bonus, and finally $(1 + ([Ore Name]ProcessingSkill * 0.05))$ to find your ore processing skill bonus. Once you have all that calculated, multiply your bonuses together, along with 0.375 where the 0.375 is the Tinoga's Constant, and then add the result to the station's base yield.



The Tinoga's Constant is named for Tinoga Enterprises Services, the corporation that figured out the constant that made the whole refine yield equation work.

Reprocessing

Input Location: **My Hangar** ☐ Show All

Base Yield: 50.0%
Net Yield: 87.5%
Standings: 0.01
We Take: 4.32%

Name	Quantity	Group	Size	Slot	Material	You Receive	We Take	Unrecoverable
☐ Badger		Industrial			☐ Pyerite	1,917	86	286
☐ Condor	1	Frigate			☐ Tritanium	3,835	173	573
☒ Massive Scordite	1,769	Scordite						

Remember the previous image? We are going to use it as the example for calculating your refine yield. So refining at the station above with a base yield of 50 percent and with max skill will give you a refine yield of $(0.50 + (0.375 * 1.1 * 1.2 * 1.25)) * 100 = 112$ percent yield. 112 percent yield; that is quite impressive, but since you can never get more than 100 percent yield, it is quite wasteful to spend all that time training skills that gives you no additional benefit. Lucky for you I have already done the math to figure out that to get 100 percent refine yield at any NPC station, all you need is:

- Refining level V
- Refinery Efficiency level IV
- [Ore Name] Processing level I

While you will need to train [Ore Name] processing beyond level I to access some advanced fittings later on, at least you don't have to train Refinery Efficiency to level V, which takes over two weeks.



Your refine yield does not include tax. You will need a standing of 6.7 with the NPC corporation that owns the station you are refining at to achieve a tax rate of 0.0 percent.

When you combine your mining yield and refine yield together you will be able to calculate just how many minerals you will receive when you reprocess your ore stock and know ahead of time just how much ISK you will potentially make. And making ISK is why you are mining in the first place. For easy reference, you can find a full table showing the mineral received from each ore with 100 percent refine yield in *Chapter 8, The Geek Stuff*.

The ultimate miner

You have progressed a long way and have become quite a successful miner. At this stage there are few that can compete against you in the mining profession. But although being simply successful may be enough for everyone else, you still want to achieve the ultimate goal of becoming the ultimate miner. There are only a few steps left to achieving that goal so let's go.

Tech II strip miners and mining crystals

Your newest mining ship, the Covetor, brings along with it some new tools of the trade. With the Covetor, you will be able to start using the **Modulated Strip Miner II** mining lasers. But wait, you may remember from earlier when we compared some of the mining lasers, that the Modulated Strip Miner II has a lower base yield than the Strip Miner I, so why wouldn't you just stick with the Strip Miner I? Simple – mining crystals.

For every ore type in EVE there are two mining crystals for it, a Tech I and a Tech II version, which can only be used in the Tech II strip miners. Tech I mining crystals will give you a 65 percent increase in mining yield while Tech II crystals will give a 75 percent increase in yield. However, it can be a little confusing as it is not a direct increase in yield. If you remember from the *Cycles and mining yield* section, the Strip Miner I has a base yield of 540 m3 while the base yield of the Modulated Strip Miner II has a base yield of 360 m3 per cycle. So let's look at the math and see what the difference is.

If we take the mining yield for our Covetor with Strip Miner Is, $((540 * 1.25 * 1.25 * 1.09) * 3) / 0.10 = 27,591$ units per cycle, and compare it to a Covetor with Tech I Veldspar mining crystals, $((360 * 1.25 * 1.25 * 1.09 * 1.65) * 3) / 0.10 = 30,350$ units per cycle, you can see about a 10 percent gain in yield. And with Tech II mining crystals, $((360 * 1.25 * 1.25 * 1.09 * 1.75) * 3) / 0.10 = 32,189$ units per cycle would equate about a 17 percent gain in yield.

As you can see, mining crystals do provide a significant increase in mining yield, so you should train for it right after getting your Covetor. Although the training involved to use mining crystals, especially the Tech II version, is very long, they are the best for maximum mining yield. Once you have it trained you have just achieved the first step in becoming the ultimate miner.

The Skiff

The Skiff is the smallest **Exhumer** mining ship and the Tech II version of the Procurer. The Skiff is able to fit more defence, have more ore hold space, and is able to mine upwards of 1.17 million units of Veldspar per hour:



If you are looking for the toughest mining ship you can find for use in your Low/Null-Sec mining operation, the Skiff, as shown in the previous screenshot, is your only choice. When using the Skiff, you should use a fit similar to the following:

Fitting slot	ORE Skiff
High Slot	Modulated Strip Miner II
Mid Slot	Small Shield Booster II
	Adaptive Invulnerability Field II
	EM Ward Amplifier II
	Thermic Dissipation Amplifier II
	Kinetic Deflection Amplifier II
Low Slot	2 x Mining Laser Upgrade II
Drone Bay	5 x Hammerhead II
Rig Slot	-

The Mackinaw

The mid-sized Exhumer, the Mackinaw is the best choice if you are focusing on a solo mining career. The Mackinaw has the largest ore hold of all the mining ships, but like its Tech I cousin, the Retriever, the Mackinaw is best used when in relatively safe regions of space.



A sample fit for the Mackinaw is as follows:

Fitting slot	ORE Mackinaw
High Slot	2 x Modulated Strip Miner II
Mid Slot	EM Ward Amplifier II
	Thermic Dissipation Amplifier II
Low Slot	3 x Mining Laser Upgrade II
Drone Bay	5 x Hammerhead II
Rig Slot	-

With the previous fit, the Mackinaw will be able to mine up to 1.4 million units of Veldspar per hour, and with an ore hold of 35k m3, that means you can stay in a belt mining for a very, very long time.

The Hulk

The Covetor is a very nice mining ship, but it cannot compare to the ultimate mining ship, the **Hulk**. The Hulk, shown in the following screenshot, is the largest ship in the Exhumers class of mining barges:



Let's take a sample fit for the Hulk and see just what the Hulk can do:

Fitting slot	ORE Hulk
High Slot	3 x Modulated Strip Miner II
Mid Slot	Small C5-L Emergency Shield Overload I Upgraded EM Ward Amplifier I Upgraded Thermic Dissipation Amplifier I Eutectic Capacitor Charge Array
Low Slot	2 x Mining Laser Upgrade II
Drone Bay	5 x Hammerhead II
Rig Slot	-

With three Modulated Strip Miner IIs the Hulk is able to mine close to 1.7 million units of Veldspar per hour. There is just no other mining ship that can compare to the Hulk when it comes to mining yield. But just like the Covetor, the Hulk is designed to work best in a fleet with others.

Once you are in the Hulk, there is only one step left in becoming the ultimate miner.

Perfecting your skills

During your mining career for the sake of progressing quickly, you have trained a majority of your mining-related skills to level IV. Now all you have to do is to spend the time needed to train Mining Barge, Exhumers, and every mining skill to level V. Once accomplished, you have finally become the Ultimate Miner.

Mining Ice and Mercoxit

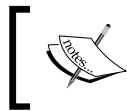
With the Hulk at your disposal, you can finally feel comfortable in entering Low-Sec and Null-Sec to take your mining career to that final level. Not only will you have access to all the High-End ore, you will also gain access to mine Ice. Ice is very lucrative; when refined, Ice provides the fuel needed to run all player own structures or POS in EVE.

I will warn you now, mining Ice is completely different from mining anything else. You will always receive one unit of Ice per cycle per Ice Harvester. For this reason, when mining Ice, you are only concerned with the cycle time. To minimize the cycle time of your Ice Harvesters make sure to equip the Medium Ice Harvester Accelerator I rigs into your Mining Barge or Exhumer. In order to mine Ice all you have to do is train the **Ice Harvesting** skill.



Unlike other types of ore, you will only receive Ice once the cycle is finished. If you stop your Ice Harvesters in mid cycle you will not get any Ice.

Along with Ice you will also gain access to another special type of ore, Mercxit. The only thing you need to mine Mercxit is the **Deep Core Mining** skill, and all you need is to train it to level II to be able to use the **Modulated Deep Core Strip Miner II**. To maximize your yield when mining Mercxit, make sure to fit **Medium Mercxit Mining Crystal Optimization I** rigs to your Mining Barge or Exhumer.



Be careful when mining Mercxit. The asteroids give off a harmful gas cloud as you mine, so make sure you stay at least 10 KM from the asteroid.

Summary

This chapter explained in detail the mining career in EVE. In this chapter you learned:

- Why you should pick mining as your career
- What and where to mine in EVE
- What skills are needed for the mining career
- What ships are used for the mining career
- How to maximize mining yield
- How to maximize refine yield
- How to become the Ultimate miner

In the next chapter you will learn about another career that is easily accessed by characters of all skill levels: mission running.

3

Mission Running

Missions, like mining, is another easy career choice for characters of all levels in EVE. There are hundreds of NPC mission agents all across EVE, through which you can run missions to earn ISK and other rewards. While it does not take much skill to start mission running, knowing what each type of mission involves, and how to best approach it, will ensure the best results. This chapter will help you:

- Understand the different mission types
- Understand how the Agent system works
- Understand how standing works
- Pick an agent to work for
- Understand the rewards of mission running

Why mission running?

Missions will play a critical part in your EVE experience. While the ISK and other rewards that you receive for mission running are lucrative in themselves, the standings gain that results from completing missions is the true benefit of mission running. Your **standing** with different NPC corporations and factions will either help you get granted special treatment or will have you shot on sight when entering their faction space. We will look at the entire standing system later in this chapter.

Whether you are a career mission runner or you simply run missions in your spare time, chances are that you will run quite a few missions in your EVE career, and with the help of this book you will be able to maximize the rewards and standing gains from those missions to build wealth few can match.

Mission types

Missions in EVE fall into five general categories: **Courier**, **Kill**, **Mining**, **Trade**, and **Special** missions. Courier, Kill, Mining, and Trade missions are further categorized into five different levels: level I through level V. Let's take a closer look at each category to see what each type of mission entails.

Courier missions

Courier missions are simply delivery missions where you move items from one station to another. The type of items can range from common items found on the market to mission-specific cargo containers. The size and quantity of items to move can vary greatly and can either be moved using whatever ship you are currently flying or may require the use of an industrial ship.

While the ISK reward for courier missions is a bit on the low side, it having no negative standing impact on opposing factions is a huge positive. This, added to the fact that courier missions are quite easy and can often be completed very quickly, means they are generally worth running. Every so often you will receive a courier mission that takes you into Low-Sec space and with the risks involved in Low-Sec, it is best to decline these missions.



You are able to decline one mission every four hours per agent without taking a negative standing hit with that agent. Be very careful when declining missions, since if your standing falls too low with an agent you will no longer be able to receive mission offers from that agent.

Kill missions

By far the most common, the most profitable, and let's be honest, the most fun missions to run are kill missions. The only thing better than flying beautiful space ships is seeing beautiful space ships blow up. There are currently two types of kill missions. In one, you warp to a set of coordinates in space where you engage NPC targets and in the other you warp to an acceleration gate which takes you into a series of pockets all connected by more acceleration gates. Think of this second type of kill mission like a dungeon with multiple rooms, in which you fight NPC targets in each of the rooms.

Kill missions are a great way to make ISK, especially when you are able to access higher-level agents. However, as you can guess, kill missions also get more and more difficult the higher the level of the agent. Another thing that you need to be very careful about when running kill missions is that you run the risk of having negative standing impact on factions opposed to the faction you are running missions for. For example, if you were running missions for the Caldari state and you completed a mission that had you destroy ships belonging to or friendly with the Gallente Federation, then you would lose standing with the Gallente. A great way to negate the standing loss is to run missions for as many agents as you can find and to decline any mission that will have you attack the ships of another empire. But remember you can only decline one mission per agent every four hours, hence having multiple agents.

Agents and how they work

Now would be a great time to take a closer look at the agent system of EVE. Each agent works in a specific division of a NPC corporation. The division that the agent works in determines the type of missions you will receive (more on this later), and the NPC corporation that the agent works for determines which faction your standing rewards will affect. An agent's information sheet is shown in the following image:



As you can see, the agent **Aariwa Tenanochi** works for the **Home Guard** in their **Security** division and is a level **1** agent. Aariwa can be found in the **Nonni** system at the **Home Guard Assembly Plant** located at planet **III Moon 1**. You can also see that the only requirement to receive missions from Aariwa is that you meet his standing requirements.



Doing the tutorial missions will allow you to access all level 1 agents for your chosen faction.

All agents are rated level 1 to level 5. The higher the level of the agent the harder their missions are, and the harder the mission the better and bigger the reward. The difficulty level of each agent level can best be described as follows:

- **Level 1:** Very Easy. Designed for new players to learn about mission running and PvE in general. Frigate or destroyer for kill missions, short range and low cost items for courier and trade missions, and small amounts of low grade ore or minerals for mining missions.
- **Level 2:** Easy. Still designed beginner players, but will require you to start thinking tactically. Destroyer or cruiser for kill missions, slightly longer range and higher cost items for courier and trade missions, and higher amounts of low grade ore or minerals for mining missions.
- **Level 3:** Medium. You will need to have a firm understanding of how your ship works and have solid tactics for it. Battlecruiser or Heavy Assault Cruiser for kill missions, much longer range and higher cost items for courier and trade missions, and large amounts of low grade ore or minerals for mining missions.
- **Level 4:** Hard. You will need to understand your ship inside out, have solid tactics, and a solid fit for your ship. Battleship for kill missions, very long range and very costly items for courier and trade missions, and very large amounts of low grade ore or minerals for mining missions.
- **Level 5:** Very Hard. Same as level 4 agents but only found in Low-Sec systems and comes with all the risks of Low-Sec. It is a good idea to only do these missions in a fleet with a group of people.

The standing requirements to access the different level of agents are shown in the following table:

	Level 1	Level 2	Level 3	Level 4	Level 5
Standing required	-	1.00	3.00	5.00	7.00

While you can use larger ships to run lower level kill missions, it is generally not a good idea. First, there can be ship limitation for a mission that does not allow you to use your larger ship and second, while your larger ship will be able to handle the incoming damage much easier, the larger weapons that your ship uses will have a harder time hitting the smaller targets. And since ammo costs ISK, it cuts into your profit per mission.



I generally like to use the cheapest ship I can get away with when running missions. This ensures that if I ever get scanned down and killed by player pirates, my loss is minimal.

Understanding your foe

The biggest key to success when running kill missions is understanding who your targets will be and how they like to fight. Whenever you are offered a kill mission by an agent, you can find out which faction your target belongs to inside the mission description, either in the text of the description or by an emblem representing your target's faction. It is important to know which faction your target belongs to because then you will know what kind of damage to expect from your target. In the mission offer shown in the following image you can see that your targets for this mission are **Rogue Drones**:

Agent Conversation - Hie Vandanela



Hie Vandanela

Division: Security

0.5 Nonni V - Caldari Navy Assembly Plant

Effective Standing: 0.8

The Roving Rogue Drones

Yes, I have something for you.

A small group of rogue drones have been reportedly roaming around Minnen, attacking civilian convoys and trade ships that happen to cross their path. They were last spotted in Piak. Rogue drones are a threat to anything that is not controlled by their Hive, and therefore must be destroyed. Once you have eliminated them, return to me for your reward.

Declining a mission from this agent within the next 3 hours and 59 minutes will result in a loss of standing with this agent.



The Roving Rogue Drones Objectives

The following objectives must be completed to finish the mission:

Objective

Destroy the Rogue Drone and then report back to your agent.

Location

0.5 Nonni

This site contains normal [ship restrictions](#).

Rewards

The following rewards will be yours if you complete this mission:

64,000 ISK

75 Loyalty Points

Bonus Rewards

The following rewards will be awarded to you as a bonus if you complete the mission within 2 hours

59,000 ISK

Accept

Decline

Delay

There are four types of damage, **EM**, **Thermal**, **Kinetic**, and **Explosive**, and each faction has a preference toward specific damage types. Once you know what kind of damage to expect you can then tailor the defense of your ship for maximum protection towards that damage. Knowing which faction your target belongs to will also tell you which type of damage you should be doing to maximize your damage output. Each faction has weaknesses towards specific damage types.

Along with what types of damage to defend against and what types of damage to utilize, knowing which faction your target belongs to will also tell you what kind of special tactic ships you may encounter in your mission. For example, the Caldari likes to use ECM to jam your targeting systems and the Amarr uses energy neutralizers to drain your ship's capacitor, leaving you unable to use weapons or even to warp away. The following table shows all the factions and the damage types to defend and use:

NPC faction	Damage type to defend	Damage type to deal
Guristas	Kinetic, Thermal	Kinetic, Thermal
Serpentis	Thermal, Kinetic	Thermal
Blood Raider	EM, Thermal	EM, Thermal
Sansha's Nation	EM, Thermal	EM, Thermal
Angel Cartel	Explosive, Kinetic, Thermal, EM	Explosive
Mordu's Legion	Kinetic, Thermal, Explosive, EM	Thermal, Kinetic
Mercenary	Kinetic, Thermal	Thermal, Kinetic
Republic Fleet	Explosive, Thermal, Kinetic, EM	Explosive, Kinetic
Caldari Navy	Kinetic, Thermal	Kinetic, Thermal
Amarr Navy	EM, Thermal, Kinetic	EM, Thermal
Federation Navy	Thermal, Kinetic	Kinetic, Thermal
Rogue Drones	Explosive, Kinetic, EM, Thermal	EM
Thukker Tribe	Explosive, Thermal	EM
CONCORD	EM, Thermal, Kinetic, Explosive	Explosive, Kinetic
Equilibrium of Mankind	Kinetic, Thermal	Kinetic, EM

You will most likely have noticed that several factions use the same damage types but they are listed in different orders. The damage types are listed this way because the damage output or weakness is not divided evenly. So for the **Serpentis** pirate faction for example, they prefer a combination of Kinetic and Thermal damage with a higher percentage being Kinetic damage than Thermal damage.

What ship to use to maximize earnings

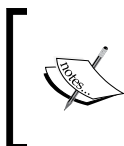
The first question that most new mission runners ask is "What race of ships should I use?" While each race has its own advantages and disadvantages and are all very good choices, in my opinion Gallente drone ships are the best ships to use for mission running, from a pure ISK making stand point.

Gallente drone ships are the best when it comes to mission running because of the lack of ammo costs and the versatility they offer. With drones being your primary method of dealing damage you do not have to worry about the cost associated with needing a large supply of ammo like the Caldari or Minmatar. What about the Amarr you say? They don't need ammo. While it is true that the Amarr also do not require ammo, the heavy capacitor drain of lasers limits the amount of defense your ship can have. Drone ships do not need to fit weapons in their high slots and therefore you can fit your ship with the maximum amount of defense possible. Drone ships can also utilize the speed and range of drones to their advantage. By using modules such as the **Drone Link Augmentor** you can increase the range of your drones so that you can comfortably sit outside the attack range of your targets and let your drones do all the work. Being outside of the attack range also means that you are outside the range of electronic warfare, so it's a win-win situation.

The best feature of drone ships is the ability to carry different types of drones. **Light Drones** for frigate-sized targets, **Medium Drones** for cruiser-sized targets, and **Heavy Drones** for battleship-sized targets. You can even carry **Electronic Warfare Drones** that can jam your targets, drain their capacitors, or even provide more defense for your ship by way of shield or armor repairs.

How should I fit my ship?

The second most common question is "How should I have my ship fitted for mission running?" Ship fitting is very subjective and almost an art form in itself. I can easily go on for pages about the different concepts behind ship fittings and why one way is better than another but there will always be people that will disagree because what works for one person does not necessarily work for you. The best thing to do is to visit websites such as eve.battleclinic.com/browse_loadouts.php to get ideas on how ship fittings should work and to use 3rd party software such as Python Fitting Assistant to come up with fittings that suit your style of play the best.



When browsing fittings on BattleClinic, it is a good idea to make sure the filters at the bottom right are set for the most recent expansions. You wouldn't want to use a completely out-of-date fitting that will only get you killed.

Basic tactics

When you start a kill mission you will likely be faced with two different scenarios. The first is as soon as you come out of warp, targets will be on the offensive and immediately start attacking you. The second and more favorable scenario is to warp onto the field with multiple groups of targets in a semi-passive state. No matter the scenario you come across, the following are a few simple tactics will ensure everything goes that much smoother. These tactics are as follows:

- Zoom out. I know it's hard because your ship is so pretty, but zoom the camera out. You need to be able to have a high level of situational awareness at all times and you can't do that if you're zoomed in on your ship all the time.
- Finish each wave or group of targets before engaging other targets. This will ensure that you will never be too outnumbered and be able to more easily handle the incoming damage.
- Kill the tacklers first. Tacklers are ships that use electronic warfare to slow your ship or to prevent you from warping away. Since flying out of range or warping away is the best way of escape when things go bad, killing off the tacklers first will give you the best chance to escape intact.
- Kill the largest targets first. Taking out the largest targets first gives you two critical advantages. The first is you are taking a lot of the damage against you off the field and the second is that larger ships are much easier to hit.
- Save structures for last. If part of your mission is to shoot or destroy a structure, save that for last. The majority of times, firing on a structure will cause all the hostiles to attack you at once and may even spawn stationary defenses. This tactic does not apply to defensive towers, such as missile and tackling towers. You should always kill these towers as soon as possible.

Mining missions

Mining missions come in two flavors. The first will have you travel to a set of coordinates given to you by your agent, to mine a specific amount of a specific type of ore and then return to your agent with the ore you have mined. The second will simply have you supply your agent with an amount of ore or mineral. For the second type of mining mission you can either mine and refine the ore yourself or purchase it from the market.

The ISK reward for mining missions is really bad and in general you will make more ISK if you had simply spent the time mining, but once again, having no negative standing impact on opposing factions is a huge plus. So if you are a career miner, it can be worth it for you to run these missions for the standings gain. After all, you will have to increase your standing in order to maximize your refine yield. It would be best to only accept the missions in which you already have the requested ore or mineral in your stock and to decline the rest.

Trade missions

Trade missions are simple missions that require you to provide items to your agent at a specific station. These items can either be made by you or purchased off the market.

Like courier and mining missions, the only upside to trade missions is that they can be completed without the negative standing impact on opposing factions. But with the high amount of ISK needed to complete these missions and the time involved, it is best to avoid these missions. If you choose to do these missions, check to see if the item required is on sale at the destination station. If it is on sale there, you can often purchase it and complete the mission without ever leaving your current station.

Special mission types

There are three special mission types in EVE: **Storyline**, **Epic Arc**, and **Cosmos**. These missions either require special conditions to be met before being offered to you or require you to seek out agents in specific systems. The primary reason to find and run special mission types is the significant standing increase they offer.

Storyline missions

Storyline missions are offered to you once you have completed 16 normal missions. These 16 missions can be for any agent as long as those agents are at the same level and belong to the same faction. Storyline missions are the same as normal missions with the only difference being a much larger standing reward. You should always complete storyline missions when they are offered.

Epic Arc missions

Epic Arcs are a series of branching missions that tell a unique story from start to finish and can only be completed once. After a few missions you will be presented with a choice of missions to continue the story by your design. These choices also signal the start of a new chapter in the Epic Arc. Chapters can vary in length but are usually around five missions long, with each Epic Arc featuring around five chapters.



If you happen to fail an Epic Arc mission, you will be taken back to the start of your current chapter.

There are five Epic Arcs in EVE, one for each of the empires and one for the **Sisters of EVE**. Each of the Empire Epic Arcs are level 4 missions while the Sisters of EVE Epic Arc is designed for beginners to experience the different mission types in EVE and to explore parts of all four empires.

It is a good idea to do these Epic Arc missions when they become available to you, especially the Empire arcs since you will be rewarded with very rare and expensive faction items as well as a major increase in faction standing. The agent and starting location of each Epic Arc is as follows:

Epic Arc name	Level	Agent	Corporation	Starting system	Faction
The Blood-Stained Stars	1	Sister Alitura	Sisters of EVE	Arnon IX Moon 3 - Sisters of EVE Bureau	Sisters of EVE
Right to Rule	4	Karde Romu	Ministry of Internal Order	Kor-Azor Prime	Amarr
Penumbra	4	Aursa Kunivuri	Expert Distribution	Josameto	Caldari
Syndication	4	Roineron Aviviere	Impetus	Dodixie	Gallente
Wildfire	4	Arsten Takalo	Brutor Tribe	Frarn	Minmatar

Cosmos missions

Cosmos missions are not really a type of mission but rather a constellation with agents offering unique missions that tell the story of New Eden. These agents are found in ships orbiting beacons in space rather than inside stations. These missions, which can only be completed once, offer special rewards and the largest faction station gains possible from mission running. While the rewards for these missions are very rare, the main purpose of running Cosmos missions is to rapidly increase your standing with a specific faction.

Cosmos agents are found in High-Sec systems in each of the four empires but the Amarr and Minmatar also offer Cosmos agents in Low-Sec systems. Cosmos missions are very different from normal missions in that they are usually harder and require you to be very comfortable with agents and the missions system in order to complete. Cosmos missions also differ in that these agents and mission chains are linked together by a story rather than the hierarchy of agent levels found in normal missions. This means you may have to start with a level 3 agent and then move to a level 1 agent and then back.



If you fail or decline a mission from a Cosmos agent you will lose access to that agent and the entire chain of missions linked to that agent.

It is important to know that unlike Epic Arcs, which is one full mission chain, Cosmos is made up of many small chains of missions, that link a few agents together. It can be very confusing since you may speak to an agent who will ask you for a prerequisite item prior to offering you a mission without letting you know which agent you need to speak with to get that item. The last thing you want is to fail a mission because you could not get the prerequisite item. A full listing and the recommended order in which to run the Cosmos for each empire can be found at www.hb3.info/cosmos/. The site is in German so have Google Translate ready if you can't read German.

Faction ship agents

Within each of the Cosmos constellations are also special agents that will take high level NPC pirate dog tags in exchange for copies of faction ship blueprints. Depending on your faction standing you can either receive a faction frigate, cruiser, or battleship blueprint copy, or **BPC**. Each reward BPC will allow you to make two ships. You will need at least a faction standing of 8.5 out of 10.0 to interact with these agents so it is best to wait until after you have completed the Cosmos chains. A full listing of all faction ship agents is shown in the following table:

Amarr						
Agent	Level	System	Location	Required items	Required standing	Reward BPC
Mandor Neek	4	Jakri	Garisas Gate	30 Sansha Silver Tags	8.5	Imperial Navy Slicer
Jeeta Neek	4	Jakri	Garisas Gate	30 Sansha Gold Tags	9.2	Random Amarr Faction Cruiser
Zaestra Kuramor	4	Jakri	Garisas Gate	30 Sansha Diamond Tags	9.9	Random Amarr Faction Battleship
Caldari						
Agent	Level	System	Location	Required items	Required standing	Reward BPC
Kaiko Maina	4	Otitoh	Friggi Gate	30 Guristas Silver Tags	8.5	Caldari Navy Hookbill
Emma Tharkin	4	Otitoh	Friggi Gate	30 Guristas Gold Tags	9.2	Random Caldari Faction Cruiser
Zoun Makui	4	Otitoh	Friggi Gate	30 Gruistas Diamond Tags	9.9	Random Caldari Faction Battleship

Gallente						
Agent	Level	System	Location	Required items	Required standing	Reward BPC
Jordan Usquen	4	Jolia	Augnais Gate	30 Serpentis Silver Tags	8.5	Federation Navy Comet
Babalu Wrezka	4	Jolia	Augnais Gate	30 Serpentis Gold Tags	9.2	Random Gallente Faction Cruiser
Timmothy Sawyr	4	Jolia	Augnais Gate	30 Serpentis Diamond Tags	9.9	Random Gallente Faction Battleship

Minmatar						
Agent	Level	System	Location	Required items	Required standing	Reward BPC
Mutama Czeik	4	Barkrik	Hjoramold Gate	30 Angel Silver Tags	8.5	Republic Fleet Firetail
Thora Desto	4	Barkirk	Hjoramold Gate	30 Angel Gold Tags	9.2	Random Minmatar Faction Cruiser
Makor Desto	4	Barkirk	Hjoramold Gate	30 Angel Diamond Tags	9.9	Random Minmatar Faction Battleship



The required standing for each of the Faction ship agents is your base faction standing before any skill modifiers.

Data Center agents

Since we are talking about Cosmos missions and the primary reason for running Cosmos missions is the standings gain, I want to mention a special type of agent that can be found in each of the four empires, the **Data Center** agents. Data Center agents will take NPC pirate dog tags in exchange for standings gain. The systems and locations of where Data Center agents can be found are listed in the following table:

Empire	Systems	Location
Amarr	Ferira, Polfaly, Kudi	State Data Center
Caldari	Kamokor, Saikanen, Ahtulaima	State Data Center
Gallente	Muer, Abenync, Ekuenbiron	State Data Center
Minmatar	Emolgranlan, Arlulf, Engosi	State Data Center

You can only interact with each Data Center agent once and each agent will require 20 NPC dog tags for your standings reward. It is a good idea to have the required amount of dog tags for each agent level before speaking to any agent; this way you will always have the right tags and the right amount. The dog tag type needed for each agent level is shown in the following table:

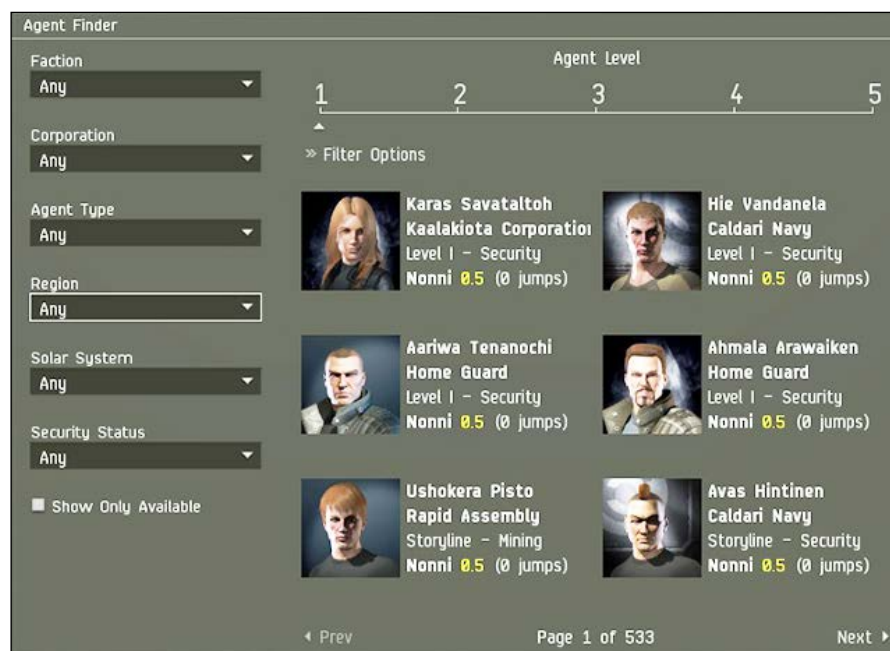
Agent level	Pirate dog tag type
1	Copper, Bronze
2	Silver, Brass
3	Palladium, Gold, Electrum
4	Crystal, Platinum, Diamond

Picking an agent

Now that you have a better understanding of what each type of mission involves, it is time to find an agent and start mission running. To start the search for your agent, click on the **Agent Finder** button located in your station services panel as shown in the following image:



You should then get a new window like the one in the following image. As you can see, the filter options are very extensive and allow you to find the exact type of agent you want to run missions for. The results of your search will be listed six at a time sorted by range to your current system. Let's take a closer look at each of the filter options:



Agent level

At the very top of the **Agent Finder** is a slider for the level of agents. You need to make sure this slider is in the correct position since it will only return search results for the selected level.

Agent faction

The first filter you can apply is the **Faction** filter, which will allow you to limit your agent search to a specific faction. Currently every faction in EVE is selectable under the **Faction** filter with the exception of CONCORD and the **Jovian Directorate**. It is a good idea to select a faction here if for nothing else but to narrow the choices for later filters. Just keep in mind however that when selecting NPC pirate factions, your agents will be located in Low and Null-Sec systems.

Corporation and agent type

The next two filters in the agent finder are **Corporation** and **Agent Type**. Corporation will limit your search to a specific corporation. This filter can also be used in connection to the **Faction** filter to limit the choices of corporations shown. The **Corporation** filter is largely meaningless unless you want to role-play your character as an ally of a specific Corp and hostile towards everyone else.

The **Agent Type** filter however is very important. This filter will determine the type of missions you will receive from your agent. The type of agent is represented by the division in which the agent works. It is worth noting here that CCP has announced plans to make it easier for you to only get the mission type of your choosing, but for now this is how things work. The different agent types and the types of mission offered are listed in the following table:

Division	Mission type
Distribution	Courier and Trade Missions
Factional Warfare	Kill Missions
Mining	Mining Missions
R&D	Courier and Trade Missions
Security	Kill Missions
Storyline	Varies by each agent

There are three special types of agents: **Factional Warfare**, **R&D**, and **Storyline** agents.

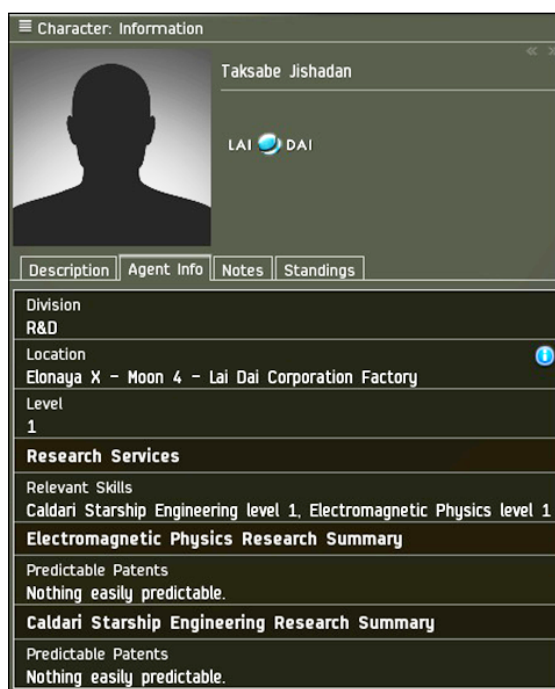
Factional Warfare agents

Factional Warfare agents can only be accessed after you have enlisted for factional warfare with the militia of your chosen faction. The missions offered by factional warfare agents will always be to kill missions and will always require you to fly into enemy-controlled space to complete. Warping to the mission location will also broadcast your location to everyone in the system. This will allow any player of your enemy faction to come and attack you. Factional Warfare agent missions are the only missions in which there is an almost guaranteed chance of PvP combat. Rewards for these missions are identical to normal missions.

You will only be able to run Factional Warfare agents if you are actively participating in factional warfare.

R&D agents

R&D agents are special agents that generate **RP**, or research points. The RP you receive will be in a specific field of study offered by the agent. The character information sheet of a R&D is shown in the next image:



From the character information sheet you can tell that this agent **Taksabe Jishadan** is a level **1 R&D** agent working for the **LAI DAI** corporation. The fields of study offered by Taksabe are **Caldari Starship Engineering level 1** and **Electromagnetic Physics level 1**. In order to work with Taksabe you will need to have either the Caldari Starship Engineering or Electromagnetic Physics skill trained to level 1 as well as meeting Taksabe's standing requirements.

A few days after starting a research project with an R&D agent, you will start receiving one mission offer a day from that agent. The mission will be either a courier or trade mission and the reward is the amount of RP generated by that agent in one day, effectively doubling the RP output of the agent for the day.

R&D agents are a great way to generate passive ISK income. The RP received from the agent can then be used to purchase **Datacores**, which are a critical part of **Invention** for tech II item production. The only downside to R&D agents is that the science skills needed for these research projects cost 10 million ISK each, which can be prohibitive if you are fairly new to EVE. While RP is generated passively, you will have to travel around to collect your Datacores and then sell them on the market to actually earn ISK.



In the latest expansion to EVE, all Datacore now cost 100 RP to purchase and give the same bonus to their field of study. CCP has also stated that this will most likely be the first of a series of changes to Datacore, depending on player feedback.

Storyline agents

Storyline agents, not to be confused with Storyline missions, are agents that offer a short mission chain. The type of missions you will receive is determined by the division of the agent starting the chain. Each agent that follows in the mission chain will offer the same type of mission so you don't have to worry about getting a kill mission if you started with courier missions.

It is always worth your time to find and work with Storyline agents, as they offer increased standing rewards for each mission you complete.

Region, Solar System, and Security Status

The final three filters for the **Agent Finder** are **Region**, **Solar System**, and **Security Status**. The only filter of use here is the **Region** filter. This will allow you to limit your agent search to a particular region. The benefit of this is if you have set up a system as your home base, it would be wise to only look for agents in the surrounding systems. Also if you are planning to be a serious mission runner, this filter is a great way to help you pick a region for your home system. If the search returns agents you cannot access yet for whatever reason, then the agents will be grayed out like in the following image:



Picking multiple agents



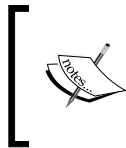
You will often find multiple agents of the same type in the same system. Use this to your advantage especially if running missions is your primary source of income. There will be occasions where you may need or want to decline two consecutive missions from an agent and the last thing you want is to sit around idle for four hours to decline the second mission without a standings hit.

Standings

Standings affect just about every aspect of your EVE experience. At the very basic levels of EVE, your standing controls the agents you are able to access, how much mineral is lost to you during the refining process, the cost of renting research labs and factories, and even the amount of tax you pay when buying or selling items on the market. At a more advanced level your standing effects your ability to use **jump clones**, which allows you to instantly travel across the whole of EVE by switching clone bodies, and your ability to deploy a POS in Empire space. And if you allow your standing to fall below -5.0 with any faction, you will be shot on sight when entering their space.

To see what your standing is with everyone that you have come into contact with, open your character sheet from the Neocom and select **Standings**. As you can see in the next image, there are two tabs, **Liked by** and **Disliked by**. **Liked by** is everyone you have a positive standing with and **Disliked by** is everyone you have a negative standing with. There are three different tiers of standing in EVE: Agent, Corporation and Faction standing. The more encompassing the standing is the harder it is to increase.

An important concept to remember here is that for each faction there is at least one opposing faction and if your standing goes up with one, it will go down with the other.



It is possible to have positive standings with all four Empires, but it is very time consuming to do. A better approach would be just to make sure your standing does not fall below -5.0 with the empires opposed to yours.

Agent standing

The lowest tier of standing is your Agent standing. This is a representation of how well you are liked or disliked by a particular agent. Before the Incarna expansion, agents all had a quality level and your agent standing was able to increase the effective quality of an agent and thereby increase the reward payout for completing missions. With Incarna, agents no longer have a quality level and so agent standing is largely unused. The only effect agent standing still has is if it drops too low, you will no longer be able to receive mission offers from that agent. Your agent standing increases every time you complete a mission for that agent.

Corporation standing

The second tier of standing is your Corporation standing. Corporation standing is how well you are liked by a specific corporation. You can increase Corporation standing by completing missions for agents working for that Corp.

Faction standing

The final and highest tier of standing is your Faction standing. Faction standing is your personal relationship to a faction and is the sum of all your agent and corporation standing when dealing with agents and corporations of that faction. Faction standing is very difficult to increase and requires a combination of Storyline missions, Epic Arcs, and Cosmos mission to perfect.

The highest standing out of the three tiers is used when determining whether you can access a particular agent.



Skills for mission running

The skills for mission running are very diverse, but chances are you will have the necessary skills for each of the mission types because those are the skills of your chosen career. The true skills for a mission runner are often the disregarded social skills. Social skills will improve your ability to access higher level agents and to increase the rewards received for doing missions. The social skills for mission running are as follows:

Name	Description
Connections	Skill at interacting with friendly NPCs. 4 percent bonus per level to standing with NPC Corporations and Factions.
Criminal connections	Skill at interacting with friendly criminal NPCs. 4 percent bonus per level to standing with NPC pirate Corporation and Factions.
Diplomacy	Skill at interacting with hostile Agents. 4 percent bonus per level to standing with Agents that you have negative standing with.
Distribution connections	Understanding of the way trade is conducted at the corporate level. 10 percent increase in loyalty point rewards per level for Distribution division agents.
Mining connections	Understanding of corporate culture on the industrial level and the plight of the worker. 10 percent increase in loyalty point rewards per level for Mining division agents.
Negotiation	Skill at agent negotiation. 5 percent increase in ISK rewards per level for all agents.
Security connections	Understanding of military culture. 10 percent increase in loyalty point rewards per level for Security division agents.
Social	Skill at social interaction. 5 percent increase in standing rewards per level for all agents.



Social skills are affected primarily by your Charisma attribute. So this would be a great place to use a neural remap to lower the amount of time needed to train up your social skills.

Rewards for mission running

The massive amount of ISK that can be made running missions is not your only reward. There are several other types of rewards that can be gained from missions as well. Let's take a look at what these rewards are and what they have to offer.

Time bonus and bounties

Besides the base pay of ISK for each mission, you will also be offered a time bonus, in which if you complete the mission within a given timeframe you will receive a bonus. This bonus usually comes in the form of more ISK but can also be implants and items of different quality.

NPC pirates have bounties placed on them by CONCORD, the police of New Eden, and when you destroy these pirates in kill missions you collect those bounties. It is the bounties that you collect that make level 4 kill missions so lucrative.



Be aware that any and all ISK rewards, either base pay, time bonus, or bounties over 100K will be taxed by your corporation at the set tax rate.

Loyalty points

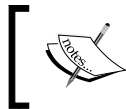
Upon the completion of every mission you will receive a reward of loyalty points to the corporation in which your agent works for. These **Loyalty Points** or LP can be another significant source of income for you, or the source of some really cool toys. As you can see in the following image, the **LP Store** offers all kinds of rare faction ships, faction items, and even faction item BPCs. You can use your LP to purchase these items either for your own use or to sell on the market:

LP Store				
Offers: Filtered By Show All		Lai Dai Corporation		
Edit Filters		Loyalty Points: 0		
		Exchange LPs		
Reward	LP Cost	ISK Cost	Required Items	Accept
1 x Raven Navy Issue	600,000 LP	0 ISK	1 x Raven 1 x Caldari AZ-1 Nexus Chip	
1 x Caracal Navy Issue	240,000 LP	0 ISK	1 x Caracal 1 x Caldari CU-1 Nexus Chip	
1 x Caldari Navy Adaptive Invulnerability Field	180,000 LP	72,000,000 ISK	1 x Adaptive Invulnerability Field 15 x Federation Navy Fleet Major 66 x Federation Navy Fleet Colonel 98 x Federation Navy Fleet Colonel	
Caldari Navy Co-Processor Blueprint (5 runs, copy)	135,000 LP	54,000,000 ISK	358 x Federation Navy Fleet Major 595 x Federation Navy Fleet Major	
Caldari Navy Ballistic Control System Blueprint (5 runs, copy)	135,000 LP	54,000,000 ISK	10 x Federation Navy Fleet Major 49 x Federation Navy Fleet Colonel 74 x Federation Navy Fleet Colonel	

Loot and salvage

The goal of mission running is to make ISK and while looting and salvaging wrecks can provide an additional income on top of all the other mission rewards, it is very time consuming and the amount you would make is very small given the amount of time spent. Generally speaking, it is better to forgo looting and salvaging since you will make more ISK by running another mission. However if you are flying a drone boat, then there is no reason not to fit a couple of tractor beams and salvagers to salvage the wrecks.

While salvaging is never a good idea, there are a few exceptions to the no looting rule. The first being, looting pirate dog tags for Data Center agents. It would be crazy for you to not take advantage of the additional standings gain. It will help you get to level 4 agents that much faster. The other is when you get to level 4 agents and are offered a mission with lots of battleship targets. It is always a good idea to loot battleship-sized wrecks.



With the Inferno expansion to EVE came reductions in the loot drops of NPCs. While it is not as lucrative as it was before to loot battleship wrecks, it is still well worth it.

Summary

In this chapter you learned:

- Why running missions is a good career choice for making ISK
- What the different mission types are
- How to find agents to run missions for
- How standing affects you
- What skills are needed to maximize mission rewards
- What other rewards can be had by running missions

In the next chapter you will learn about manufacturing, a career choice that requires more time and effort to start, but once started can generate an immense amount of income for you with very little maintenance.

4

Making ISK with Manufacturing

Manufacturing is a great career choice in EVE. It takes very few skills to start, a single skill to be exact, and can operate with very little daily involvement. However, in order to get your manufacturing operation to that level takes a lot of planning and a deep understanding of how manufacturing works. This chapter will help you:

- Get started in manufacturing
- Understand manufacturing
- Understand blueprint research and invention
- Understand planetary interaction

Why manufacturing?

Regardless of what you decide to do in EVE, you are going to need certain things. They can be ships to fly, modules to fit your ships with, or even the ammo for your weapons if you choose to engage in combat. The fact that EVE has an entirely player-driven economy, means that all these things need to be manufactured by someone, and that someone can and should be you. Not only could you then supply everything you would need, but you can make a sizeable fortune as well.

I would strongly advise that you do not go into manufacturing with the sole purpose of producing only what you need. In order to justify the initial time and energy needed to start, your manufacturing operation needs to be fairly large scale and needs to produce items that will sell, not just what you will use.

This chapter, much like the majority of this book, is written for solo careers. In manufacturing just as in mining and mission running, it is often much easier and quicker if these careers are undertaken with the help of a corporation or alliance. I will cover what additional things you can do in each of the careers when you have access to a corporation or alliance in *Chapter 7, I Can Has Friends*.

Getting started

Becoming a manufacturer is very simple. Buy a blueprint for the item you want to build, get the required minerals and put it all into an assembly line, and after the required time your newly built item will be ready for you to use or sell. But like everything else in EVE, starting out is very simple, but to become a manufacturing magnet and to make serious ISK takes a deep understanding of how everything works. So let's take a closer look at all the aspects of manufacturing.

Common mistakes when starting out

There are many pitfalls awaiting you when you start your manufacturing career. While most are insignificant and at worst will set you back a few days, there are two mistakes that can cripple your career even before it starts.

Buy your minerals

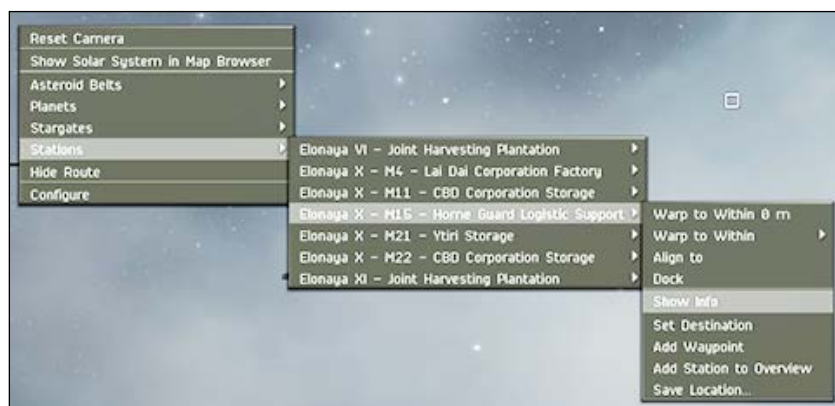
The first mistake is the belief that you should mine the ore needed to supply your mineral needs. Many eager manufacturers believe that if they mined the ore needed, somehow they would be getting the minerals for free and therefore have little to no production costs and whatever they sell their end product for is pure profit. This leads many new manufacturers to drastically undercut the price of their product to ensure a quick sell, thus devaluing the market. What they fail to understand is that they would have made more ISK per hour if they had just sold the minerals on the market.

The best thing you can do to ensure a great start to your manufacturing career is set up a reliable supply chain for your minerals. In the *Where should you mine?* section of *Chapter 2*, we discussed the method to find the best system for you to set up a mining operation. When looking for suppliers for your budding manufacturing empire you should use the same method but pick the system with the most number of miners instead. Limit your search to only 0.5 security systems with at least one station to ensure the lowest risks and the highest availability of mineral types. Following this method will also put you fairly close to a trade hub, which you would need to purchase the higher grade minerals such as **Megacyte** and **Zydrine**.



Do not set buy orders for Megacyte or Zydrine in the same system as the rest of your minerals; you need to buy the high-end minerals from trade hubs and paying the fees to set up buy orders in the same system is just throwing ISK away.

After finding a suitable system with lots of miners, travel to that system. Once there, right-click anywhere in space and select **Show Info** for each station in the system. You can see what this looks like in the following image:



When you see the **Station Information** window, as shown in the following image, click on the **Services** tab and look to see if the station offers **Science & Industry** as one of its services. You will want a station that offers **Science & Industry** whenever possible because that means there will be assembly lines there for you to use, and that makes things so much easier. But don't worry too much if a station with **Science & Industry** is not available. Once you have found a station, dock up and start setting up buy orders for your minerals.



While it is always a good idea to place buy orders for minerals only, it can be profitable to buy ore as well, provided that you have high refining skills and good standing with the corporation that owns the station in which you will be refining. Most miners that sell ore are either new or lazy and will often sell at a price below the value of the minerals, which only improves your profit margin.



You want to set up your buy orders in the system with all the miners whenever possible, because most players are lazy and if they can they will sell off their stock in their mining system, even if it is at a slight discount from Jita prices.



Make connections

A great way to guarantee a steady supply of minerals at a cost lower than Jita is to make connections with individual miners or a mining corporation. Don't be afraid to approach them and set up an agreement to buy their minerals at a set price. This is a win-win situation in that you will always have the minerals you need at a discounted rate and they are guaranteed to sell their stock. Just make sure you set the agreement at the necessary volume of minerals that you need.

Study before you build

The most crippling mistake you can make when starting out is being careless in what you choose to produce. Many careers have come to an abrupt end when eager manufacturers come to the sudden realization that no one wants what they have been building. Unfortunately this realization usually comes after days and weeks spent mining for minerals and millions of ISK spent on blueprints.

The most successful manufacturers spend the better half of their career looking at the market in various parts of EVE and studying them to determine the best in-demand items to produce.

When looking for market regions to study, look for systems that are heavily used by mission runners. These are great systems to sell your stock in, since mission runners are in constant need of everything from ships to modules and ammo. To find these heavily used mission systems simply use your **Star Map**, by pressing *F10*, as shown in the following image:



Once your star map is open, select the **Star Map** tab. At the very bottom you will see the **Statistics** folder. Click on this folder and make sure you have **Pirate and Police Ships Destroyed in the Last 24 Hours** selected. Look for systems that have large red circles on the map. Just make sure to pick a system that is close to where you are buying your minerals.

After finding the system to sell your items in, spend at least one day looking at every item on the market in that solar system. Check what sell orders are there and more importantly, what buy orders are there. This will give you a very quick idea of what items are in high demand. Make sure to use the **Range Filter**, as seen in the following image, in the top-left corner of the market window to see what items are not available in the solar system. With the information you have gathered so far, you can start generating a list of in-demand items for possible production. The next thing to do is to see if any of those items are profitable.



A great tool to use for checking profitability can be found at www.eve-market-guide.com/manufacturing.php. Simply type in the item you are interested in producing and the tool will tell you the profit per hour, both positive and negative, and the market trend of said item. When using the tool, make sure to uncheck the **Filter out low volume items** checkbox to ensure a result for your search.

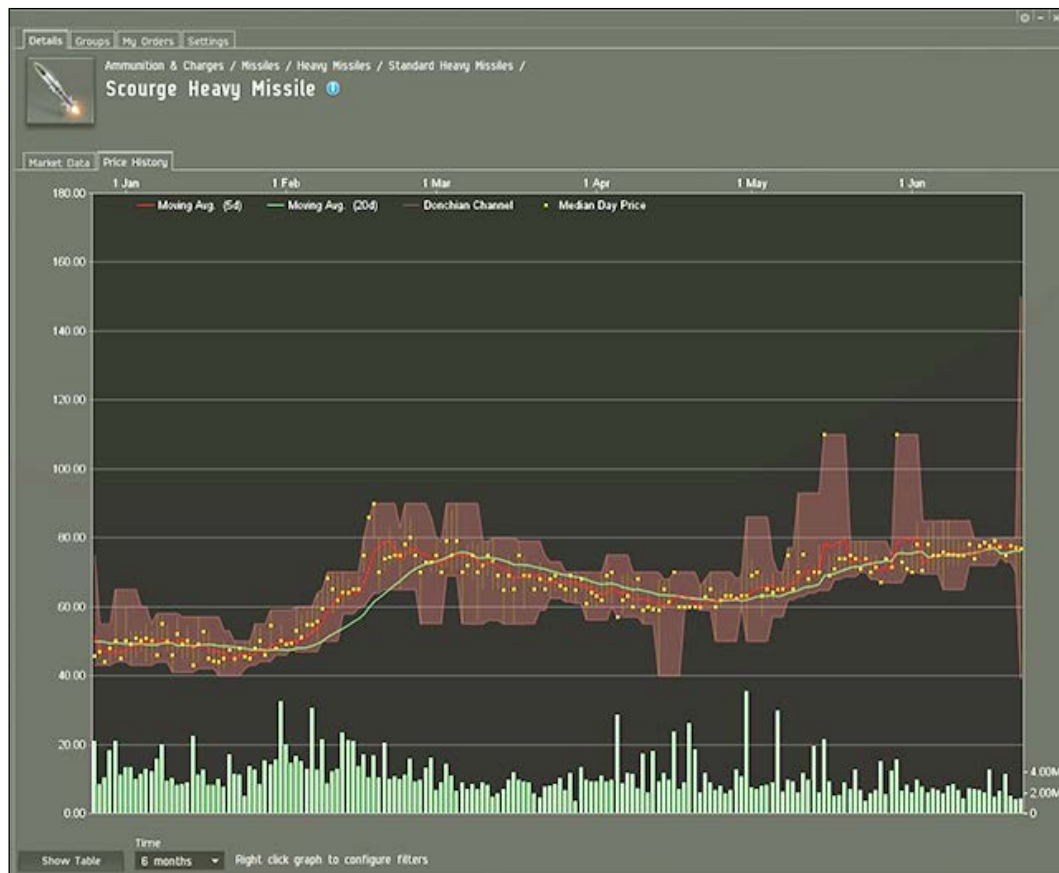
Now you are off to a great start; you have a reliable source of minerals for your production needs, a list of profitable items to build, and a target system to sell your goods in.

What to build when starting out

When you are first starting your manufacturing career, focus on building tech I items only. Armed with your list of profitable items, look for modules that are used quite frequently in fittings, such as weapons, afterburners, and shield extenders. These items should also be as compact as possible; this will allow for easier transport of these items to the market system in an industrial ship. Ammo and drones also make great choices as they are always in demand.

What about building ships, you ask? Ship blueprints are very expensive and require a lot more minerals to produce. The time needed to build a ship also makes it prohibitive at this early stage of your career. And added on top is the fact that ships are so large, making transport to your market system very difficult. For all these reasons, stay away from ship production for the time being.

Keep in mind to build a wide variety of items and to build in small batches. It is important to build a variety of items so that if one particular item suddenly stops being profitable, you can still compensate with the profits from your other items. You also want to build in small batches so that you do not over saturate a region's market. A good way to determine the amount you should be building for a particular item is by looking at its **Price History** information. To see the **Price History** info of an item, select it in the market window and click on the **Price History** tab. You should see something like the following image. Set the **Time** in the bottom-left corner to **6 months** so you will have a good sample of data to look at:



The information you are interested in is the bar graph at the bottom of the window. As you can see in the previous image, **Scourge Heavy Missile** has a daily trade volume of around **2.00M** units. So if you were to build **Scourge Heavy Missile**, you should build in batches of **2.00M** units and only enough batches to sell in two to three days. The demand for an item can increase or decrease at any given time, so it is a good idea to build the same item again only when your sell order is completely fulfilled.

Having completed the career tutorials, you would have learned how to start a production run to manufacture an item. But we will review the process here in case it has been a while and you have forgotten. The first thing to do is to right-click on your blueprint and select **Show Info**. You should then get a blueprint information window; it will look something like the following image. Click on the **Bill of Materials** tab and make sure the **Manufacturing** tab is selected. This will show you what skills and how much minerals you need to have to make one production run.



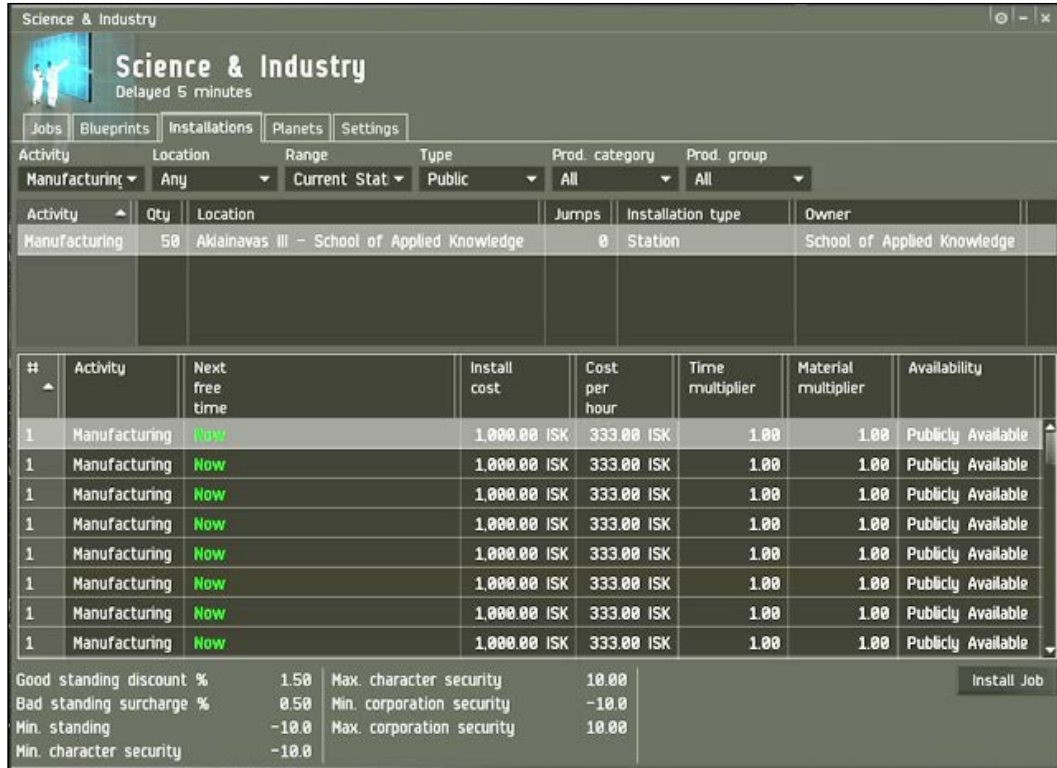
Next click on the **Attributes** tab. The information you want is in the **Produces** section. This section tells you how many items will be made in each production run. As you can see in the next image, this **Bantam Blueprint** will produce one Bantam per production run:



Decide on how many production runs you want to make, and make sure you have the required amount of minerals. After getting the required minerals, let's start the manufacturing process. Click on the **Science & Industry** icon in the Station Services as shown in the next image:



You should then get the **Science & Industry** window as shown in the next image. Click on the **Installations** tab and make sure **Activity** is set to **Manufacturing**. You can also change the **Range** filter to see if there are other assembly lines available for use if all the slots at your current station happen to be full:



The screenshot shows the 'Science & Industry' window with the 'Installations' tab selected. The filters are set to Activity: Manufacturing, Location: Any, Range: Current Stat, Type: Public, Prod. category: All, and Prod. group: All. The main table lists available manufacturing slots with columns for #, Activity, Next free time, Install cost, Cost per hour, Time multiplier, Material multiplier, and Availability. There are 8 slots available, all for Manufacturing at the 'Akainavas III - School of Applied Knowledge' station, with an install cost of 1,000.00 ISK and a cost per hour of 333.00 ISK. The bottom section shows standing and security discounts/surcharges.

#	Activity	Next free time	Install cost	Cost per hour	Time multiplier	Material multiplier	Availability
1	Manufacturing	Now	1,000.00 ISK	333.00 ISK	1.00	1.00	Publicly Available
1	Manufacturing	Now	1,000.00 ISK	333.00 ISK	1.00	1.00	Publicly Available
1	Manufacturing	Now	1,000.00 ISK	333.00 ISK	1.00	1.00	Publicly Available
1	Manufacturing	Now	1,000.00 ISK	333.00 ISK	1.00	1.00	Publicly Available
1	Manufacturing	Now	1,000.00 ISK	333.00 ISK	1.00	1.00	Publicly Available
1	Manufacturing	Now	1,000.00 ISK	333.00 ISK	1.00	1.00	Publicly Available
1	Manufacturing	Now	1,000.00 ISK	333.00 ISK	1.00	1.00	Publicly Available
1	Manufacturing	Now	1,000.00 ISK	333.00 ISK	1.00	1.00	Publicly Available

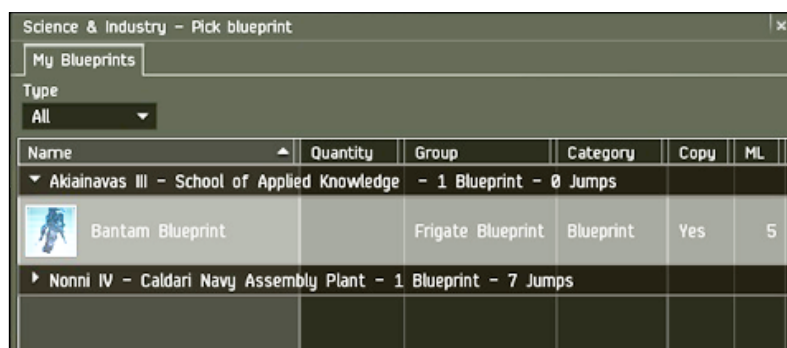
Good standing discount %	1.50	Max. character security	10.00
Bad standing surcharge %	0.50	Min. corporation security	-10.0
Min. standing	-10.0	Max. corporation security	10.00
Min. character security	-10.0		

Install Job

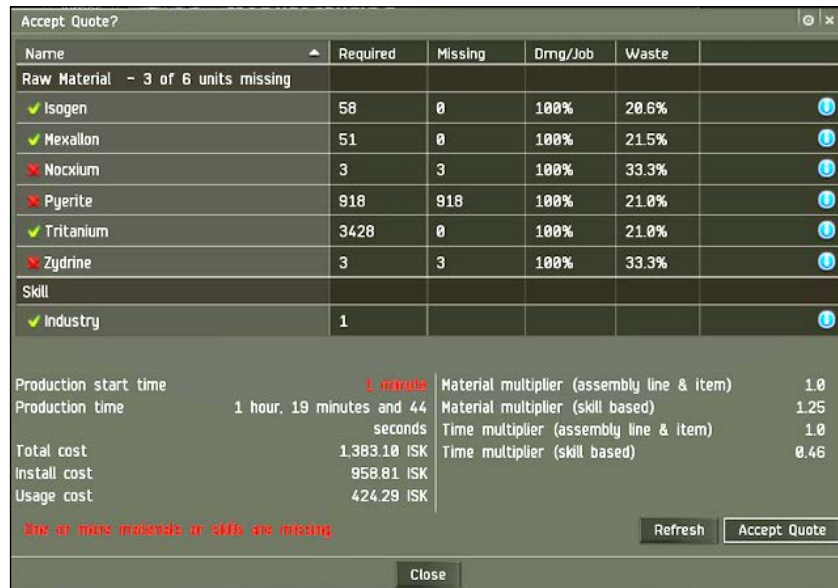
As you can see in the previous image, there are quite a few assembly lines available here for you to use. You will also see a column called **Install cost**, which is the fee required to rent the assembly line for use. Next to the **Install cost** column is the **Cost per hour** column. This is a fee you have to pay based on how long your manufacturing job lasts. That means the longer the job, the higher the cost.



Select the first assembly line that is available and click on the **Install Job** button in the bottom-right corner. You should get the **Manufacturing** window, which looks like the previous image. Now click on the **Pick blueprint** button. You should then see the **Science & Industry - Pick blueprint** window, as shown in the next image. Use the drop-down to select the blueprint you want to use.



Once you have selected the blueprint you want to use, you will be taken back to the **Manufacturing** window, but with your chosen blueprint listed. Next click on **OK** and you will see the **Accept Quote?** window, which looks like the following image. This window will inform you if you are missing any skills or minerals required for your production run as well as how long your production run will take and how much it will cost you to make your selected production run.



Give everything a final look over and if it all looks good and you have all the required minerals and skills, click on **Accept Quote** in the bottom-right corner and your manufacturing job will be underway. I want to shift your attention to the cost of doing the production run shown in the previous image. If you remember, when we selected this assembly line, it originally had an **Install cost** of 1000.00 ISK and a **Usage cost** of 333.00 ISK per hour, but in the image above, it shows an **Install cost** of **958.81 ISK** and a **Usage cost** of **424.29 ISK**. The actual cost of using a factor slot goes down as your standing increases with the corporation that owns the station.



Make sure you always check very carefully in the **Accept Quote?** window. If you have to cancel a production run for any reason after it has started, you will only get the blueprint back; all the minerals will be lost.



You can check the status of your production run at any time by opening the **Science & Industry** window and selecting the **Jobs** tab. Clicking on the **Get Jobs** button on the right, as shown in the previous image, will bring up all your jobs within the range filter you have set. When a job is completed, the **State** column will change to **Ready**. Select a finished job and click on **Deliver** at the bottom-right corner to have your newly manufactured items delivered to your hangar.

Skills for manufacturing

Success in manufacturing requires two different sets of skills: industry and science skills to actually build the items and trade skills to make buying minerals and selling your items easier and at higher profits. To start your manufacturing empire however, only requires the industry skills and a handful of trade skills; we will discuss the science skills a little later in this chapter.

The industry skills

The industry skills needed for manufacturing are as follows:

Name	Description
Industry	Allows basic operation of factories. Reduces the time needed for a production run by 4 percent per skill level.
Production Efficiency	Skill at efficiently using factories. Reduces the amount of minerals needed for a production run by 5 percent per skill level.
Mass Production	Allows the operation of multiple factories. The ability to use 1 additional assembly line per skill level.
Advanced Mass Production	Further training in the operation of multiple factories. The ability to use 1 additional assembly line per skill level. This skill stacks with the Mass Production skill.

Name	Description
Supply Chain Management	Proficiency at starting manufacturing jobs remotely. Each skill level increases the distance at which production runs can be started. Level I allows for the same solar system, Level II allows for systems within 5 jumps, Level III allows for systems within 10 jumps, Level IV allows for systems within 20 jumps, and Level V allows for the entire region.

The trade skills

Now let's take a look at the trade skills, as follows:

Name	Description
Trade	Knowledge of the market and skill at manipulation it. Increase the limit of buy/sell orders you can have by 4 per skill level.
Accounting	Proficiency at squaring away the odds and ends of business transactions, keeping the check books tight. Reduces the tax paid on transactions by 10 percent per skill level.
Margin Trading	Ability to make potentially risky investments work in your favor. Reduces the amount of ISK needed when placing a buy order. This starts at 100 percent of ISK needed at level 0, with a 25 percent reduction per skill level, down to approximately 24 percent of ISK needed.
Broker Relations	Proficiency at driving down market-related costs. Reduces the amount of fees paid when setting up a market order by 5 percent per skill level down to a minimum fee of 1 percent of the order's total value.
Marketing	Skill at selling items remotely. Each skill level increases the distance you can be to the item being sold when selling that item. Level I allows for the same solar system, Level II allows for systems within 5 jumps, Level III allows for systems within 10 jumps, Level IV allows for systems within 20 jumps, and Level V allows for the entire region.
Procurement	Proficiency at placing remote buy orders on the market. Each skill level increases the distance in which buy orders can be placed. Level I allows for the same solar system, Level II allows for systems within 5 jumps, Level III allows for systems within 10 jumps, Level IV allows for systems within 20 jumps, and Level V allows for the entire region.

Name	Description
Day trading	Allows for remote modification of buy and sell orders. Each skill level increases the distance in which orders can be modified. Level I allows for the same solar system, Level II allows for systems within 5 jumps, Level III allows for systems within 10 jumps, Level IV allows for systems within 20 jumps, and Level V allows for the entire region.
Visibility	Skill at acquiring products remotely. Each skill level increases the range of your remote buy orders. Level I allows for the same solar system, Level II allows for systems within 5 jumps, Level III allows for systems within 10 jumps, Level IV allows for systems within 20 jumps, and Level V allows for the entire region.
Retail	Ability to organize and manage market operations. Increases the limit of active orders by 8 per skill level.
Wholesale	Ability to organize and manage large-scale market operations. Increases the limit of active orders by 16 per skill level. This skill stacks with the Retail skill.
Tycoon	Ability to organize and manage ultra large-scale market organizations. Increase the limit of active orders by 32 per skill level. This skill stacks with the Retail and Wholesale skills.

When starting out, I recommend the following industry skills:

- Industry, level V
- Production Efficiency, level V
- Mass Production, Level IV

This will allow you to run five concurrent production runs using the least amount of time and minerals possible. Without Industry and Production Efficiency trained to max level, you will simply not be competitive. The industry skill is also a prerequisite for the rest of the industry skills, so having it trained to level V first will only make things easier.

When you are done with those initial industry skills, you should train the following trade skills:

- Trade, level V
- Accounting, level V
- Broker Relations, level V

Once these trade skills are at max level, you will be able to buy and sell items on the market with the lowest amount of taxes and fees. All this will mean more profit and therefore more ISK in your wallet. Just like the industry skill, the trade skill is a prerequisite for the rest of the trade skills, so train trade to level V first.

Depending on your attributes, it can take the better part of a few months to get all the above skills trained to the recommended levels; use this time to continue doing market research, re-evaluating your production list, or looking for additional markets. Of course if all you are doing is training skills and not building and selling, then you are not making any ISK, so you can start building once you have the following skills:

- Industry, level III
- Production Efficiency, level IV
- Trade, level IV
- Accounting, level III
- Broker Relations, level III

Keep in mind that you will be operating at a much higher cost and so your profits will suffer greatly, so get your skills trained to the recommended levels as soon as possible.

All the industry and trade skills that allow for remote access are neither critical nor necessary for your profit margin. They should only be trained if the need for them arises to make things more convenient. Also, the Retail, Wholesale, and Tycoon skills should only be trained as your need for more market orders increases. Do not spend the time training these extra skills unless you absolutely need them.

BPOs, BPCs, research, and invention

Every production run requires four things: a blueprint, minerals, the required skills, and an assembly line. We've already covered where and how to get the minerals, the skills needed to start building, and how to find stations with assembly lines. So now let's take a closer look at the most important part of every production run, the blueprint. Let's see how you can make that blueprint as efficient as possible and what else you can do with a blueprint other than just making production runs.

Researching blueprints

A blueprint original, or **BPO**, for every tech I item in EVE can be purchased from the market. These BPOs however require the maximum amount of minerals and take the maximum amount of time to complete a production run. But with a little research, you can turn that BPO into a model of efficiency. To purchase a BPO, open the market and select **Blueprints** on the left. Navigate the drop-down menu for the different blueprint groups, as shown in the next image, until you find the BPO you are looking for:

The screenshot shows the EVE Online Market interface. On the left, the 'Lonetrek Regional Market' sidebar is visible with a search bar and a category tree. The 'Blueprints' category is expanded, and 'Scourge Heavy Missile Blueprint' is selected. The main panel displays the blueprint's details, including its icon, name, and a breadcrumb trail: 'Blueprints / Ship Equipment / Ammunition & Charges / Missiles / Targeted / Scourge Heavy Missile Blueprint'. Below this, the 'Market Data' and 'Price History' tabs are shown. The 'Sellers' section contains a table with columns for Jumps, Quantity, Price, Location, and Expires in. The 'Buyers' section below it shows 'No orders found'.

Jumps	Quantity	Price	Location	Expires in
10	7	675.000.00 ISK	Hakonen IX - Moon 9 - Caldari Navy Assembly Plant	364d 11h 25m 52s
5	7	675.000.00 ISK	Nourvukalien VII - Moon 10 - Caldari Navy Assembly Plant	364d 23h 48m 16s
5	7	675.000.00 ISK	Nourvukalien VII - Moon 14 - Caldari Navy Assembly Plant	364d 11h 25m 28s
9	7	675.000.00 ISK	Dimmo VII - Caldari Navy Assembly Plant	364d 11h 25m 49s
10	7	675.000.00 ISK	Otsasai VIII - Moon 3 - Caldari Navy Assembly Plant	364d 11h 25m 51s
10	7	675.000.00 ISK	Otsasai VIII - Moon 8 - Caldari Navy Assembly Plant	364d 11h 25m 51s
5	7	675.000.00 ISK	Sarekuwa III - Moon 8 - Caldari Navy Assembly Plant	364d 11h 25m 28s
6	7	675.000.00 ISK	Tumtatas X - Moon 3 - Caldari Navy Logistic Support	364d 16h 43m 54s
8	7	675.000.00 ISK	Vuorasssi VI - Moon 2 - Caldari Navy Logistic Support	364d 11h 25m 47s
5	7	675.000.01 ISK	Tsuguwa VI - Caldari Navy Assembly Plant	364d 11h 25m 27s
9	7	675.000.24 ISK	Dimmo V - Moon 1 - Caldari Navy Assembly Plant	364d 19h 6m 26s
5	7	675.000.92 ISK	Nourvukalien III - Caldari Navy Assembly Plant	364d 11h 25m 28s
6	7	675.003.93 ISK	Isakemi VI - Moon 5 - Caldari Navy Logistic Support	364d 11h 25m 26s
4	7	675.017.53 ISK	Sobaseki VII - Caldari Navy Logistic Support	364d 22h 40m 23s

Material efficiency research

There are two types of research you can conduct on a BPO. The first is **Material Efficiency**, or **ME**. The ME of a blueprint reduces the amount of minerals wasted in the manufacturing process. Most tech I item BPOs with a ME of 0 will have about 10.0 percent mineral waste.

Ideally you would want to conduct research on a BPO until the ME level was high enough to obtain a 0.0 percent mineral waste. However, all BPO research has diminished returns, meaning the higher the level the lesser the effect the subsequent level will have. There are many different opinions and even math equations on how to obtain a perfect ME of 0.0 percent mineral waste on a BPO. But given the amount of time needed to research a BPO to some of the levels dictated by these opinions and math equation, it is much simpler to remember ME 25 as the magic number. While you may not always get a 0.0 percent mineral waste with ME 25, you will get a 1.0 percent minerals waste the rest of the time, which is close enough.



Some blueprints can take a very lengthy period of time to research. It would be best if you only research these blueprints if you are going on holiday or will be out of the game for a significant period of time.

Production efficiency research

The second research that can be conducted on BPOs is **Production Efficiency** or **PE** research. The PE of a blueprint reduces the amount of time needed to do one production run. All tech I item BPOs will have a PE of 0, which means the maximum amount of time for each production run.

Again, there are many opinions on the best PE level for a BPO, but as with ME, the diminished returns of BPO research makes PE 25 a good level to aim for.



Keep in mind that both ME and PE are used to make a blueprint more efficient. This is completely separated from your skills. If you are lacking the skills, you will be able to take advantage of a well researched BPO.

Skills for research

In order to conduct research on blueprints you will need the following science skills:

Name	Description
Science	Basic understanding of scientific principles. 5 percent decrease in the time needed to make a blueprint copy per skill level.
Research	Skill at researching more efficient production methods. 5 percent decrease in the time needed to conduct blueprint manufacturing time research per skill level.
Metallurgy	Advanced knowledge of mineral composition. 5 percent decrease in the time needed to conduct blueprint material efficiency research per skill level.
Laboratory Operation	Allows basic operation of research facilities. The ability to use 1 additional laboratory per skill level.
Advanced Laboratory Operation	Further training in the operation of multiple laboratories. The ability to use 1 additional laboratory per skill level. This skill stacks with the Laboratory Operation skill.
Scientific Networking	Skill at running research operations remotely. Each skill level increases the distance at which research projects can be started. Level I allows for the same solar system, Level II allows for systems within 5 jumps, Level III allows for systems within 10 jumps, Level IV allows for systems within 20 jumps, and Level V allows for the entire region.

While it is not necessary to have every one of the above skills trained prior to starting research, I would recommend having the following trained as soon as possible:

- Science, level V
- Research, level V
- Laboratory Operation, level IV

With these skills trained you will be able to use five lab slots concurrently to research your BPOs to max efficiency. And as before, Science is the prerequisite skill for these science skills, so it is best to get it trained first. Again train the Scientific Networking skill only as the need arises.



It can be very difficult, almost impossible, to find lab slots in the Empire. So before you go and buy all the science skills and start training, make sure you finish reading the rest of this chapter first.

Copying blueprints

With Mass Production trained to level IV, you will have the ability to run five assembly lines concurrently, greatly increasing your production rate. But in order to run all five assembly lines at the same time you need to have five blueprints. This may not be a problem if you were manufacturing five different things at the same time, but what if you want to run all five assembly lines to produce the same item? You could purchase four more BPOs for that item or you can simply make copies or a BPC of the one BPO you already own.



The process of conducting any kind of research or copying a blueprint is the same as if you were going to manufacture something. Open the **Science & Industry** window using the station services panel and select the activity you want using the **Activity** filter, as shown in the previous image.

You can tell the difference between a BPO and a BPC by both its icon and the information contained in the blueprint information window. You can see an example of this in the following image. Notice the **Blueprint Copy** line in the **Attributes** tab and the differences in **Wastage Factor** and **Manufacturing Time**. Of course if the BPC was made from a BPO without any ME or PE research, then the **Wastage Factor** and **Manufacturing Time** would be the same.



The best part about making BPCs is that the copies have the same ME and PE levels of the BPO, and it is also a great avenue for making ISK. There are many players that make BPCs and sell them via the Contracts systems as their sole source of income. I will cover the Contracts system in more detail in *Chapter 6, Playing the market*.

Due to the limited availability of lab slots in New Eden, it is best for you to take advantage of these BPCs as they may be your only access to efficient blueprints for production. In *Chapter 7, I Can Has Friends* we will cover **Player Owned Structures** or a **POS** as a way to gain access to private factory and lab slots.

Invention

Invention is the process of attempting to discover the tech II version of a tech I item. If successful you will receive a BPC for the tech II item as your reward. Invention is currently the only way for anyone to obtain a tech II item blueprint in EVE. In order to attempt invention, you will need the following things:

- The required skills to attempt invention
- Two specific Datacores
- A specific Data Interface
- A blueprint for the tech I item

You only want to use BPCs for your invention attempts because the blueprint will be consumed during the invention process.

After the time required for the invention process has elapsed, you will receive a message as to the result of your attempt. The length of time needed for the invention process depends on the type of item you are trying to invent. To see just how long it will take, look for the **Research Tech Time** listed on the **Attributes** tab of your tech I item BPC. If your attempt was successful, you will receive a BPC with a ME and PE level of -4. This is the base result for any successful invention attempt regardless of the ME and PE level of your tech I item BPC. It is also important to note that you cannot research a BPC to improve its ME or PE level. The tech II item BPC will have anywhere between one to ten production runs. The amount of production runs depends on the item that you are inventing and how successful your attempt was.

Skills for invention

The skills required for invention varies depending on the type of item that you are trying to invent. But it will always comprise a Racial Encryption Methods skill and two of the following science skills:

- Amarrian Starship Engineering
- Electronic Engineering
- High Energy Physics
- Mechanical Engineering
- Nanite Engineering
- Quantum Physics
- Caldari Starship Engineering
- Gallentean Starship Engineering
- Hydromagnetic Physics
- Minmatar Starship Engineering
- Nuclear Physics
- Rocket Science
- Electromagnetic Physics
- Graviton Physics
- Laser Physics
- Molecular Engineering
- Plasma Physics

With the vast variety of skills needed for invention and the amount of time needed to train each of these skills, it is very important for you to pick one type of item to invent and to stay with that choice. That means if you start doing invention on projectile ammo, then stay with that choice. A great tool to use to check whether the skills you are interested in will be profitable can be found at www.eve-market-guide.com/invention.php. To use the tool, just select the Racial Encryption Methods skill and any two of the science skills and hit **Search**. Just make sure you uncheck **Filter out low volume items** to ensure the most results.

Datacores

Each invention attempt will require a specific amount of two different **Datacores**. The Datacores required will match the two science skills as required by the tech I item BPO. An example can be seen in the following image:



There are three methods of obtaining Datacores. The first is to purchase them from the market. While this means more costs in your invention process, the market is your best choice for a stable source of Datacores. The second method of getting Datacores is through agents. We discussed getting Datacores from agents in the *R&D agents* section of *Chapter 3, Mission Running*. The final method of getting Datacores is by participating in factional warfare. I would recommend that you stay away from this method as it involves lots of combat skills, and you have more than enough skills already to train. Keep in mind that all Datacores will be consumed in the invention process, successful or not.

Data interfaces

All invention attempts will require the use of one data interface. There are 12 in total and the one you will need is dependent upon the type of item you are trying to invent. The 12 data interfaces are as follows:

	Amarr	Caldari	Gallente	Minmatar
Ships	Occult Ship Data Interface	Esoteric Ship Data Interface	Incognito Ship Data Interface	Cryptic Ship Data Interface
Rigs	Occult Tuner Data Interface	Esoteric Tuner Data Interface	Incognito Tuner Data Interface	Cryptic Tuner Data Interface
All Others	Occult Data Interface	Esoteric Data Interface	Incognito Data Interface	Cryptic Data Interface

Data interfaces are not consumed in the invention process; in fact you only need them when you are installing the invention job, which means one will be enough to run all your invention attempts of the same type. You can harvest the ingredients and manufacture data interfaces, but it is far easier just to purchase them from the market since it will only be a onetime purchase.

Improving your invention results

Invention can be costly and time consuming; even with the max Racial Encryption Methods and science skills, you will only get at most a 50 percent chance of success for your invention attempt. And the chances of success for inventing ship blueprints are even lower. When you are successful, you only receive a BPC with ME and PE of -4 and very limited production runs as your reward, and that is far from being efficient or profitable. But there is something you can do to increase your success rate and to increase the ME and PE level and number of production runs of your reward BPC.

In order to improve your invention attempt, you need to add two additional items to your lab slot when installing an invention job, as follows:

- A Decryptor
- An actual item of the blueprint you are trying to invent

The use of a Decryptor will give you the biggest boost to your success rate when doing invention. A single Decryptor can take your success rate from at best 50 percent to around 91 percent. Along with the boost to success rate, a Decryptor can also increase the ME and PE level of the resulting tech II item BPC and the number of production runs it will have. There are a total of five different Decryptors for each race and each will give bonuses of varying degrees. All the Decryptors are available on the market and you can really tailor the use of Decryptors to engineer the result you want to achieve. The Decryptors are as follows:

Decryptor Name				Bonuses Given			
Amarr	Caldari	Gallente	Minmatar	Success rate	Production run	ME	PE
Circular Logic	Interface Alignment Chart	Symbiotic Figures	Circuitry Schematics	-40 percent	+9	-2	+1
Sacred Manifesto	User Manual	Engagement Plan	Operation Handbook	No Effect	+2	+1	+4
Formation Layout	Tuning Instructions	Collision Measurements	Calibration Data	+10 percent	0	+3	+3
Classic Doctrine	Prototype Diagram	Test Reports	Advanced Theories	+20 percent	+1	+2	+5
War Strategon	Installation Guide	Stolen Formulas	Assembly Instructions	+80 percent	+4	-1	+2

To further increase the chance of success, you can add an actual tech I item into the invention process. Of course this item has to be the one you are trying to invent. The effect of the tech I item on your success is based upon which meta level of the item you are putting in. All tech I items have a meta level of 0 to 4. You can check the meta level of an item by opening the Information window of that item and looking for the **Meta Level** info on the **Attributes** tab. If you cannot find the **Meta Level** info for an item that means it has a meta level of 0.



Other meta levels

There are many different meta levels in EVE, and they encompass everything from tech I and II items to Deadspace and Officer items. Just keep in mind that the higher the meta level of an item, the better the bonus you will receive.

You may have noticed by now that I constantly refer to invention as "invention attempt", and that is because you can never be completely sure if you are going to be successful and what kind of tech II item BPC you will receive. To make things a little easier than just guessing, at least on your success chance, head over to www.eveeye.com/invention.asp. Simply select the type of item you are trying to invent, the level of your skills as required by the blueprint, the meta level of the tech I sample, and the class of Decryptor you are using. The tool will then give you your chance of success at that invention attempt.

Expanding your manufacturing empire

Now that you have a pretty firm grasp of the basics of manufacturing, it is time to take your budding empire to the next level. So far you have maintained a very narrow scope for the type of items for manufacturing, but now it is time to expand that scope to higher profit items that are more costly to produce. At this time it is good for you to venture into ship production. Continue with the mission hub markets and start producing the more popular ships with mission runners. To get an idea of what ships are popular, simply take some time to undock and sit outside the station. You will very quickly get a sense based on the ships you see flying to and from the station. Also in *Chapter 3, Mission Running* we covered what types of ships are good for the different levels of agent missions. You can also use that information as a basis when starting ship production.

Above and beyond ships is the realm of tech II and tech III production. Tech II and tech III production are very expansive and take a lot of time and planning. For tech II production for example, if you were to do it from start to finish, you would need to start with the harvesting of moon materials and then mix those materials in a reactor to obtain processed materials. Then the processed materials need to be mixed to produce advanced materials. Once you have the advanced materials, you use them to produce the tech II components needed to build tech II items. And that is just the manufacturing side. On the research side you would need to do invention to get a tech II BPC and then use your components and BPC to actually manufacture the tech II item or ship.

Even though the entire process for tech II production is quite lengthy and difficult, you can still take part of the process and make a sizeable amount of ISK doing it. How you ask? Become a tech II component manufacturer. All tech II component BPOs are available on the market from NPC corporations, so if you purchase the advanced materials needed from the market, like you do with minerals, you can produce tech II components just like tech I items, just with a lot more profit potential.

As difficult as it is to manufacture tech II items, tech III is even more difficult since the raw materials needed to produce tech III components can only be found in **Worm Hole** space. What's more, tech III can only be manufactured in a **Subsystem Assembly Array**, which requires the use of a POS. For this reason tech III production is generally reserved for well established industry corporations or alliances, but more about that in *Chapter 7, I Can Has Friends*.

Planetary Interaction

Before **Planetary Interaction**, or **PI**, was introduced, there was one very large hole in the player-driven economy of EVE: trade goods. Prior to PI, trade goods were only a main stay in the lives trader, where they bought and sold trade goods in different stations for profit. As POSs were becoming more and more popular, and the fact that trade goods made up a good part of the fuel needed to run a POS, this hole needed to be filled quickly. PI was introduced to allow you to produce these trade goods from raw materials extracted from a planet's surface. PI was also an attempt to open access for manufacturing to a wider base of players in EVE. Little did we know at the time, but PI was also the first step in linking EVE space to EVE planets for the upcoming MMOFPS **Dust514**, which is set on the planet surfaces of EVE.

Skills for PI

PI is very much like manufacturing, in that you take raw materials and combine them to produce more advanced products, but the entire manufacturing process for PI takes place on the surface of a planet. Just like everything else in EVE, before you start, you have to train the skills. There are five skills for PI, as follows:

Name	Description
Advanced Planetology	The advanced understanding of planet evolution, allowing you to interpret data from the scans of planets for resources at much higher resolutions. Further increases the amount of data received per skill level when surveying a planet.
Command Center Upgrades	Each level in this skill improves the quality of command facility available to you, in turn allowing for a greater number of connected facilities on that planet. Allows one upgrade per skill level for the planetary command centers.
Interplanetary Consolidation	For each level in this skill, you may install a command center on one additional planet, up to a maximum of 6 planets. You can have only one command center per planet. Allows one additional planet for PI per skill level.

Name	Description
Planetology	The understanding of planet evolution, allowing you to better interpret data from scans of planets for resources. Increases the amount of data received per skill level when surveying a planet.
Remote Sensing	The ability to gather and analyze remote sensing data from satellites in orbit around a planet and produce properly calibrated surveys. Allows the remote surveying of planets. Level I allows scans within 1 Light Year. Level II allows scans within 3 LY. Level III allows scans within 5 LY. Level IV allows scans within 7 LY. Level V allows scans within 9 LY.

To start PI, I recommend having the following skills trained:

- Planetology, level IV
- Command Center Upgrades, level III
- Remote Sensing, level III
- Advanced Planetology, level III

These skills will allow you to efficiently scan the planets of several surrounding systems and to receive a fairly detailed scan of the materials available on each planet. And once you have found a suitable planet, Command Center Upgrades level III will allow you to upgrade your Command Center to run a sizeable PI operation.

What to produce with PI

The first step to starting any PI operation is to decide what you want to make. The decision of what to make will determine what types of planets you need to find and more importantly if you will need more than one planet type. I would recommend when starting out to manufacture something that will only take one planet type. You can use the tool found at util.eveuniversity.org/PiBear/SystemLookup.php to see what planets types are available in a given system and what trade goods can be produced using the planet types in that system. Keep in mind however, that the trade goods listed may require the use of more than one planet type. You can always click on a trade good to get a detailed look at the materials needed to produce that trade good and what planet types will be needed.

The trade goods that you can produce with PI come in five tiers, with each tier requiring one or more products from the previous tier. Each successive tier will also require more advanced industrial facilities in order to be produced. The PI product tiers and the industrial facility needed to manufacture each tier are as follows:

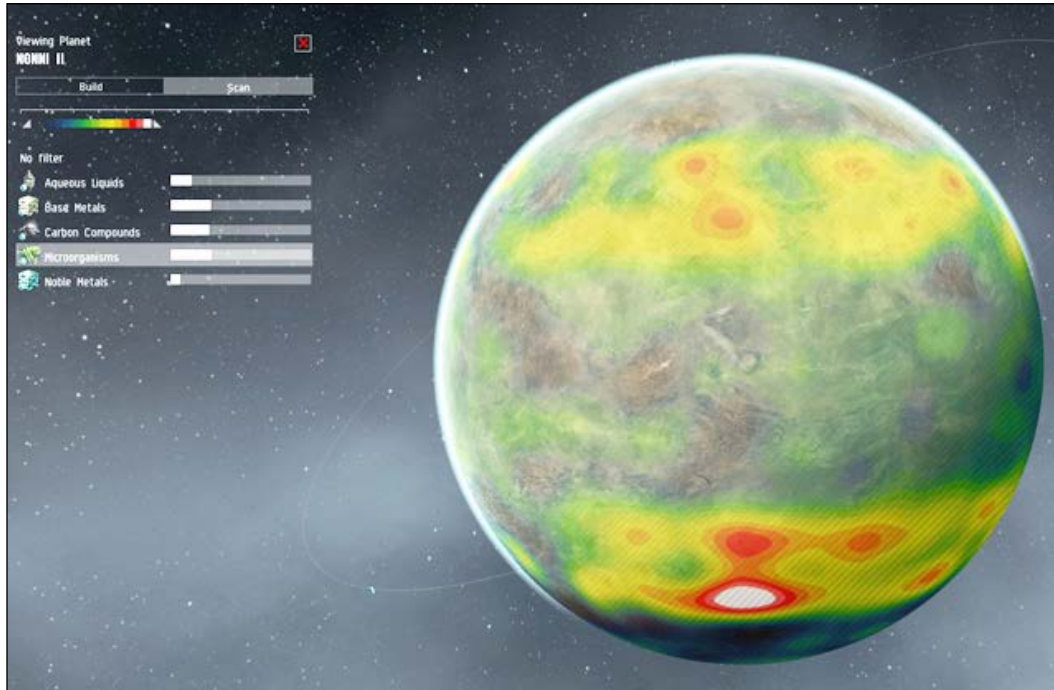
- Tier 0: Raw Materials, Extractor
- Tier 1: Processed Materials, Basic Industrial Facility
- Tier 2: Refined Commodities, Advanced Industrial Facility
- Tier 3: Specialized Commodities, Advanced Industrial Facility
- Tier 4: Advanced Commodities, High Tech Production Plant

 The High Tech Production Plant can only be built on a Barren or Temperate planet.

Once you have decided upon a trade good to produce, and learned the type of planet you will need, it is time to buy a Command Center from the market and go take a closer look at your chosen planet. To enter Planet Mode, right-click anywhere in space, select the planet, and click on **View in Planet Mode**, as shown in the following image. It is best that you fly out to the planet, since you will need to be in range to build your Command Center on the surface:



You should then see something that looks like the following image:



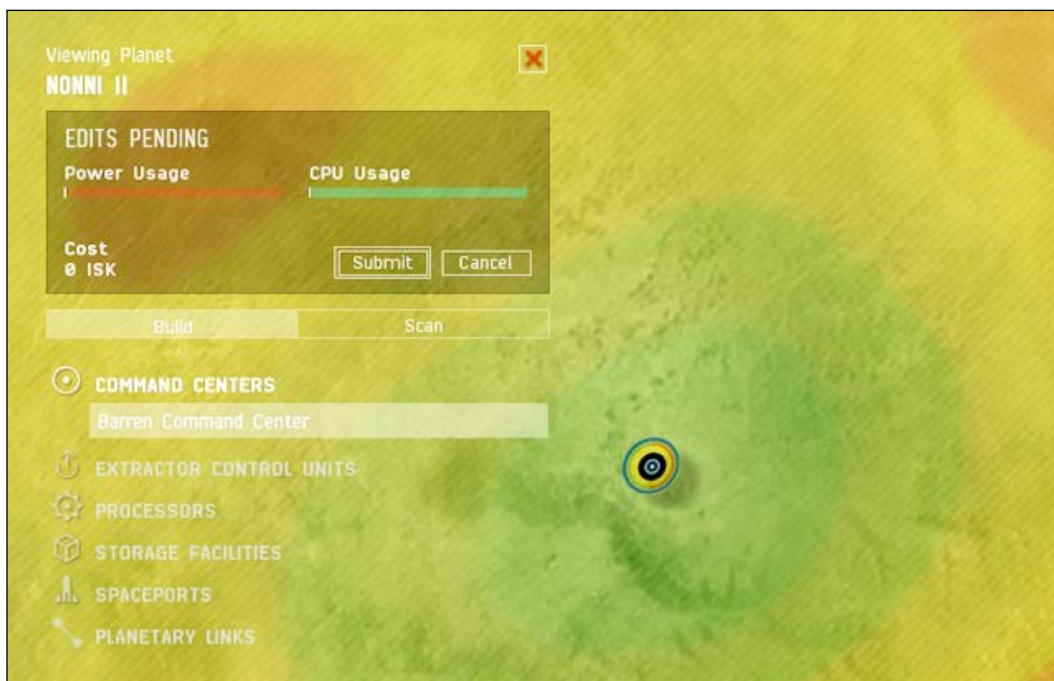
The first thing to do in Planet Mode is to see just how much raw material is available on the planet. Click on the **Scan** tab and you will see all the raw material types you can extract, with a general representation of how much is available. Just as in ore types, the lower the security status of a system, the higher the concentration of available raw materials.

Select the raw material that you are interested in, and after a few seconds you will get a heat map scan result for the planet telling you where your raw materials are located. If you don't see any high concentration areas, which are depicted in red and white, just adjust the color scale bar under **Build** and **Scan** to the left until you get at least one area that is white. This is the area of the planet you are interested in to build your Command Center.

Command Centers and planet types

The Command Center is the key to any PI operation. It is the first structure that must be built on a planet to start PI. There are eight different Command Centers, one for each type of planet. The eight Command Centers are:

- Temperate Command Center
- Storm Command Center
- Plasma Command Center
- Lava Command Center
- Oceanic Command Center
- Barren Command Center
- Gas Command Center
- Ice Command Center



To build your Command Center, select the **Build** tab while in Planet Mode and select **COMMAND CENTERS**. Drag the Command Center icon to where you would like it built, and left-click. Unless you are going to use your Command Center for storage, the location of the Command Center does not really matter. Make sure you hit **Submit**, as shown in the previous image, to build your Command Center.



Remember to hit **Submit**. If you don't hit **Submit**, any and all changes you have just made to your PI operation will not go into effect. You can wait to have placed everything you want to build before hitting **Submit**, allowing you to make changes before committing and spending any ISK.

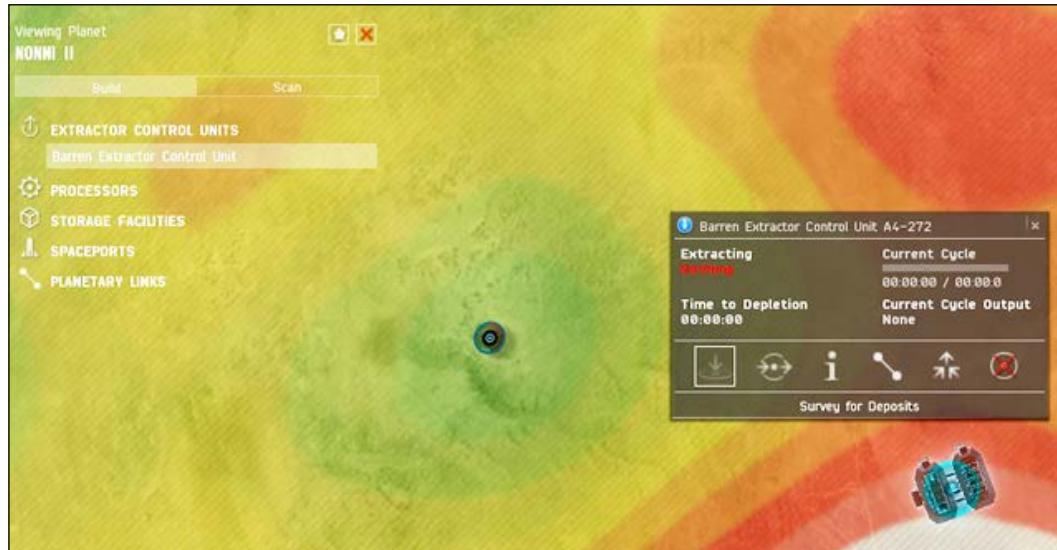
Each new Command Center will give a very limited amount of PowerGrid and CPU for your PI operation, just enough actually to get you started. But each Command Center can also be upgraded, up to six times depending on your Command Center Upgrades skill level. Each upgrade and how much more PowerGrid and CPU you will gain, along with the cost, is as follows:

Skill level	Storage capacity	PowerGrid	CPU	Upgrade cost
0	500 m ³	6,000 MW	1,675 tf	0
1	500 m ³	9,000 MW	7,057 tf	580,000 ISK
2	500 m ³	12,000 MW	12,136 tf	930,000 ISK
3	500 m ³	14,000 MW	17,215 tf	1,200,000 ISK
4	500 m ³	17,000 MW	21,315 tf	1,500,000 ISK
5	500 m ³	19,000 MW	25,415 tf	2,100,000 ISK

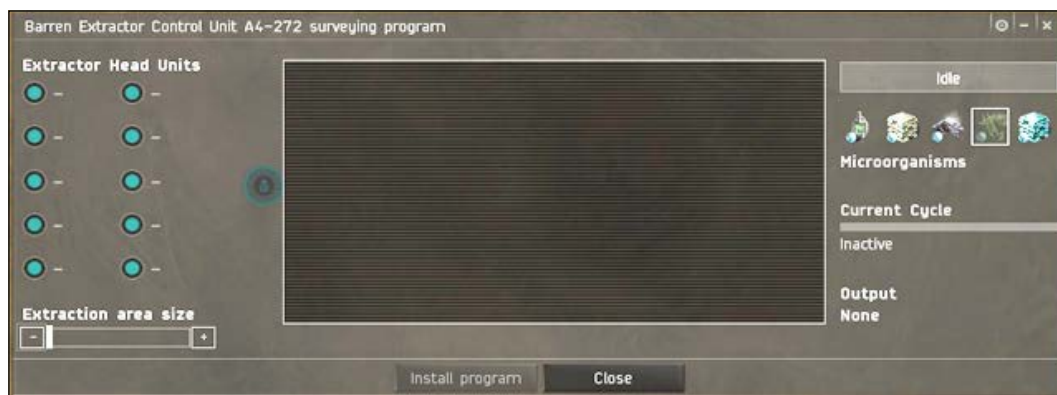


You can upgrade your Command Center multiple levels at the same time if you have the ISK and the necessary skill. I would however advise upgrading one level at a time after reaching level 3, since there is no need to upgrade beyond your needs.

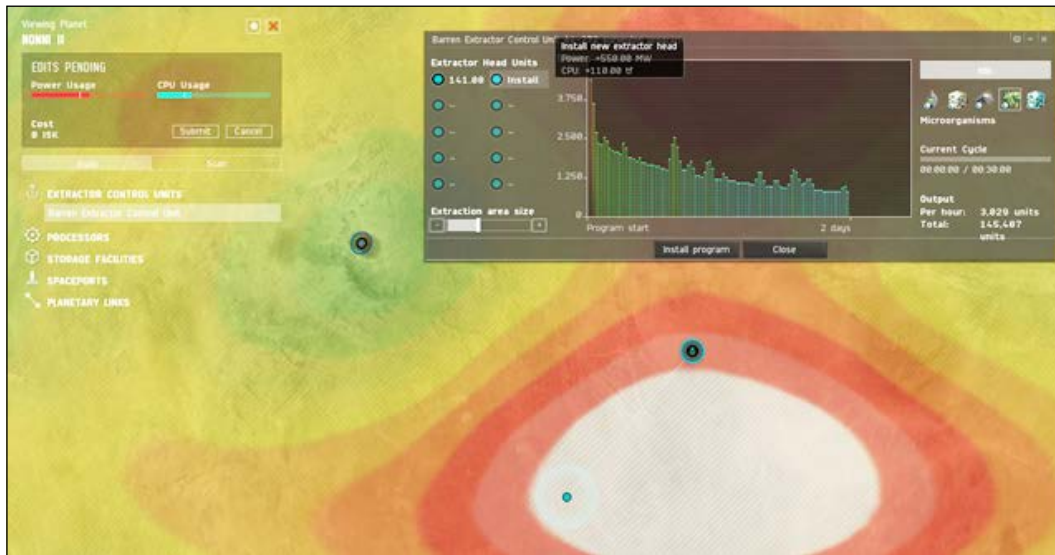
The next thing to do is to build a **Extractor Control Unit**, or ECU. Make sure you have the **Build** tab selected in Planet Mode and click on **Extractor Control Units**. Just like you did with the Command Center, drag the ECU to where you want it built and left-click. You will want to place your ECU as close to the highest concentration of raw materials as possible. Once the ECU is built, select it and click on the **Survey for Deposits** icon, as shown in the following image:



Once you have done that you should get a new window, the ECU surveying program, that looks something like the following image:



Select the raw material on the right and you will once again see the heat map with the location of your raw materials. A great feature of the ECU is that it can control up to ten **Extractor Head Units** and you can specify how long you want the extractors to run by using the **Extraction area size** drag ruler in the bottom-left corner. Once you have set the extraction size, you are ready to set out your Extractor Head Units.



Click on each of the **Extractor Head Units** on the left of your ECU surveying program to place an extractor icon on the planet. Then drag the extractor icon to within the highest concentration of raw materials. Continue to do this until you are satisfied with the amount of extractors you have, until you run out of PowerGrid or CPU, or you have used up all ten Extractor Head Units. When you have everything set, click on **Install Program**. You can see an example in the previous image.

Now that you have your extractors in place and they are hard at work pulling raw material out of the planet, you will need somewhere to store it. That is where the **Storage Facilities** comes in. To build a Storage Facility, select it under the **Build** tab and drag the icon to where you like. You will want to place your Storage Facility as close to your ECU as possible; I'll tell you why a little later.

Once your Storage Facility is built, you will need a way to get the raw materials from the ECU into your Storage Facility. For that you will need **Planetary Links**. A Planetary Link is what you will use to connect your planetary structures together. These links however cost PowerGrid and CPU in relation to their length, so you will want to keep your links as short as possible. To create a new link, select **Planetary Links** in the **Build** tab and click on **Create Link**. Now simply click on the first structure you like to link and then click on the structure you want it linked to. Voila! You have just created a link between two structures.



Now you will need to move the materials from the ECU to the Storage Facility. To do this, select the ECU and click on the **Products** icon; it is the second icon on the left as shown in the previous image. Select the material you would like to move and click on **Create Route**. Now just click on the icon of the structure where you would like that material moved and as long as there is a Planetary Link between the structures, your goods will be automatically moved to the Storage Facility.

At this point you can simply take the raw materials that you have extracted from the planet to the market to sell. While not very lucrative, you can still make a decent income from just selling raw materials, since they are trade goods as well. To get your goods off the planet you will need a **Spaceport**. To limit the cost of the link between your Spaceport and your Storage Facility, build the Spaceport as close as possible to your other structures. Once the Spaceport is built and you have created a link between the two structures, route your goods to the Spaceport.



The Spaceport has a storage capacity of 10,000 m³, so if you are only doing a small scale PI operation, it is a good idea to replace the Storage Facility with the Spaceport.

To transport your goods off planet, click on the Spaceport and click on the **Launch** icon, which you can see in the following image:



A new **Planetary Customs Office** window should open, as depicted in the next image. Select the commodity you want to transfer off planet and click on the **Transfer** button in the bottom-right corner. Planetary Customs Offices can also be used to transfer goods onto the planet as well.



If you want to produce any of the higher tier goods on your planet, all you need to do is build the required industrial facility, link that facility to your storage, and then route the raw materials into the industrial facility. Finally, route the end product back to your storage. Industrial facilities can be found under **Processors** in the **Build** tab. You can continue to chain more advanced industrial facilities together to produce even higher tiers of trade goods, provided that you have all the necessary goods that is. Just like mining, the rewards of doing PI in Low and Null-Sec systems are greater than those in High-Sec systems. This is why joining a player-run corporation or alliance and gaining access to Low and Null-Sec can be very beneficial. But more about that in *Chapter 7, I Can Has Friends*.

Summary

In this chapter you have learned:

- What manufacturing is all about
- How to get started in manufacturing
- The skills needed for the manufacturing career
- How to conduct research on blueprints
- How to use invention
- What tech II and tech III production requires
- How PI works

Next you will learn how to make quite a lot of ISK defending the people of New Eden from the Sansha incursions.

5

Getting Rich Fighting Incursions

Incursions are a great way for the combat-focused pilot to make a fortune in ISK. Besides that, Incursions can be loads of fun and provide a really nice challenge at the same time. If you're tired of running combat missions, Incursions will provide you with a higher-level **Player versus Environment** or **PvE** experience with actual effects on the lives of people in New Eden. This chapter will help you in:

- Understanding what an Incursion is
- Learning the types of Incursions and where to find them
- Understanding the rewards for fighting Incursions

What are Incursions?

Sansha's Nation is a rouge state, founded by **Sansha Kuvakei**, on the backs of millions of brainwashed slaves and ruled by a small group of cybernetically enhanced elites. After being destroyed by a coalition of the empires led by CONCORD, the **Nation**, as it is commonly referred to, has spent the better part of the last century rebuilding and regaining its strength. Now the Nation is back, and it has a chip on its shoulder. The Nation has launched an offensive against the whole of New Eden through a series of seemingly random Incursions. The primary goal of these Incursions, it seems, is to harvest the citizens of New Eden to restock the slave labor force of the Nation.

Why fight Incursions?

Incursions can happen anywhere and at any time. The Nation has no political targets and is very angry at everyone. Incursions are launched against entire constellations and will disrupt the activities of all who live or travel through those systems. First and foremost are the following system-wide effects:

- System-wide cynosural field jammers in effect
- Financial systems compromised and 50 percent reduction in CONCORD bounties
- Vessel integrity compromised, and shield and armor resistances reduced
- Capsule interference detected, and turret, launcher, drone, and smart bomb damage reduced

Along with these system-wide effects, the normal NPC pirates that live in these systems are destroyed, and are instead replaced by ships of the Nation in direct support of the Incursion. These new pirates will utilize tactics far beyond those used by the normal pirates and will prove to be a challenge for even the most experienced pirate hunters. When you enter a system that has an active Incursion, you will notice it right away. The entire system will take on a strange hue and you will find an **incursion profile** on your main screen. The incursion profile will look something as shown in the following screenshot:



The red bar in the middle of the incursion profile will indicate how much control the Nation has on that system, and therefore the severity of the disruptions in that system. As you and others fight back, the bar will fill with blue, and once the entire bar is blue, the Incursion is defeated.

As you can see, no matter what type of activity you engage in, the occurrence of an Incursion means trouble. If you find that the constellation in which you live comes under the attack of a Sansha Incursion, it is certainly worth your time to help your fellow capsuleers to fight back. The rewards that you can receive by fighting and defeating an Incursion can be lucrative enough for you to travel across New Eden and fight the Sansha's Nation wherever they may strike.



You should never attempt to take on Incursions alone. They are designed for multiple people. Even with the right amount of people and well-fitted ships, it may take a few tries to clear an Incursion site.

Incursion attack sites

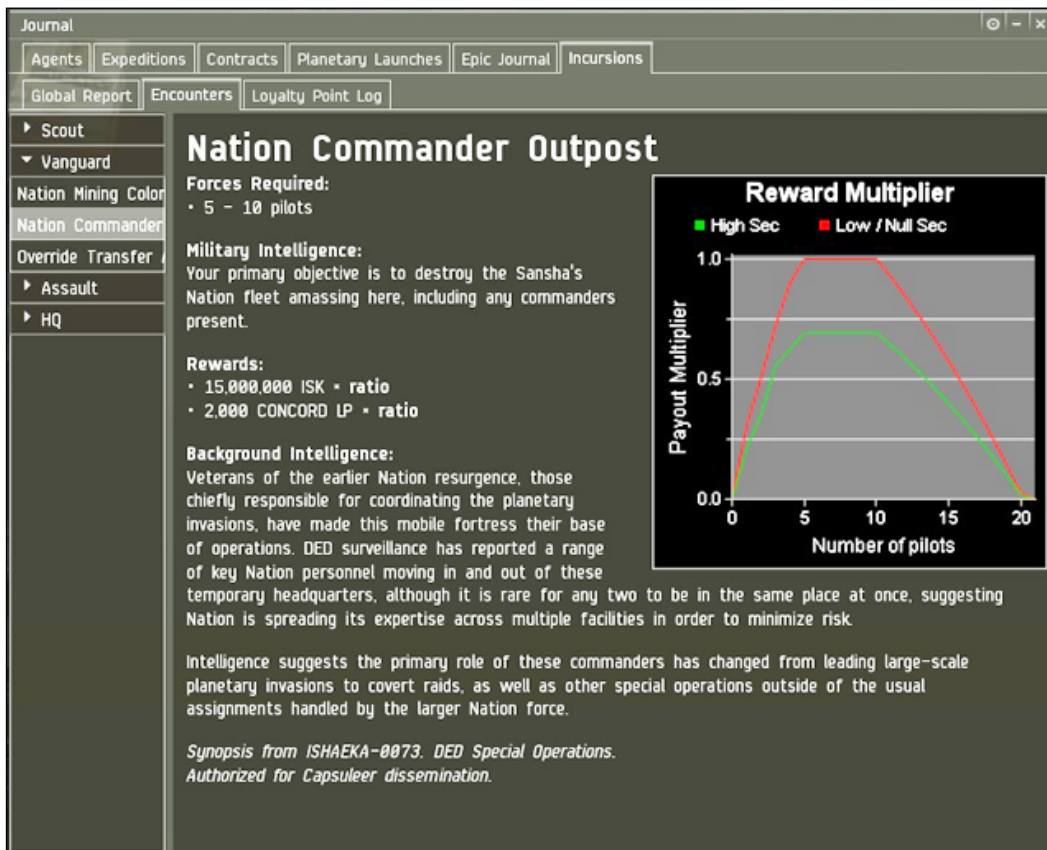
As I have mentioned previously, each Incursion attacks an entire constellation. All the systems within the constellation will have varying levels of Sansha's forces depending on the type of encounters you can find in that system. There are four encounter levels in each Incursion as follows:

- **Scout**
- **Vanguard**
- **Assault**
- **Headquarters**

Each encounter level of the Incursion requires a specific number of pilots in order to defeat it. You can always have more pilots, which will make clearing these encounters easier, but your reward payout will be less. The number of pilots required for each encounter level is as follows:

Encounter level	Force required
Scout	3 - 5 pilots
Vanguard	5 - 10 pilots
Assault	10 - 20 pilots
Headquarters	20 - 40 pilots

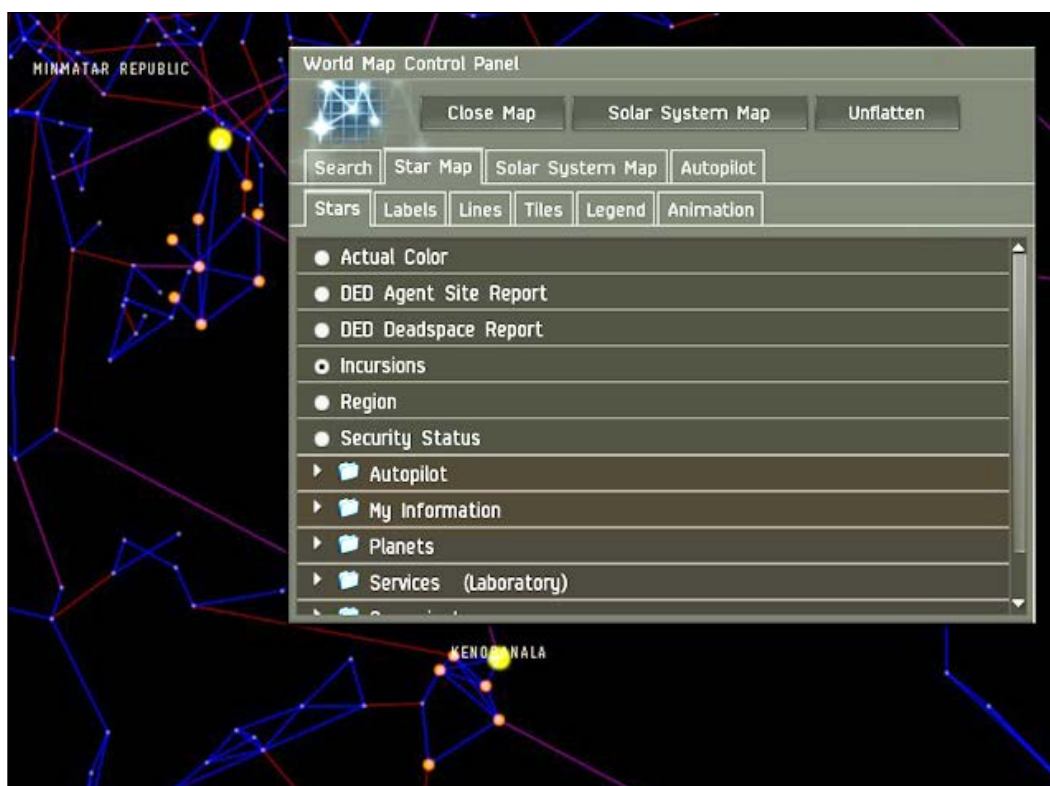
You can find all the background information on each of the encounters, as well as the reward payout for each encounter in your **Journal**. Open your Journal via the Neocom and select the **Incursions** tab. Then select the **Encounters** tab. Use the drop-down menu on the left-hand side, as shown in the following screenshot, to select the different encounters to learn all about them:



Each constellation with an active Incursion will have one system designated as the staging system. This system will have the lowest presence of the Nation and is for the use of the defender to organize themselves and to prepare for the fight against the Nation. Your goal, with the help of other capsuleers, is to clear these encounters and beat back the Sansha Incursion until you have destroyed the Sansha's mobile headquarters.

How to find Incursion sites

There are two different ways to find active Incursions at any given time. The first method is to use the **star map** by hitting *F10*. Make sure the **Star Map** tab is selected on the **World Map Control Panel** and then select **Incursions** under the **Stars** tab. This will then show all constellations with active Incursions on your star map. The yellow circle represents the staging system for that constellation. You can see an example of this in the following screenshot:



The second method is to use your Journal to look up Incursions. I recommend this method over using your star map because you will have much more information regarding both the constellation and the Incursion via your Journal.

To find active Incursions, open your Journal via the Neocom and select the **Incursions** tab. Make sure the **Global Report** tab is selected, you should see something like the following screenshot:



As you can see from the screenshot, all the active Incursions are listed with the name of the staging system, the security status of the staging system, and the level of control by Sansha's Nation. Your Journal will also show if you have received any LP rewards for any of the listed Incursions.

Keep in mind that you should not attempt any Incursion encounter on your own. The fighters for Sansha's Nation are fanatics and will use any and all tactics at their disposal. You should respect the capabilities of these fighters as if they were other human players. Teaming up with others is the only way to defeat these Incursions. This is also where Incursions are very unique. Incursions allow pilots from all corporations, NPC or player, to join together in fleets to defend New Eden.

Once you enter a system with an active Incursion, you will be automatically pulled into a chat channel for the Incursion. You can use this chat channel to get organized with others and to form fleets. You can see an example of the Incursion chat channel in the following screenshot:



What ships to use

The types of ships you want to use to fight Incursion are very similar to the ships you would use to run combat missions. As I also mentioned in the *Understanding your foe* section of *Chapter 3, Mission Running*, Sansha's Nation likes to use EM and thermal damage types, so the defenses of your ships should be tailored towards those damage types. EM and thermal damage are also the weakness of the Nation, so you should have ammo that will provide these types of damage output. Don't be afraid to ask in the staging system about the type of ship needed and how you should fit your ship.

Another type of ship that is always welcome in Incursion fleets is the **Logistic ship**. Logistic ships are very easy to train for, even if you are fairly new to EVE, and as they provide remote armor or shield repairs for the fleet, they are always welcome. To fly a Logistic ship all you need to train for, are the following skills:

- Racial Cruiser, Level V
- Logistics, Level I

Out of all the Logistics ships, the Minmatar **Scimitar** and the Amarr **Guardian** are the most popular. Each will give you a fair balance of defense as well as remote repair capabilities. You can find lots of great fits for any of the Logistics ships at eve.battleclinic.com/browse_loadouts.php. Just keep in mind that the Scimitar is for a shield fleet and the Guardian for armor fleets.



Just make sure you have Logistics trained to at least level IV or else you may find lots of people angry at you and an inability to find fleets to join in the future.

Reward for fighting Incursions

Fighting Sansha's Nation and their Incursions into New Eden is difficult work, but you will get rewarded handsomely. The primary reward for fighting Incursions is lots of ISK. After clearing an encounter, your fleet will be rewarded with a specific amount of ISK depending on how many pilots were in the fleet and the location of the Incursion. Using the suggested amount of pilots in a fleet will yield the highest ISK payout. Low- and Null-Sec area Incursions will also pay out more ISK. That ISK is then divided among all the active pilots of the fleet.

As a second reward, your fleet will also receive CONCORD LP. You can then use this CONCORD LP to purchase special CONCORD faction items or exchange them for use with your favorite NPC corporation. These faction items can either be used by you or sold on the market for ISK. If you are only going to sell the items you receive from the CONCORD LP store, make sure you check the market first. You will want to focus on implants, especially ones that boost damage output, or ones that boost CPU and PowerGrids, as they are most in demand.

Summary

Incursions are fun and challenging. Incursions also allow you to make a great sum of ISK while defending the population of New Eden against the Sansha menace. In this chapter you learned:

- What an Incursion is
- What type of Incursion encounters there are
- How to find active Incursions in New Eden
- The type of ships to use for fighting Incursions
- The types of reward for fighting Incursions

In the next chapter we will take a look at a different type of PvP in EVE. You will learn how to play the markets of EVE and engage in Market PvP.

6

Playing the Market

Does the thought of mining and manufacturing completely bore you? Does even the mention of combat make you run in the opposite direction? Are you more of a numbers person? If you answered yes to these questions, don't fret; you can still amass a wealth few can dream of. The path to your riches is **trading**. This chapter will help you in:

- Understanding trading
- Learning the tools for trading
- Understanding the different types of trading
- Being a better trader

Why trading?

Trading is a great career choice as the amount of ISK you can make is completely within your control. If you have a great mind for numbers and spotting trends, then you can be a full-time trader and make lots of ISK. Trading is great if you are a miner or manufacturer, because you have to sell your goods in order to earn a profit. Trading is even useful for a combat pilot; eventually you will want to turn some of those really shiny toys you get from the LP stores into ISK by selling them on the market. As you can see, trading will be useful no matter what you do in EVE.

Trading in its simplest form is the buying and selling of goods on the market for the express purpose of making a profit. As long as you are buying for less and selling for more, you will be making ISK. However, I think we have learned by now that EVE is never that simple. Many even refer to trading as **Market PVP**. In this chapter we will focus on trading as a full-time career choice, but all the information will help even if you have another primary career, so let's begin.

It takes ISK to make ISK

To be a trader you will need to have ISK to buy things before you can sell them; simple but true. That means you will need to find another method of making ISK before you can start trading. I would recommend that you find the nearest courier mission agent to run some missions. Low-level courier missions are fast and easy, the best part being, they can be completed with whatever ship you happen to be flying at the moment. For more information on courier missions and how to find courier mission agents, take a look at *Chapter 3, Mission Running*. Once you have about 25 million ISK in your wallet it is time to start trading.



Don't hesitate to run more courier missions throughout your trading career. It is a great source of ISK for things such as skills, ships, and fittings that you will need.

Tools of the trade

Trading can seem very easy. Fly to a station, buy some goods off the market there, and then fly to another station in which the goods you just bought are selling for a higher price. But in order to maximize your profits, it takes some skills, the right type of ship, and an understanding of how you will be buying and selling your goods. Let's take a closer look at each of those.

A trader's skills

In the *Skills for manufacturing* section of *Chapter 4, Making ISK with Manufacturing*, we already talked about the majority of the skills needed for trading. To save you the time of flipping back and forth, here are the skills we have already covered:

Name	Description
Trade	Knowledge of the market and skill of manipulating it. Increases the limit of buy/sell orders by 4 per skill level.
Accounting	Proficiency at squaring away the odds and ends of business transactions, keeping the check books tight. Reduces the tax paid on transactions by 10 percent per skill level.
Margin Trading	Ability to make potentially risky investments work in your favor. Reduces the amount of ISK needed when placing a buy order. This starts at 100 percent of ISK needed at level 0, with a 25 percent reduction per skill level, down to approximately 24 percent of ISK needed.

Name	Description
Broker Relations	Proficiency at driving down market-related costs. Reduces the amount of fees paid when setting up a market order by 5 percent per skill level, down to a minimum fee of 1 percent of the order's total value.
Marketing	Skill at selling items remotely. Each skill level increases the distance you can be from the item being sold when selling that item. • Level I allows for the same solar system • Level II allows for systems within 5 jumps • Level III allows for systems within 10 jumps • Level IV allows for systems within 20 jumps • Level V allows for the entire region
Procurement	Proficiency at placing remote buy orders on the market. Each skill level increases the distance at which buy orders can be placed. • Level I allows for the same solar system • Level II allows for systems within 5 jumps • Level III allows for systems within 10 jumps • Level IV allows for systems within 20 jumps • Level V allows for the entire region
Daytrading	Allows for remote modification of buy and sell orders. Each skill level increases the distance at which orders can be modified. • Level I allows for the same solar system • Level II allows for systems within 5 jumps • Level III allows for systems within 10 jumps • Level IV allows for systems within 20 jumps • Level V allows for the entire region.
Visibility	Skill at acquiring products remotely. Each skill level increases the range of your remote buy orders. • Level I allows for the same solar system • Level II allows for systems within 5 jumps • Level III allows for systems within 10 jumps • Level IV allows for systems within 20 jumps • Level V allows for the entire region.
Retail	Ability to organize and manage market operations. Increases the limit of active orders by 8 per skill level.

Name	Description
Wholesale	Ability to organize and manage large-scale market operations. Increases the limit of active orders by 16 per skill level. This skill stacks with the Retail skill.
Tycoon	Ability to organize and manage ultra large-scale market organizations. Increase the limit of active orders by 32 per skill level. This skill stacks with the Retail and Wholesale skills.

I want to explain the different skills that affect remote buying and selling in more detail. These skills can be very confusing. First of all, to clarify, to place a buy order at your current station has no skill requirements. You can also set a buy order at your current station covering the entire region without any skills. If you do set a region-wide buy order and someone fills it in another system, the items are not transported to the station where you placed the buy order for you, but rather the item will sit at the station in which your order was filled. You will have to physically go there to pick the items up. And yes, this does mean it can be in a Low-Sec system. Stay away from buying items that are located in Null-Sec systems. It is very dangerous to fly out there and depending on your standing with the player corporation/alliance that owns the station, you may not even be able to dock even if you make it out to the station.

Procurement affects your ability to place a buy order at another station. That means if you have Procurement trained to level I, you can dock in one station in Jita and place a buy order at any of the other stations in Jita as well. And if all you had was the Procurement skill, then your buy order at that other station can only cover that specific station. If you happen to have trained the Visibility skill to level III, then you would be able to change the coverage area of your buy order at other stations to cover systems within 10 jumps of Jita.

Marketing works the same way as Procurement, just with sell orders instead. For example, you have all your goods in Jita but you happen to be on the other side of the region, running missions or mining, whatever it may be. If you had Marketing trained to level V, then you can place sell orders for your goods at Jita, without having to travel to Jita to do it.

And lastly, Daytrading allows you to modify the orders you have placed using your Marketing or Procurement skills. That means if an order was placed while you were in the same station, or if you are currently at a station with an order, then Daytrading has no effect on those orders whatsoever. Daytrading will only affect remote orders that were remotely placed.

Besides these skills, there are two more that you will need to be a full-time trader and those are as follows:

Name	Description
Contracting	This skill allows you to create formal agreements with other characters. Increase the number of active contracts by four per skill level. Up to a maximum of 21.
Corporation Contracting	You are familiar with the intricacies of formalizing contracts between your corporation and other entities. Increase the number of active corporation/alliance contracts by 10 per skill level. Up to a maximum of 60.

With these two skills you will be able use Contracts to buy and sell goods not available on the market. It is important to note that you do not need the Corporation Contracting skill unless you are part of a player-run corporation and have the required roles within that corporation.



When I say goods not available on the market, I do not mean goods that are normally found on the market but no one is selling or buying at the moment. There is a specific group of goods such as BPCs that cannot be sold on the market and therefore can only be found via the Contracts system.

As we discussed in the *Skills for manufacturing* section in *Chapter 4*, you should train for all the trade skills that reduce the cost of buying and selling on the market to the maximum level as soon as possible. Train for the skills that increase the range at which you can place buy and sell orders as the need arises. This also applies to the skills that increase the amount of active orders you can have. To start trading, however, I would recommend having at least the following skills:

- Trade, level V
- Accounting, level IV
- Margin Trading, level III
- Broker Relations, level IV

Ships of a trader

The key to being a trader is volume, and when it comes to the ships you will be using, it is the volume of cargo space that matters. As you progress, the size of your ship will increase along with the amount of cargo space you will have at your disposal.

Frigates and cruisers

Frigates and **cruisers** are the first ships you will be using in your trading career. Frigates are very fast but are very limited for cargo space. The **Amarr Magnate**, the **Caldari Heron**, the **Gallente Imicus**, and the **Minmatar Probe** have the largest cargo hold among all the frigates. All four of these frigates have almost identical cargo space, so just pick the one from your empire. You won't be in a frigate for long anyway.



Your next ship will be a cruiser. I would recommend getting into a cruiser as soon as possible because it can mean as much as doubling the amount of cargo space you have. The **Amarr Augoror**, the **Caldari Osprey**, the **Gallente Exequror**, and the **Minmatar Scythe**, as seen in the previous image, have the largest cargo space among the cruisers. All of these cruisers will give a significant increase to your cargo space, but the Exequror will give you the biggest increase with 600 m³ of total cargo space. It may be worth the time for you to cross train now in order to use the Exequror, given that Gallente also have the industrial ship with the largest cargo space.



While the Gallente do have the largest cargo space when it comes to cruisers and industrial ships, the decision to cross train to use the best of each ship type can be very time consuming and is something that you will have to decide.

Keep in mind that even with 600 m³ of cargo space, the amount of goods you can move will still be very limited. I would recommend you keep running courier missions at this point. Running courier missions will allow you to continue making ISK while training up your trade and ship skills. If you follow this course, by the time you start trading, you will have access to quite a large cargo hold and have a much healthier wallet to buy goods with.

Industrial ships

Once you have the skills to fly an industrial ship, your trading career is ready to take off. Even the smallest of the industrial ships, the **Gallente Iteron**, will give you a cargo space of over 9,000 m³ when fully fitted with **Expanded Cargohold IIs** and **Medium Cargohold Optimization I** rigs. The industrial ships for each empire, their cargo capacity, and the amount of low slots they have is listed in the following table, along with the required skill to fly each ship:

Empire	Name	Cargo capacity	Low slots	Skill required
Amarr	Bestower	4,800 m ³	4	Amarr Industrial I
	Sigil	3,000 m ³	5	Amarr Industrial I
Caldari	Badger	4,125 m ³	2	Caldari Industrial I
	Badger Mark II	5,250 m ³	3	Caldari Industrial III

Empire	Name	Cargo capacity	Low slots	Skill required
Gallente	Iteron	3,000 m3	2	Gallente Industrial I
	Iteron Mark II	3,750 m3	2	Gallente Industrial II
	Iteron Mark III	4,875 m3	3	Gallente Industrial III
	Iteron Mark IV	5,250 m3	3	Gallente Industrial IV
	Iteron Mark V	6,000 m3	5	Gallente Industrial V
Minmatar	Hoarder	5,100 m3	3	Minmatar Industrial II
	Mammoth	5,625 m3	4	Minmatar Industrial IV
	Wreathe	3,300 m3	2	Minmatar Industrial I

As we discussed in the *Industrial ships* section in *Chapter 2, I Want to be a Miner When I Grow Up*, the Gallente Iteron Mark V is the industrial ship with the highest cargo capacity. When fully fitted, the Mark V will provide you with over 38,000 m3 of cargo space. It does however take over 20 days to train for the skills to fly the Mark V; but given that an industrial ship is going to be your ship of choice for a long time to come, it can be very helpful to be able to fly.

Freighters

When the time comes and you are in need of some serious cargo space, it is time to utilize the ultimate ship for a trader, a **freighter**.



Each empire has its own version, as can be seen in the previous image, and even the smallest freighter will give you a base cargo capacity of 720,000 m3. That is more cargo space than 18 fully-fitted Iteron Mark Vs. The freighter for each empire along with their cargo capacity is listed in the following table:

Empire	Name	Base cargo capacity	Max cargo capacity
Amarr	Providence	735,000 m3	918,750 m3
Caldari	Charon	785,000 m3	981,250 m3
Gallente	Obelisk	750,000 m3	937,500 m3
Minmatar	Fenrir	720,000 m3	900,000 m3

In order to fly a freighter, such as the **Caldari Charon**, you will need to have Caldari Freighter level I. As you train up your racial freighter skill, the cargo capacity of your freighter will increase by 5 percent per skill level, and in the case of the Charon, with the max skill you will have over 981,000 m3 of cargo space.

The drawback of using a freighter is its speed. Freighters are very, very slow. While I would recommend you have a freighter available for use, stick to your industrial ship for the majority of your trading runs. Freighters are also favorite targets for player pirates; they will always assume you have something expensive in your freighter and will not hesitate to use suicide tactics to take down your freighter. Never use autopilot or leave the computer even for a moment when flying a freighter, as you may just find yourself back in a station in your pod.

What makes a freighter so slow is its large mass; the sheer size of the ship makes warping very slow both in aligning to your destination and the actual warp speed. While there is nothing you can do about the warp speed, there is something you can do to affect how quickly your freighter can enter warp.

The trick is to either enlist the help of someone you trust or use a character on a second account. What this person will do is use a **Stasis Webifier** on your freighter after you have initiated warp. All ships in EVE will enter warp once they have hit 75 percent of max velocity. The trick with the webifier is to lower the max speed of your freighter so that you reach 75 percent of max speed instantly and thereby enter warp instantly as well. Keep in mind that the webifier can only be used on the freighter once it has initiated warp, otherwise it will not have the desired effect. You will see your freighter warp sideways once in a while when using this trick.



The use of a Stasis Webifier is considered a hostile act. The person or character using the webifier has to be in the same corporation as the freighter pilot. If not, CONCORD will pay you a visit that you won't like very much.

Transport ships

Given the fragile nature of industrial ships and the slow speed of freighters, I do not recommend using either ship types if you ever need to enter Low- or Null-Sec systems. You are only asking for your ship to be blown apart. There are two ship types that are especially designed for you to get in and out of Low- or Null-Sec with your cargo and your ship intact. These are the **Blockade Runners** and **Deep Space Transports**.

Blockade Runners

Blockade Runners are specially designed to be the fastest industrial ships and to use the experimental **Covert Ops Cloaking Device II**, which will allow you to warp while in stealth. This gives the Blockade Runner the ability to jump into a system, enter warp, and then enter stealth, all the while only giving the slightest hint that you were ever there to any hostiles.

Blockade Runners should be fitted with defense primarily in mind, and when fitted this way, will only give you around 5,000 m3 of cargo space. Use Blockade Runners when you need to enter hostile Low- and Null-Sec systems to pick up or sell small quantity of goods.

Deep Space Transports

Deep Space Transports are the slowest industrial ships out there but they have double the warp strength of any other ship. In order for hostiles to prevent you from entering warp, they will need to have three **warp disruptors** active on your ship at the same time, and that can be very difficult to do. Given the defensive strength of the Deep Space Transports, you can fit these ships for max cargo capacity and will get around 30,000 m3 of cargo space. Use Deep Space Transports when you are entering sparsely populated Low- and Null-Sec systems to pick up or sell your goods.

The Market

As a trader, the Market is where you will be spending the majority of your time. The Market is where you will buy and sell the majority of your goods. It is also where you will be looking for your opportunities for profit. You should get very familiar with the Market interface, which you can see in the following screenshot:

The screenshot displays the Lonetrek Regional Market interface. On the left is a sidebar with a category tree including Ammunition & Charges, Apparel, Blueprints, Drones, Implants & Boosters, Manufacture & Research, Planetary Infrastructure, Ship Equipment, Ship Modifications, Ships, Battlecruisers, Battleships, Capital Ships, Capital Industrial Ships, Carriers, Dreadnoughts, Freighters, Amarr, Caldari, Gallente, Minotar, Ferrii, Cruisers, Destroyers, Frigates, Industrial Ships, Mining Barges, Shuttles, Sails, Starbase & Sovereignty Structures, and Trade Goods. The main panel shows the 'Market' for 'Manufacture & Research / Materials / Ore & Minerals / Minerals / Mexallon'. It features tabs for 'Market Data' and 'Price History'. The 'Sellers' table lists items with columns for Jumps, Quantity, Price, Location, and Expires In. The 'Buyers' table lists items with columns for Jumps, Quantity, Price, Location, Range, Min volume, and Expires In. At the bottom, there are buttons for 'Export to File' and 'Place Buy Order'.

Jumps	Quantity	Price	Location	Expires In
6	767	54.95 ISK	Eretria II - Moon 2 - Home Guard Assembly Plant	136 23h 1m 8s
18	18,726	54.99 ISK	Semliu IX - Moon 5 - Core Complex Inc. Storage	84d 51m 36s
14	83,741	55.88 ISK	Anin IX - Moon 11 - Lai Dai Protection Service Assembly Plant	78d 17h 49m 39s
15	38,988	55.88 ISK	Saranen V - Moon 12 - Quafe Company Warehouse	87d 1h 46m 24s
14	27,222	55.99 ISK	Anin IX - Moon 11 - Lai Dai Protection Service Assembly Plant	58d 28h 54m 51s
18	11	55.99 ISK	Hakunen IX - Moon 8 - Caldari Navy Assembly Plant	57d 28m 28s
15	18,285	55.99 ISK	Iale V - Minidrill Mining Outpost	58d 28h 57m 54s
18	18,898	55.99 ISK	Kokshen VII - Moon 4 - Caldari Constructors Foundry	56d 28h 18m 43s
15	353,663	55.99 ISK	Saranen V - Moon 9 - Quafe Company Warehouse	58d 28h 51m 52s
13	4,564	56.88 ISK	Elanada IV - State Protectorate Logistic Support	88d 9h 2m 2s
2	13,832	56.75 ISK	Kamakov V - Moon 4 - Lai Dai Corporation Factory	15h 23m 31s
15	136,271	57.88 ISK	Iale V - Minidrill Mining Outpost	24d 6h 54m 17s
2	17,198	58.83 ISK	Kamakov V - Moon 4 - Lai Dai Corporation Factory	6d 7h 9m 19s
4	37,793	58.99 ISK	Avonden III - Science and Trade Institute School	21h 34m 3s

Jumps	Quantity	Price	Location	Range	Min volume	Expires In
3	19,188,548	88.85 ISK	Nouroukshen VII - Moon 14 - Caldari Navy Assembly Plant	Solar System	1	84d 18h 52m 48s
7	6,583,399	88.88 ISK	Haghten V - Moon 2 - Caldari Navy Assembly Plant	Station	1	88d 28h 13m 2s
5	2,798,899	89.25 ISK	Uemivaisen VII - Moon 16 - Home Guard Assembly Plant	Station	1	88d 15h 12m 55s
5	63,888	89.24 ISK	Uemivaisen VII - Moon 16 - Home Guard Assembly Plant	Station	1	6d 9h 47m 32s
5	255,588	89.24 ISK	Uemivaisen VII - Moon 16 - Home Guard Assembly Plant	Station	1	13d 9h 45m 1s
2	996,718	89.83 ISK	Kakshela VI - Moon 5 - Lai Dai Corporation Factory	Station	1	87d 15h 17m 17s
4	1,775,347	89.54 ISK	Funtainen III - Moon 1 - Caldari Navy Logistic Support	Station	1	88d 4h 38m 55s
4	2,236,652	89.53 ISK	Funtainen III - Solowessica Corporation Production Plant	Solar System	1	87d 15h 58m 16s
2	1,278,647	89.36 ISK	Kakshela VI - Moon 15 - Caldari Navy Assembly Plant	Station	1	88d 18h 36m 24s
5	2,989,881	89.21 ISK	Iskemi VI - Moon 5 - Caldari Navy Logistic Support	Station	1	88d 11h 11m 59s
6	281,657	89.21 ISK	Pishura VII - Moon 15 - Zahne Biotech Production	Solar System	1	88d 12h 12m 28s
5	1,889,373	89.28 ISK	Iskemi IV - Moon 1 - Spaceplane Patrol Assembly Plant	Station	1	12d 18h 58m 8s

The first thing you should do is to correctly sort your Market window. Make sure you have the **Price** under **Sellers** sorted by lowest to highest, and under **Buyers** sorted by highest to lowest. This will allow to spot any price gaps, and therefore, opportunities for profit very quickly. You should also get very familiar with both the advanced buy and sell windows. Get in the habit of using buy and sell orders whenever you buy or sell. You can see an example of both in the following screenshot:

The screenshot displays two windows for trading the item 'Mexallon'. The top window is for selling, and the bottom window is for buying.

Sell Mexallon

Mexallon

Ask price: 54.75 [-4.63% below Regional average]

Regional average: 57.41 ISK

Best regional: 60.05 ISK [19100548 Units 3 jumps from this item's location]

Regional average: 57.41 ISK

Best matchable:

Quantity: 1,833

Duration: Day

Broker's fee: 826.94 ISK (0.82%)

Sales Tax: 1,505.35 ISK (1.5%)

Total: 98,024.46 ISK

☐ Remember Settings

Sell Cancel << Simple

Buy Mexallon

Mexallon

Location: >> Akaiinavas III - School of Applied Knowledge <<

Bid price: 63.18 [10.05% above Regional average]

Regional average: 57.41 ISK

Best regional: 54.95 ISK [-4.28% below Regional average, 767 Units 6 jumps away]

Best matchable: 63.18 ISK [10.05% above Regional average, 129072 Units in same station]

Quantity: 1 Minimum: 1

Duration: Day

Range: Station

Broker's fee: 100 ISK (Minimum)

Total: 163.18 ISK

☐ Remember Settings

Buy Cancel << Simple

To access the advance sell window simply right-click on the item you want to sell and select **Sell This Item** and then click on **Advanced** in the bottom-right corner. If you see **Simple** rather than **Advanced**, then you are already in the advanced sell window. EVE will remember your choice and will open the advanced window from now on.

Accessing the advance buy window is a little more involved. Use the main **Market** window to find the item you are interested in buying by using the drop-down menu on the left-hand side. Select the item so that it fills the right-hand side of the **Market** window. Then click on **Place Buy Order** at the bottom of the window. This will bring up the buy window. Once again click on **Advanced** in the bottom-right corner. EVE will also remember your choice here and continue to open the advanced window every time. If you happen to have the item you want to buy, you can right-click on the item and select **View Market Details** to skip searching for it via the **Market** window.

As you can see in the screenshot, you can set the **Ask price**, the **Quantity**, as well as the **Duration** of both your sell and buy order. The advanced window will also show you the **Regional average** and **Best regional** price for the item. Additionally, on buy orders you will have the ability to choose the **Range** of your order, depending on your skills of course.

Once you have placed your orders, you can take one of two approaches of seeing them fulfilled. The first is to leave your orders alone and let the normal ups and downs of the market play out. This can lead to a much longer timeframe for your orders to be filled, but you are guaranteed that you are buying and selling at the price you have set.

The other method is to be very active in the modification of your orders so that your orders are always on top and therefore filled first. While this will allow for the shortest amount of time to fill your orders, it is very time consuming, and in my opinion, cost prohibitive. Each time you modify a buy or sell order, you have to pay another set of fees for that order. If you modify your order enough, all your profit will have been eaten away already. Remember, patience is a virtue and instant gratification is not always best.

The contracts system

The **contracts** system is very similar to the **auction houses** of other popular MMOs. It is where you can go to buy/sell items from/to other players, and the only place to go if you want to auction off something. And up until recently, using contracts was the only way to buy and sell faction ships and items. As the player-driven economy of EVE is becoming stronger and stronger, more and more faction items are becoming available on the normal market.

You can access contracts via the Neocom. You may have to open the EVE menu and then select **Contracts** under **Business**. Once opened, you should see the **Contracts** window, something that looks like the following screenshot:



Buy, sell, and auction contracts

You can buy or sell just about anything using contracts. Everything that is available on the normal market can be found via contracts, but not everything available through contracts can be purchased on the normal market. For example, BPCs and assembled ships can only be sold and purchased through the use of contracts.

To find a specific item, type the name of the item into the **Item Type** field on the left-hand side of the window. Then click on **Search** and you will get a listing of all contracts that contain the item you are looking for. You can then refine the results by using the filters on the left-hand side. You can specify what region of space to search, the **Contract Type**, and you can even set it to **Exclude Multiple Items** contracts or to show **Exact Type Match** only. You can also set the **Security Filters** to exclude or include High-, Low-, or Null-Sec space. Once you find a contract that you are interested in, double-click on it to open that contract and you should see a new window as shown in the following screenshot:



This window will give you the detailed information about the contract. Everything in red is what you will pay, and everything in green is what you will receive. As you can see in the screenshot, according to the **Info by Issuer**, this person is selling 1.2 million units of Mexallon at 35 ISK a unit or a total of 42000000 ISK. Not a bad deal, considering Mexallon sells for almost 55 ISK a unit on the normal market. If you want to accept this contract then just click on **Accept** at the bottom.

But you caught it, right? You would never accept that contract, right? If you do a little math and take the amount in the red text, **420,000,000** and divide it by 1,200,000, what do you get? That's right, 350. If you would have accepted that contract you would not have bought 1.2 million Mexallon at 35 ISK per unit but rather at 350 ISK per unit. I did this to illustrate a very important point. While a contract is a great place to buy and sell, always check the details of the contract and do the math. I would say that about 75 percent of all the contracts out there are a scam of one kind or another. So examine the contract carefully before accepting.

Given the amount of scams that occur through contracts, I would recommend not using contracts to sell anything.

Courier contracts

If you click on **Courier**, you can also see a list of courier jobs being offered by other pilots. Courier jobs generally will ask you to move a package of goods from one station to another, with a specific reward when the job is completed. However, be very careful: most courier jobs require a large amount of ISK from you as collateral, and many pirates will set up these contracts to lure you into Low- or Null-Sec systems. When you enter these systems, they will attack you and destroy your ship. And when you fail to complete the courier job, they get to keep your collateral as well. With the way courier contracts are at the moment, it is better just to avoid them all together.

Types of trading

Now that you understand the tools at your disposal for your trading career, it is time to take a closer look at what types of trading you can engage in. Ultimately, to be a successful trader, you will need to combine all these types of trading to maximize the amount of ISK you can make.

Inter-regional trading

Inter-regional trading occurs when you focus on the availability of different goods in different parts of EVE. The most noticeable example of this is with ships. Amarr ships, for example, will be more popular and more readily available in Amarr space and therefore generally will sell cheaper than anywhere else. So you can purchase Amarr ships from Amarr space and then sell them, for example, in Caldari space where demand may be lower, but prices will be higher.

Inter-regional trading is the only time in which you do not want to use buy and sell orders. The markets of EVE are always changing, and you will want to take advantage of any profit possibilities as quickly as possible. This type of trading is also good for the beginner trader, as it will force you to learn about the market demands of different regions, but more importantly because you will fly from system to system. Inter-regional trading does not require much skill training.

Intra-regional trading

Intra-regional trading occurs when you take advantage of the price gap on any item within the same region. This is the most common type of trading that occurs in EVE, as on the surface it looks the easiest. All you really have to do is to look at different items on the market, and when you see buy orders at a higher price than sell orders, you buy up as much as possible at the lower sell price, and then sell at the higher buy price. Your profit comes from the difference between the two prices.

This is how most traders make their profit. The problem with this kind of Intra-regional trading is that it is very limited; you constantly have to look for items with this kind of price gap. And then you have to go pick up the goods and then transport them to the selling station. It takes a lot of time and effort.

An advanced method of Intra-regional trading is to take advantage of the market as it works the majority the times, which is usually that sell orders are priced higher than buy orders. For example, Heavy Missile Launcher II in the Lonetrek region has the lowest sell order, priced at 1.25 million ISK per unit and the highest buy order, priced at 876,000 ISK per unit. To start, you would set a regional buy order at just above 876,000 ISK. That means whenever a Heavy Missile Launcher II is sold in the Lonetrek region, it will be sold to you. After a few days you will then start placing sell orders at just below 1.25 million ISK, using the stock you have received from your buy order. Your profit then is the price difference between your buy and sell order, which in this case is well over 350,000 ISK per unit. Not bad at all I would say. The best part of this type of Intra-regional trading is if you have Marketing and Daytrading trained to level V, you can then place all the sell orders remotely without having to travel anywhere at all.

If you don't have Marketing and Daytrading trained yet, and still would like to take advantage of this type of Intra-regional trading without flying all over the place, you can use a major trade hub, such as Jita, to operate this advanced type of Intra-regional trading within the same station. The only thing to remember with a hub such as Jita is the amount of orders that gets placed in that system. So set your orders with a shorter duration of a few days at most.

Other trading methods

If you like to read patch notes and have a head for understanding how changes can possibly impact EVE, then you may be able to make lots of ISK by speculating. For example with the latest patch, the loot drop of NPC pirates was completely changed and along with that a very large source for minerals was removed. The direct result was a dramatic increase in the price for all the minerals across EVE and indirectly an increase in price of ships, modules, and ammo. If you had been able to recognize the effects this change would cause, you could have bought large quantities of minerals before the patch and then waited for the prices to be spiked and then sold all your stock for a huge profit.

As I mentioned before, in order to be successful in the trading career, you will need to learn and master all the different types of trading.

Secrets of trading

Trading can rival any of the other careers in EVE, both in how lucrative it can be and the amount of risk involved. You can make a billion ISK in a few days and lose it all instantly. While anyone who buys and sells on the market for profit can call themselves a trader, only after mastering a few secrets can you truly be a successful trader.

Time equals ISK

Profitable deals in EVE can appear instantly and disappear just as fast. You must take account of the amount of time it will take you to transport your goods whenever you are considering a trade route. The profitable deal that you just found 15 jumps away may well be gone by the time you get there. A trade route that makes you 100 million in one hour is less profitable than the trade route that will make you 20 million in ten minutes.

Smaller is better

The secret to making lots of ISK is trading in volume. The higher the volume of goods you buy and sell the more ISK you will make. If you found a trade route for an item with a volume of 10 m3 at a profit of 200 ISK per unit and another trade route for a different item with a volume of 1 m3 at a profit of 25 ISK per unit, which is more profitable? Well if you are able to carry 100,000 units for the first trade route you would make 20 million ISK per run, but on the second trade route you would be able to carry 1 million units and that would translate into, that's right, 25 million ISK per run.

Be multi-regional

Do not limit yourself to just one region of space. Spread your trade runs into other regions and other empire space whenever possible. Take advantage of the market in different part of EVE and make profit. Utilize the different trading methods to cast the largest net possible for maximum income and profit.

Don't be a one-way trader

Always look both ways when looking for trade routes. If you are going on a trade run, find a trade run for your return trip. Remember time equals ISK; if your cargo hold is empty, you are not making ISK.

Think outside the box

Use tools such as patch notes and the forums to stay updated about the changes and trends in EVE. To be successful as a trader you have to be able to adjust to market changes before they happen.

Summary

In this chapter you learned:

- Why trading is a good career choice
- What skills are needed for a career in trading
- What kinds of ships you will be using
- How to use the Market and Contracts
- The different types of trading methods
- A few secrets for success in trading

In the next chapter, you will learn all about player-run corporations and what you can expect to get when joining them.

7

I Can Has Friends

EVE Online offers the most unique experience currently available in any MMO. You have the ability to tailor your time in EVE in any way you like. Your decision of what to do and how to do it is completely your own. While this book has so far focused on being a solo operator, EVE is still a MMO and is best experienced with the company of others. This chapter will help you in:

- Understanding the benefits of joining a player-run corporation
- Looking for a corporation to join
- Understanding the impacts of a corporation on your chosen career

Why join a player corporation?

I encourage anyone who wants to truly experience EVE to run solo for at least six months. Unlike other popular MMOs, where the difficulty of the game is tuned down in order to satisfy the demands of solo players, EVE challenges the solo player to be smarter and more resourceful in order to succeed. In EVE, being a lone wolf is a choice in how you experience EVE and not as a result of being anti-social. Being a lone wolf means no attachments or loyalties to any faction or political bloc, and thus offers the most freedom in your choice of activities. I suggest everyone to be a lone wolf at some point so that you can discover yourself what activities you enjoy doing.

There are however, clear advantages of joining a corporation. Everything in EVE is designed with a level of complexity to encourage group play. As we discussed in *Chapter 2, When I Grow up I Want to be a (Wealthy) Miner*, there are multiple activities involved in the mining career, and while you can have multiple accounts with multiple characters to take care of it all by yourself, having corp mates just simplifies it all and makes things much more manageable.



Power of Two

CCP from time to time will run a **Power of Two** promotion in which you can add a second account at a discounted rate of \$49.95 for six months. You may want to take advantage of this promotion to add a second account when you are earning enough ISK to PLEX both accounts.

What to look for

Discovering what activities you enjoy is the first step in finding a corporation to join, so be a lone wolf for a while and discover what EVE has to offer. Once you have an idea of the types of activity you would be doing, the next step is for you to determine how much time you will be spending in EVE on a daily basis. Be realistic with yourself; if all you have is one to two hours to spend in EVE, then that is the time you have. Don't inflate your play time to appear more attractive to potential corps.

Now that you have a clear idea of what you want to do and how much time you can spend doing it, the next step is to determine what you want out of the corporation you will join. The whole point of joining a corporation is to play with others, and so the first consideration for any corp is whether or not they have enough members online during the time you will be playing EVE.

There are two major time periods in which the majority of players are active in EVE and that is the prime US and EU times. In the US, Eastern Standard Time or EST is the time zone of reference and in the EU, UK time is used. Prime time runs from around 4 p.m. to about 10 p.m., give or take a couple of hours, given the time differences in multiple time zones. If you are going to be playing in prime US time, then don't bother looking for an EU corp; no one will be logged on when you are playing. The only exception to this would be if that corp was in an alliance. Most alliances will make attempts to host alliance events in both major time zones, so there may still be plenty for you to do, just not many people to chat with most of the time.



Many corporations, especially the larger ones, will advertise that they have active members of all time zones. While this may be true, they will still be primarily in US or EU time and the amount of active members during the off time will be significantly fewer.

The final things to look for in a corporation are going to depend upon your needs and will most likely change as your time in EVE progress. Things such as corp operations and how often they take place, whether the corporation offers logistical support in helping you move around EVE, whether if the corporation has private forums and some kind of voice communication program, such as TeamSpeak or Mumble, are all going to depend on your preferences of the moment. Do not hesitate to change corporations as your needs change; just don't do it too often, else it may make joining a new corp difficult.



Corporation spies and theft are the mini games of choice in EVE. Pilots with an employment history that is long on different corps and short on the amount of time spent in each corp will be looked at with a much higher level of scrutiny.

How to find a corp

There are many ways to find a corp in EVE. The best would be if you had friends that were already in a corporation that fits your needs. Of course, since they are your friends, you may consider joining that corp even if your needs were not met. After all, the biggest reward for joining a corp is the social interaction that takes place, and what's better than people who are already your friends?

If you are not lucky enough to have friends with a corp to join, then you can use the in-game **recruitment tool** to search for potential corps to join.

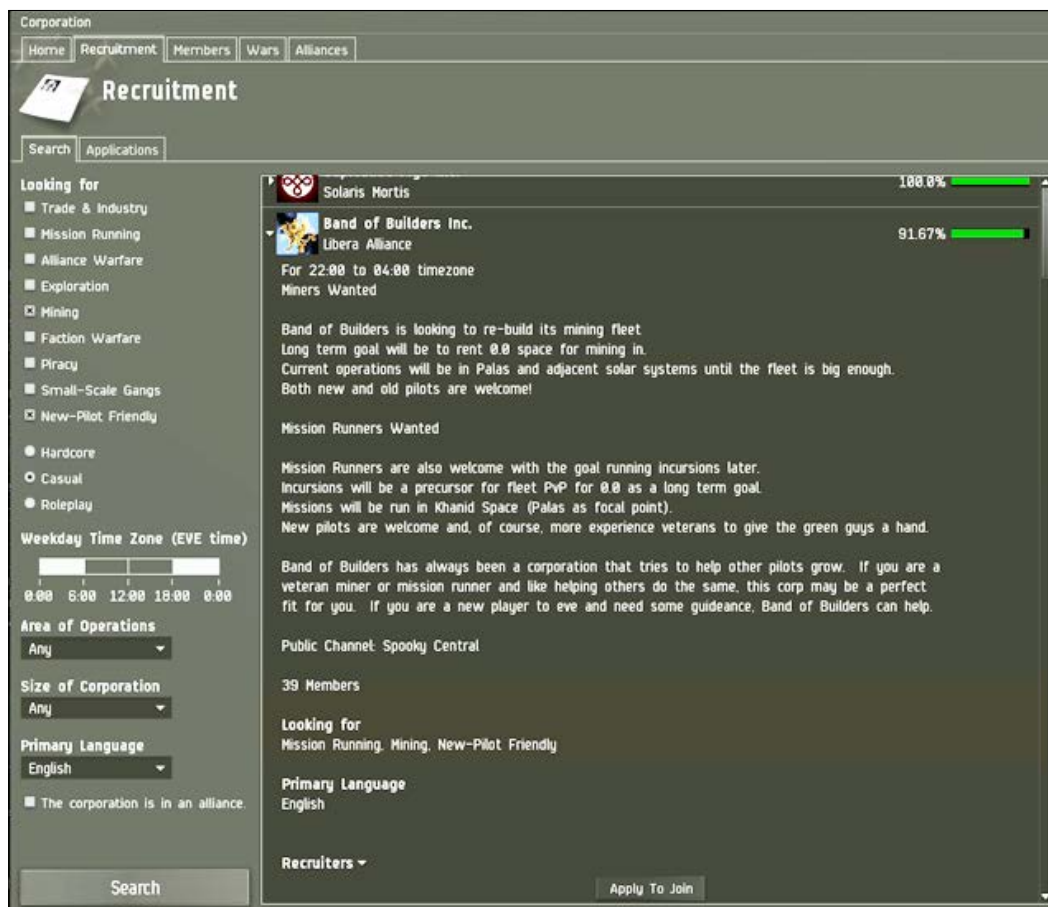
To open the recruitment tool, click the **Corporation** button in your Neocom; once open make sure the **Recruitment** tab is selected. Once in the **Recruitment** tab, select the **Search** tab to access the recruitment tool. After entering a few choices via the filters on the left-hand side of the tool window, such as type of activity and the times you will be active, click the **Search** button at the bottom-left and you will receive a list of corporations that fit your needs on the right-hand side.

You can see an example of this in the following screenshot:



Using the filters you can also specify the amount of time you will be active playing EVE, the size of the corporation, and even the primary language of the corp. You may also want to filter the **Area of Operations** to limit your search to corps in High-sec systems of a particular empire, or Low and Null-sec systems only. The green bar and percentage to the far right-hand side of each corporation in the search result list indicates how much that corp matches your filter selections.

To find out more information about any of the listed corps, simply click on the corp and a recruitment advertisement for that corp will be displayed. This can be seen in the following screenshot:



In the recruitment advertisement you can usually find the name of a recruitment officer or a public chat channel for the corp, in which you can get more information or have any questions answered.



I would suggest always contacting the recruitment officer for any potential corp. This is a good way for you to get a better feel of the members of the corp. But be very careful; if anyone asks you for ISK as a deposit or as a fee to help you into a Corp, run away as fast as you can. Never pay to join a corporation of any kind.

I would also suggest you head over to the EVE forums at <https://forums.eveonline.com> and check out the **Alliance & Corporation Recruitment Center** for possible corps to join. If you are inclined to do so, you can post in that forum a thread about yourself and what you want from a potential corp and recruiters will often respond to your thread or contact you directly. Just make sure information such as your activity of choice, the amount of skillpoints you have, and the times you will be active are included in your opening post.

Career benefits of a corporation

Social interaction is by far the biggest reward for joining a corporation; you have the ability to find and make friends from all over the world, and many times these friendships will continue even outside of EVE. However there is also the added benefit of support and convenience for every career you can choose.

Mining

The amount of ISK you can make from mining is directly related to how much ore you can pull from an asteroid belt. Imagine the amount of ore you can mine in an hour; now multiply that by several folds and that is the benefit of a corp. You will be able to add your mining yield to that of others in the corp and make massive amounts of ISK in a relative short amount of time.

Joining a corp will also eliminate the need for multiple accounts and characters. During corp mining operations there will usually be combat ships to provide defense and industrial ships to haul your ore back to station. Corps will provide all the support needed for you to maximize your mining output, and thereby the amount of ISK you make as well.

Mining foreman links

In addition to providing defense and industrial support, mining corporations will also have senior pilots with the ability to use **mining foreman links**. There are three different mining foreman links, and their names and descriptions are given in the following table:

Name	Description
Harvester capacitor efficiency	Decreases the capacitor drain of mining lasers, gas harvesters, and ice harvesters
Laser optimization	Decreases the cycle duration of mining lasers, gas harvesters, and ice harvesters
Mining laser field enhancement	Increases the range of mining lasers, gas harvesters, and ice harvesters

With a pilot at max skill, these gang modules can provide significant bonuses to the entire fleet and greatly increase your mining yield.

The Orca

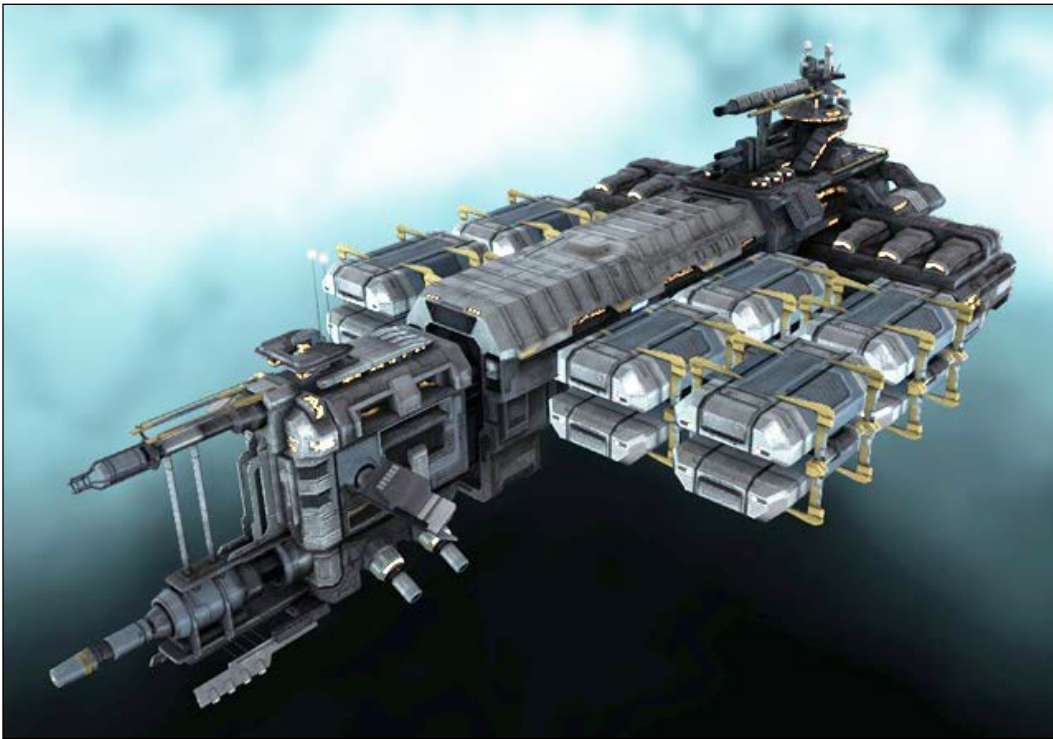
One of the ships that can fit mining foreman links is the **Orca**, as shown in the following image. The Orca has a base cargo capacity of 80,000 m³ and has bonuses for tractor beam range and velocity, survey scanner range, and the ability to fit all three mining foreman links at the same time. The Orca is able to sit in the middle of the asteroid belt and pull cargo cans from a full fleet of Hulks without any problems. The Orca also has on board a **corporate hangar** and a **ship maintenance bay**. The corporate hangar is nice, as it allows for the storage of sub battleship sized ships, but the ship maintenance bay is, in my opinion, the more important of the two.



If you are flying a Hulk you will most likely be using tech II strip mining laser and tech II mining crystals. The ship maintenance bay allows you to store mining crystals on board the Orca, so that when you need a new crystal you are able to retrieve it directly and not have to return to the station. Beyond all these benefits, the Orca also provides a 15 percent boost to the effectiveness of fitted mining foreman links when piloted by a fully-skilled pilot.

Mining capital, the Rorqual

While the Orca is impressive, it cannot compare to the ship in the following image, the **Rorqual**. The Rorqual is a beast and has a base cargo capacity of 290,000 m3. The Rorqual is also able to enter a deployed mode, and while deployed it can use special blueprints to compress the mined ore into a much more condensed version, thereby increasing the capacity to hold even more ore. When in deployed mode, the Rorqual can also provide a 50 percent bonus to the effectiveness of fitted mining foreman links. With a max-skilled pilot of course.



The only limitation of the Rorqual is that it cannot use normal jump gates. But the Rorqual overcomes this limitation with the ability to fit a **Clone Vat Bay**. The Clone Vat Bay allows six clones to be installed on the ship that will allow up to six pilots to clone jump to wherever the Rorqual is. This combined with its corporate hangar and ship maintenance bay allows the Rorqual to be the ultimate ship leading remote mining operations in Low- and Null-sec space.

The mining foreman links, the Orca, and the Rorqual are all benefits that can easily be yours when you join a mining corporation.

Manufacturing

The biggest bottleneck in the manufacturing process is access to lab slots. With virtually no lab slots available in EVE, the only way to have constant access is via a POS. When looking for a manufacturing corporation to join, the corp must have an online POS with manufacturing and lab slots available for use by members.

Another benefit of joining a corporation is having access to BPCs without having to purchase or research them yourself. This will save you lots of time and ISK. Joining a corp will also enable you to take part in tech II and tech III or capital construction much earlier. The ability to make billions of ISK in profits in a single capital ship is very attractive indeed.

Mission Running and Incursions

When it comes to Mission Running, the advantage of joining a corporation is having members capable of running level 4 agents when you only have access to level 1 and 2 agents. You can often join these more seasoned mission runners in a fleet and gain a portion of the ISK reward, LP reward, and even the bounties collected for the mission. Given the vast difference of the rewards between level 1 and level 4 missions, the portion that you will receive will be more than if you were running level 1 missions yourself. Make sure you ask what type of ship you will need to be able to fly to be useful in these fleets. You may end up flying a dedicated salvage ship and salvaging all the wrecks to increase the ISK profit of the mission.

For Incursions, joining an Incursions corporation will basically guarantee your chances of finding a fleet to fight. With the largest part of Incursion rewards being tied to the fleet that is most active in clearing the incursion, having a fleet that you can join at any given time will only increase your chances of getting the biggest share of the rewards each and every time. If you are new to Incursions, the corporation will also help you in getting ready with tactics, the types of ships to fly, and what modules to use in fitting your ship.

Summary

In this chapter you learned the following:

- Why you should join a player-run corporation
- What to look for when deciding on a corporation to join
- How to find a corporation to join
- The benefits of a corp for mining, manufacturing, mission running, and Incursions

The next chapter will provide a place for you to easily reference all the skills, ships, and web resource covered throughout this book.

8

The Geek Stuff

We have covered a lot of information through the course of this book, and with everything in EVE you will often find yourself needing to revisit a bit of information for reference. So this chapter here covers all the geek stuff in detail, which we covered throughout the book, for you to easily refer to in one place. The information here will follow the flow of topics in the book and will be divided into major categories, such as ships or skills, to make finding things easier.

Ships

Industrial ships are the logistical backbone of any industry career. Listed as follows are the primary industrial ships in EVE for your reference.

Industrial ships

Empire	Name	Base cargo capacity	Low slots	Skill required
Amarr	Bestower	4,800 m3	4	Amarr Industrial I
	Sigil	3,000 m3	5	Amarr Industrial I
Caldari	Badger	4,125 m3	2	Caldari Industrial I
	Badger Mark II	5,250 m3	3	Caldari Industrial III

Empire	Name	Base cargo capacity	Low slots	Skill required
Gallente	Iteron	3,000 m3	2	Gallente Industrial I
	Iteron Mark II	3,750 m3	2	Gallente Industrial II
	Iteron Mark III	4,875 m3	3	Gallente Industrial III
	Iteron Mark IV	5,250 m3	3	Gallente Industrial IV
	Iteron Mark V	6,000 m3	5	Gallente Industrial V
Minmatar	Hoarder	5,100 m3	3	Minmatar Industrial II
	Mammoth	5,625 m3	4	Minmatar Industrial IV
	Wreathe	3,300 m3	2	Minmatar Industrial I

Freighters

Empire	Name	Base cargo capacity	Max cargo capacity
Amarr	Providence	735,000 m3	918,750 m3
Caldari	Charon	785,000 m3	981,250 m3
Gallente	Obelisk	750,000 m3	937,500 m3
Minmatar	Fenrir	720,000 m3	900,000 m3

Skills

Skills are, without doubt, the most important aspect of EVE. Without skills you cannot do anything. Let's look at all the skills covered in the book.

Mining skills

Name	Description
Mining	Skill at using mining lasers. Five percent bonus to mining yield per mining laser per skill level.
Mining Upgrades	Skill at using mining upgrades. Five percent less mining laser CPU cost penalty when using mining upgrade modules per skill level.
Mining Drone Operation	Skill at controlling mining drones. Five percent bonus to mining yield per mining drone per skill level.
Astrogeology	Skill at analyzing the content of celestial objects with the intent of mining them. Five percent bonus to mining yield per mining laser per skill level.
Drone Durability	Increases drone hit points. Five percent bonus to drone shield, armor, and hull hit points per level.
Drone Interfacing	Allows a captain to better maintain its drones. 20 percent bonus to drone damage, drone mining yield per level.
Drone Navigation	Skill at controlling drones at high speeds. Five percent increase in drone MicroWarpDrive speed per level.
Refinery Efficiency	Advanced skill at using refineries. Four percent reduction in refinery waste per skill level.
[Ore Name] Processing	Specialization in [Ore Name] processing and refining. Allows a skilled refiner to utilize substandard refining facilities at considerably greater efficiency. Five percent reduction in [Ore Name] refining waste per skill level.

Mission running skills

Name	Description
Connections	Skill at interacting with friendly NPCs. Four percent bonus per level to standing with NPC Corporations and Factions.
Criminal Connections	Skill at interacting with friendly criminal NPCs. Four percent bonus per level to standing with NPC pirate Corporation and Factions.
Diplomacy	Skill at interacting with hostile Agents. Four percent bonus per level to standing with Agents that you negative standing with.
Distribution Connections	Understanding of the way trade is conducted at the corporate level. 10 percent increase in loyalty point rewards per level for Distribution division agents.
Mining Connections	Understanding of corporate culture on the industrial level and the plight of the worker. 10 percent increase in loyalty point rewards per level for Mining division agents.
Negotiation	Skill at agent negotiation. Five percent increase in ISK rewards per level for all agents.
Security Connections	Understanding of military culture. 10 percent increase in loyalty point rewards per level for Security division agents.
Social	Skill at social interaction. Five percent increase in standing rewards per level for all agents.

Manufacturing skills

The following are all the skills associated with the Manufacturing career.

Industry skills

Name	Description
Industry	Allows basic operation of factories. Reduces the time needed for a production run by four percent per skill level.

Name	Description
Production Efficiency	Skill at efficiently using factories. Reduces the amount of minerals needed for a production run by five percent per skill level.
Mass Production	Allows the operation of multiple factories. The ability to use one additional assembly line per skill level.
Advanced Mass Production	Further training in the operation of multiple factories. The ability to use one additional assembly line per skill level. This skill stacks with the Mass Production skill.
Supply Chain Management	Proficiency at starting manufacturing jobs remotely. Each skill level increases the distance at which production runs can be started: • Level I allows for the same solar system • Level II allows for systems within five jumps • Level III allows for systems within 10 jumps • Level IV allows for systems within 20 jumps • Level V allows for the entire region

Trade skills

Name	Description
Trade	Knowledge of the market and skill at manipulating it. Increases the limit of buy/sell orders you can have by four per skill level.
Accounting	Proficiency at squaring away the odds and ends of business transactions, keeping the check books tight. Reduces the tax paid on transactions by 10 percent per skill level.

Name	Description
Margin Trading	Ability to make potentially risky investments work in your favor. Reduces the amount of ISK needed when placing a buy order. This starts at 100 percent of ISK needed at level 0, with a 25 percent reduction per skill level, down to approximately 24 percent of ISK needed.
Broker Relations	Proficiency at driving down market-related costs. Reduces the amount of fees paid when setting up a market order by five percent per skill level, down to a minimum fee of one percent of the order's total value.
Marketing	Skill at selling items remotely. Each skill level increases the distance you can be from the item being sold when selling that item: • Level I allows for the same solar system • Level II allows for systems within five jumps • Level III allows for systems within 10 jumps • Level IV allows for systems within 20 jumps • Level V allows for the entire region
Procurement	Proficiency at placing remote buy orders on the market. Each skill level increases the distance at which buy orders can be placed: • Level I allows for the same solar system • Level II allows for systems within five jumps • Level III allows for systems within 10 jumps • Level IV allows for systems within 20 jumps • Level V allows for the entire region

Name	Description
Daytrading	Allows for remote modification of buy and sell orders. Each skill level increases the distance at which orders can be modified. • Level I allows for the same solar system • Level II allows for systems within five jumps • Level III allows for systems within 10 jumps • Level IV allows for systems within 20 jumps • Level V allows for the entire region
Visibility	Skill at acquiring products remotely. Each skill level increases the range of your remote buy orders: • Level I allows for the same solar system • Level II allows for systems within five jumps • Level III allows for systems within 10 jumps • Level IV allows for systems within 20 jumps • Level V allows for the entire region
Retail	Ability to organize and manage market operations. Increases the limit of active orders by eight per skill level.
Wholesale	Ability to organize and manage large-scale market operations. Increases the limit of active orders by 16 per skill level. This skill stacks with the Retail skill.
Tycoon	Ability to organize and manage ultra large-scale market organizations. Increase the limit of active orders by 32 per skill level. This skill stacks with the Retail and Wholesale skills.

Research skills

Name	Description
Science	Basic understanding of scientific principles. Five percent decrease in the time needed to make a blueprint copy per skill level.
Research	Skill at researching more efficient production methods. Five percent decrease in the time needed to conduct blueprint manufacturing time research per skill level.
Metallurgy	Advanced knowledge of mineral composition. Five percent decrease in the time needed to conduct blueprint material efficiency research per skill level.
Laboratory Operation	Allows basic operation of research facilities. The ability to use one additional laboratory per skill level.
Advanced Laboratory Operation	Further training in the operation of multiple laboratories. The ability to use one additional laboratory per skill level. This skill stacks with the Laboratory Operation skill.
Scientific Networking	Skill at running research operations remotely. Each skill level increases the distance at which research projects can be started: • Level I allows for the same solar system • Level II allows for systems within five jumps • Level III allows for systems within 10 jumps • Level IV allows for systems within 20 jumps • Level V allows for the entire region

Planetary interaction skills

Name	Description
Advanced Planetology	The advanced understanding of planet evolution, allowing you to interpret data from scans of planets for resources at much higher resolutions. Further increases the amount of data received per skill level when surveying a planet.
Command Center Upgrades	Each level in this skill improves the quality of command facility available to you, in turn allowing for a greater number of connected facilities on that planet. Allows one upgrade per skill level for the planetary command centers.
Interplanetary Consolidation	For each level in this skill, you may install a command center on one additional planet, up to a maximum of six planets. You can have only one command center per planet. Allows one additional planet for PI per skill level.
Planetology	The understanding of planet evolution, allowing you to better interpret data from scans of planets for resources. Increases the amount of data received per skill level when surveying a planet.
Remote Sensing	The ability to gather and analyze remote sensing data from satellites in orbit around a planet and produce properly calibrated surveys. Allows the remote surveying of planets. • Level I allows scans within one Light Year • Level II allows scans within three LY • Level III allows scans within five LY • Level IV allows scans within seven LY • Level V allows scans within nine LY

Contracting skills

Name	Description
Contracting	This skill allows you to create formal agreements with other characters. Increases the number of active contracts by four per skill level, up to a maximum of 21.
Corporation Contracting	You are familiar with the intricacies of formalizing contracts between your corporation and other entities. Increases the number of active corporation/alliance contracts by 10 per skill level, up to a maximum of 60.

Mining lasers

The following are all the different mining lasers you can use in EVE.

Standard lasers

Name	Tech level	Yield per cycle	Cycle time	Capacitor cost per cycle	CPU	PG	Range
Miner I	Tech I	40 m3	60 sec	10 GJ	60 tf	2 MW	10 KM
EP-S Gaussian Excavation Pulse	Tech I	42 m3	60 sec	10 GJ	51 tf	2 MW	10.6 KM
Dual Diode Mining Laser I	Tech I	44 m3	60 sec	10 GJ	54 tf	2 MW	11.2 KM
XeCl Drilling Beam I	Tech I	47 m3	60 sec	10 GJ	48 tf	2 MW	11.8 KM
Cu Vapor Particle Bore Stream I	Tech I	49 m3	60 sec	10 GJ	57 tf	2 MW	12.4 KM
Miner II	Tech II	60 m3	60 sec	90 GJ	80 tf	4 MW	12 KM

Name	Tech level	Yield per cycle	Cycle time	Capacitor cost per cycle	CPU	PG	Range
ORE Miner	Faction	60 m3	60 sec	90 GJ	80 tf	4 MW	14 KM
Gallente Mining Laser	Faction	40 m3	60 sec	10 GJ	59 tf	2 MW	10 KM

Deep Core Mercoxit lasers

Name	Tech level	Yield per cycle	Cycle time	Capacitor cost per cycle	CPU	PG	Range	Mining crystal yield bonus
Deep Core Mining Laser I	Tech I	40 m3	60 sec	240 GJ	150 tf	2 MW	5 KM	-
Modulated Deep Core Miner II	Tech II	120 m3	180 sec	90 GJ	80 tf	3 MW	10 KM	120 m3
ORE Deep Core Mining Laser	Faction	40 m3	60 sec	240 GJ	150 tf	2 MW	7 KM	-

Strip miners

Name	Tech level	Yield per cycle	Cycle time	Capacitor cost per cycle	CPU	PG	Range	Mining crystal yield bonus
Strip Miner I	Tech I	540 m3	180 sec	90 GJ	60 tf	10 MW	15 KM	-
Modulated Deep Core Strip Miner II	Tech II	250 m3	180 sec	90 GJ	60 tf	12 MW	15 KM	250 m3
Modulated Strip Miner II	Tech II	360 m3	180 sec	120 GJ	60 tf	12 MW	15 KM	360 m3
ORE Strip Miner	Faction	540 m3	180 sec	90 GJ	60 tf	10 MW	17 KM	-

Ice miners

Name	Tech level	Yield per cycle	Cycle time	Capacitor cost per cycle	CPU	PG	Range
Ice Harvester I	Tech I	1,000 m3	600 sec	10 GJ	60 tf	10 MW	10 KM
Ice Harvester II	Tech II	1,000 m3	500 sec	15 GJ	66 tf	10 MW	10 KM
ORE Ice Harvester	Faction	1,000 m3	500 sec	15 GJ	66 tf	10 MW	12 KM

Gas cloud harvesters

Name	Tech level	Yield per cycle	Cycle time	Capacitor cost per cycle	CPU	PG	Range
Gas Cloud Harvester I	Tech I	10 m3	30 sec	10 GJ	60 tf	2 MW	1.5 KM
'Crop' Gas Cloud Harvester	Tech I	10 m3	30 sec	10 GJ	60 tf	2 MW	1.5 KM
'Plow' Gas Cloud Harvester	Tech I	10 m3	30 sec	10 GJ	30 tf	2 MW	1.5 KM
Gas Cloud Harvester II	Tech II	20 m3	40 sec	15 GJ	70 tf	5 MW	1.5 KM
Syndicate Gas Cloud Harvester	Faction	10 m3	30 sec	10 GJ	26 tf	2 MW	1.5 KM

Ore types and mineral yields

In these tables you can reference all the different ore types the mineral yield for each ore.

Ore types

Ore	Region of space	System security
Veldspar	All	1.0 and Below
Scordite	All	1.0 and Below
Pyroxeres	Amarr, Caldari	0.7 and Below
Plagioclase	Caldari, Gallente, Minmatar	0.9 and Below, Caldari 0.7 and Below
Omber	Gallente, Minmatar	0.7 and Below
Kernite	Amarr, Caldari, Minmatar	0.4 and Below, Amarr 0.7 and Below
Jaspert	Amarr, Gallente	0.4 and Below
Hemorphite	Amarr, Gallente	0.2 and Below
Hedbergite	Caldari, Minmatar	0.2 and Below
Gneiss	Amarr, Minmatar	0.0
Dark Ochre	Caldari, Gallente	0.0
Spodumain	Amarr, Minmatar	0.0
Crokite	Amarr, Caldari, Gallente	0.0
Bistot	All	0.0
Arkonor	Amarr, Gallente, Minmatar	0.0
Mercoxite	All	0.0

Ore variants

Ore	First variant +five percent yield	Second variant +10 percent yield
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

Ore	First variant +five percent yield	Second variant +10 percent yield
Kernite	Luminous Kernite	Fiery Kernite
Jaspet	Pure Jaspet	Pristine Jaspet
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

Refining mineral yield

Ore	Batch	Tritanium	Pyerite	Mexallon	Isogen	Nocxium	Zydrine	Megacyte	Morphite
Veldspar	333	1000	-	-	-	-	-	-	-
Concentrated Veldspar	333	1050	-	-	-	-	-	-	-
Dense Veldspar	333	1100	-	-	-	-	-	-	-
Scordite	333	833	416	-	-	-	-	-	-
Condensed Socrdite	333	875	437	-	-	-	-	-	-
Massive Scordite	333	916	458	-	-	-	-	-	-
Pyroxeres	333	844	59	120	-	11	-	-	-
Solid Pyroxeres	333	886	62	126	-	12	-	-	-
Viscous Pyroxeres	333	928	65	132	-	12	-	-	-
Plagioclase	333	256	512	256	-	-	-	-	-
Azure Plagioclase	333	269	538	269	-	-	-	-	-
Rich Plagioclase	333	282	563	282	-	-	-	-	-
Omber	500	307	123	-	307	-	-	-	-
Silvery Omber	500	322	129	-	322	-	-	-	-
Golden Omber	500	338	135	-	338	-	-	-	-

Ore	Batch	Tritanium	Pyrite	Mexallon	Isogen	Nocxium	Zydrine	Megacyte	Morphite
Kernite	400	386	-	773	386	-	-	-	-
Luminous Kernite	400	405	-	812	405	-	-	-	-
Fiery Kernite	400	425	-	850	425	-	-	-	-
Jaspet	500	259	437	518	-	259	8	-	-
Pure Jaspet	500	272	458	544	-	272	8	-	-
Pristine Jaspet	500	285	481	570	-	285	9	-	-
Hemorphite	500	650	260	60	212	424	28	-	-
Vivid Hemorphite	500	683	273	63	223	445	29	-	-
Radiant Hemorphite	500	717	286	66	233	466	31	-	-
Hedbergite	500	-	290	-	708	354	32	-	-
Vitric Hedbergite	500	-	305	-	743	372	34	-	-
Glazed Hedbergite	500	-	319	-	779	389	35	-	-
Spodumain	250	3190	410	-	-	-	-	140	-
Bright Spodumain	250	3350	431	-	-	-	-	147	-
Gleaming Spodumain	250	3509	451	-	-	-	-	154	-
Gneiss	400	171	-	171	343	-	171	-	-
Iridescent Gneiss	400	180	-	180	360	-	180	-	-
Prismatic Gneiss	400	188	-	188	377	-	188	-	-
Dark Ochre	400	250	-	-	-	500	250	-	-
Onyx Ochre	400	263	-	-	-	525	263	-	-
Obsidian Ochre	400	275	-	-	-	550	275	-	-
Crokite	250	331	-	-	-	331	663	-	-
Sharp Crokite	250	348	-	-	-	348	696	-	-
Crystalline Crokite	250	364	-	-	-	364	729	-	-
Bistot	200	-	170	-	-	-	341	170	-
Triclinic Bistot	200	-	179	-	-	-	358	179	-
Monoclinic Bistot	200	-	187	-	-	-	375	187	-
Arkonor	200	300	-	-	-	-	166	333	-
Crimson Arkonor	200	315	-	-	-	-	174	350	-

Ore	Batch	Tritanium	Pyerite	Mexallon	Isogen	Nocxium	Zydrine	Megacyte	Morphite
Prime Arkonor	200	330	-	-	-	-	183	366	-
Mercosit	250	-	-	-	-	-	-	-	530
Magma Mercosit	250	-	-	-	-	-	-	-	557
Vitreous Mercosit	250	-	-	-	-	-	-	-	583

NPC damage types

When running kill missions, the most important thing to know is what type of damage to defend against and to use. Here you will find all the damage types to defend against and use for all the NPC factions in EVE.

NPC faction	Damage type to defend	Damage type to deal
Guristas	Kinetic, Thermal	Kinetic, Thermal
Serpentis	Thermal, Kinetic	Thermal
Blood Raider	EM, Thermal	EM, Thermal
Sansha's Nation	EM, Thermal	EM, Thermal
Angel Cartel	Explosive, Kinetic, Thermal, EM	Explosive
Mordu's Legion	Kinetic, Thermal, Explosive, EM	Thermal, Kinetic
Mercenary	Kinetic, Thermal	Thermal, Kinetic
Republic Fleet	Explosive, Thermal, Kinetic, EM	Explosive, Kinetic
Caldari Navy	Kinetic, Thermal	Kinetic, Thermal
Amarr Navy	EM, Thermal, Kinetic	EM, Thermal
Federation Navy	Thermal, Kinetic	Kinetic, Thermal
Rogue Drones	Explosive, Kinetic, EM, Thermal	EM
Thukker Tribe	Explosive, Thermal	EM
CONCORD	EM, Thermal, Kinetic, Explosive	Explosive, Kinetic
Equilibrium of Mankind	Kinetic, Thermal	Kinetic, EM

Mission agents locations

There are many specialized agents located throughout EVE that provide special missions or special rewards. They are all listed here.

Epic arc mission agents

Epic arc name	Level	Agent	Corporation	Starting system	Faction
The Blood-Stained Stars	1	Sister Alitura	Sisters of EVE	Arnon IX Moon 3 - Sisters of EVE Bureau	Sisters of EVE
Right to Rule	4	KardeRomu	Ministry of Internal Order	Kor-Azor Prime	Amarr
Penumbra	4	AursaKunivuri	Expert Distribution	Josameto	Caldari
Syndication	4	RoineronAviviere	Impetus	Dodixie	Gallente
Wildfire	4	ArstenTakalo	Brutor Tribe	Frarn	Minmatar

Faction ship agents

	Agent	Level	System	Location	Required items	Required standing	Reward BPC
Amarr	MandorNeek	4	Jakri	Garisas Gate	30 Sansha Silver Tags	8.5	Imperial Navy Slicer
	JeetaNeek	4	Jakri	Garisas Gate	30 Sansha Gold Tags	9.2	Random Amarr Faction Cruiser
	ZaestraKuramor	4	Jakri	Garisas Gate	30 Sansha Diamond Tags	9.9	Random Amarr Faction Battleship

	Agent	Level	System	Location	Required items	Required standing	Reward BPC
Caldari	KaikoMaina	4	Otitoh	Friggi Gate	30 Guristas Silver Tags	8.5	Caldari Navy Hookbill
	Emma Tharkin	4	Otitoh	Friggi Gate	30 Guristas Gold Tags	9.2	Random Caldari Faction Cruiser
	ZounMakui	4	Otitoh	Friggi Gate	30 Gruistas Diamond Tags	9.9	Random Caldari Faction Battleship
Gallente	Jordan Usquen	4	Jolia	Augnais Gate	30 Serpentis Silver Tags	8.5	Federation Navy Comet
	BabaluWrezka	4	Jolia	Augnais Gate	30 Serpentis Gold Tags	9.2	Random Gallente Faction Cruiser
	TimmothySawyr	4	Jolia	Augnais Gate	30 Serpentis Diamond Tags	9.9	Random Gallente Faction Battleship
Minmatar	MutamaCzeik	4	Barkrik	Hjoramold Gate	30 Angel Silver Tags	8.5	Republic Fleet Firetail
	ThoraDesto	4	Barkirk	Hjoramold Gate	30 Angel Gold Tags	9.2	Random Minmatar Faction Cruiser
	MakorDesto	4	Barkirk	Hjoramold Gate	30 Angel Diamond Tags	9.9	Random Minmatar Faction Battleship

Data center agents

Empire	Systems	Location
Amarr	Ferira, Polfaly, Kudi	State Data Center
Caldari	Kamokor, Saikanen, Ahtulaima	State Data Center
Gallente	Muer, Abenync, Ekuenbiron	State Data Center
Minmatar	Emolgranlan, Arlulf, Engosi	State Data Center

Invention

Here you will find the two tools needed when attempting Invention of any kind.

Data interfaces

	Name			
	Amarr	Caldari	Gallente	Minmatar
Ships	Occult Ship Data Interface	Esoteric Ship Data Interface	Incognito Ship Data Interface	Cryptic Ship Data Interface
Rigs	Occult Tuner Data Interface	Esoteric Tuner Data Interface	Incognito Tuner Data Interface	Cryptic Tuner Data Interface
All Others	Occult Data Interface	Esoteric Data Interface	Incognito Data Interface	Cryptic Data Interface

Decryptors

Decryptor Name				Bonuses given			
Amarr	Caldari	Gallente	Minmatar	Success rate	Production run	ME	PE
Circular Logic	Interface Alignment Chart	Symbiotic Figures	Circuitry Schematics	-40%	+9	-2	+1
Sacred Manifesto	User Manual	Engagement Plan	Operation Handbook	No Effect	+2	+1	+4
Formation Layout	Tuning Instructions	Collision Measurements	Calibration Data	+10%	0	+3	+3
Classic Doctrine	Prototype Diagram	Test Reports	Advanced Theories	+20%	+1	+2	+5
War Strategon	Installation Guide	Stolen Formulas	Assembly Instructions	+80%	+4	-1	+2

Planetary Command Center upgrade levels

The **Planetary Command Center** is the heart of any PI colony; without it you will not be able to access any of the resources on the planet. Here are all the upgrades you can apply to your Planetary Command Centers:

Skill level	Storage capacity	PowerGrid	CPU	Upgrade cost
0	500 m3	6,000 MW	1,675 tf	0
1	500 m3	9,000 MW	7,057 tf	580,000 ISK
2	500 m3	12,000 MW	12,136 tf	930,000 ISK
3	500 m3	14,000 MW	17,215 tf	1,200,000 ISK
4	500 m3	17,000 MW	21,315 tf	1,500,000 ISK
5	500 m3	19,000 MW	25,415 tf	2,100,000 ISK

Web resources

EVE is a very complex game and you will often find yourself needing additional tools to help you along. Listed here are a few resources you can find on the web that will help your journey through EVE. Many of these resources can also be accessed via the in-game web browser.

Website	Resource
evemon.battleclinic.com	EVEMon Character Manager
www.evefit.org/pyfa	Pyfa Fitting tool
www.battleclinic.com/browse_loadouts.php	User submitted fittings for all ships in EVE
www.eve-agents.com	Mission Agent finder for EVE
www.hb3.info/cosmos	Guide for running Cosmos missions
www.eve-survival.org/wikka.php?wakka=MisionReports	Detailed info on all kill missions in EVE
www.eve-central.com/home/market.html	Market prices across EVE for all items
www.eve-market-guide.com/manufacturing.php	Profitability check for manufacturing
www.eve-market-guide.com/invention.php	Profitability check for invention
www.eveeye.com/invention.asp	Invention probability calculator
forums.eveonline.com	Community forums for EVE

Summary

Congratulations, you have made it to the end. You now have the knowledge of how to make lots of ISK in any career choice in EVE. Now go forth, and combine that knowledge with your own keen abilities to create a wealth never before seen in EVE. Oh, by the way, I get 20 percent of all your in-game earnings.

Index

Symbols

[Ore Name] processing skill 57

A

accounting 136

advanced planetology 116, 173

advanced skills, miner

 [Ore Name] Processing 57

 about 56

 Drone Durability 56

 Drone Interfacing 56

 Drone Navigation 56

 Refinery Efficiency 56

agent faction 80

Agent Finder, filters

 Agent Type 80

 Corporation 80

 Region 83

 Security Status 83

 Solar System 83

agent levels 68-80

agents

 picking 78, 79

 standing requirements, for access 68, 69

 types 80

 working, in kill missions 67, 68

agent standing 84

Agent Type filter 80

agent, types

 factional warfare 81

 R&D 81, 82

 storyline 82

Amarr Augoror 141

Amarr Empire 9, 28

Amarr Magnate 140

Ammo 94

ancestry

 selecting, for character 16, 17

Arbitrator

 about 47, 48

 sample fit 48

Arkonor 26, 27

asteroid belts 24

astrogeology 30

auction houses 147

B

Badger 165

Badger Mark II 165

Bantam

 about 35

 sample fit 36

Barren Command Center 120

basics skills, miner

 about 30

 mining 30

 mining drone operation 30

 mining upgrades 30

 astrogeology 30

basics tactics, kill missions 72

belts 24

Bestower 165

Bistot 26, 27

Blockade Runners 144, 145

blueprint original. See BPO

blueprints

 copying 108, 109

BPC 76

BPO

- about 105
- purchasing 105

broker relations 137

- buy orders**
- checking 46

C

Caldari 47

Caldari Bantam 31

Caldari Charon 143

Caldari Heron 140

Caldari Osprey 141

Caldari State 10

capsuleer 5, 6

career benefits, corporation

- incursions 163
- manufacturing 163
- mining 160
- mission running 163

Cargohold mining technique 38-40

CCP 32

CCP Games 5

certification planner 19, 20

character

- ancestry, selecting for 16, 17
- education, selecting for 16, 17
- planning 13

Charon 166

Clone Vat Bay 163

Command Centers

- about 116, 184
- barren 116
- building 116
- gas 116
- ice 116
- lava 116
- oceanic 116
- plasma 116
- storm 116
- temperate 116
- upgrading 116

command center upgrades 116, 173

common starter mistakes, manufacturing

career

- carelessness 93, 94

- minerals, buying 90-92

CONCORD 25, 127

CONCORD LP 134

connections skills 86

contracting skills

- about 139
- contracting 174
- corporation contracting 174

contracts

- auctioning 148, 149
- buying 148, 149
- selling 148, 149

contracts system 147, 148

Co-Processor I 36

corporate hangar 161

corporation

- finding 157-160

corporation contracting 139

Corporation filter 80

corporation standing 85

cosmos missions

- about 75
- data center agents 78
- faction ship agents 76, 77

courier contracts 150

courier missions 66

Covert Ops Cloaking Device II 144

Covetor

- about 53, 55, 62
- sample fit 56

criminal connections skills 86

Crokite 26, 27

'Crop' Gas Cloud Harvester 176

cruisers 140, 141

Cu Vapor Particle Bore Stream I 174

D

damage, types

- EM 70
- explosive 70
- kinetic 70
- thermal 70

Dark Ochre 26, 27

data center agents 78, 183

Datacores

- about 82, 112

- example 112
- obtaining, methods 112
- data interface** 113, 183
- daytrading** 137, 138
- Decryptor** 113, 114, 183
- Deep Core Mercosit lasers**
 - about 175
 - Deep Core Mining Laser I 175
 - Modulated Deep Core Miner II 175
 - ORE Deep Core Mining Laser 175
- Deep Core Mining Laser I** 175
- Deep Core Mining skill** 64
- Deep Space Transports** 145
- diplomacy skills** 86
- distribution connections skills** 86
- Dodixie** 28
- Drone Link Augmentor** 71
- Drones** 48, 71, 94
- Dual Diode Mining Laser I** 174
- Dust514** 116

E

- education**
 - selecting, for character 16, 17
- Electronic Warfare Drones** 71
- empire systems** 25
- encounter levels, incursion**
 - about 129
 - assault 129
 - headquarters 129
 - scout 129
 - vanguard 129
- epic arc mission**
 - about 74
 - agents 181
- Epic arc mission agents**
 - about 181
 - ArstenTakalo 181
 - AursaKunivuri 181
 - KardeRomu 181
 - RoineronAviviere 181
 - Sister Alitura 181
- EP-S Gaussian Excavation Pulse** 174
- equipments, for ship** 33-36
- EVE**
 - about 5, 7

- certification planner 19, 20
- mining career 23, 24
- neural remapping 20, 21
- playing, for free 7
- skillbooks 18
- third-party software 37
- trade hubs 28
- trading career 135
- tutorial missions 17
- web resources 184
- EVEMon**
 - about 37
 - URL 37
- EVE Online** 155
- Exhumer mining ship** 60
- Expanded Cargohold II** 43
- Expanded Cargohold IIs** 141
- Extractor Control Unit (ECU)** 122
- Extractor Head Units** 123

F

- Factional Warfare agents** 81
- faction ship**
 - agents 181, 182
- faction ship agents**
 - about 76, 77, 181
 - BabaluWrezka 182
 - Emma Tharkin 182
 - JeetaNeek 181
 - Jordan Usquen 182
 - KaikoMaina 182
 - MakorDesto 182
 - MandorNeek 181
 - MutamaCzeik 182
 - ThoraDesto 182
 - TimothySawyr 182
 - ZaestraKuramor 181
 - ZounMakui 182
- faction standing** 85
- Fenrir** 166
- fittings** 33
- fitting slots, ship**
 - high 34
 - low 34
 - mid 34
 - rig 34

freighter

- about 142, 143
- Charon 166
- drawback 144
- Fenrir 166
- Obelisk 166
- Providence 166

frigates 5, 140

full-time trader, skills

- contracting 139
- corporation contracting 139

G

Gallente 49

Gallente Exequoror 141

Gallente Federation 11

Gallente Imicus 140

Gallente Iteron 141

Gallente Mining Laser 175

Gas Cloud Harvester I 176

Gas Cloud Harvester II 176

Gas cloud harvesters

- about 176
- Gas Cloud Harvester I 176
- Gas Cloud Harvester II 176
- Syndicate Gas Cloud Harvester 176

Gas Command Center 120

Gneiss 26, 27

H

harvester capacitor efficiency 161

Heavy Drones 71

Hedbergite 26, 27

Hek 28

Hemorphite 26, 27

High-End ore 25

Hoarder 166

Hulk

- about 62
- sample fit 63

I

Ice Command Center 120

Ice Harvester I 176

Ice Harvester II 176

Ice Harvesting skill 63

Ice miners

- about 176
- Ice Harvester I 176
- Ice Harvester II 176
- ORE Ice Harvester 176

incursion attack sites 129, 130

incursion profile 128

incursions

- about 127, 163
- fighting 128, 129
- goals 127
- system-wide effects 128

incursions, fighting

- about 128, 129
- rewards 134
- ships, using 133

incursion sites

- finding 131, 132

Industrial ships

- about 42, 43, 141, 142, 165
- Badger 165
- Badger Mark II 165
- Bestower 165
- Hoarder 166
- Iteron 166
- Iteron Mark II 166
- Iteron Mark III 166
- Iteron Mark IV 166
- Iteron Mark V 166
- Mammoth 166
- Sigil 165
- Wreathe 166

industry skills, manufacturing

- advanced mass production 101, 169
- industry 101, 168
- mass production 101, 169
- production efficiency 101, 169
- supply chain management 102, 169

interplanetary consolidation 173

inter-regional trading 150

Interstellar Kredit. *See* ISK

intra-regional trading 150

invention

- about 110
- datacores 112

- data interface 113, 183
- results, improving 113-115
- skills 111

- invention results**
 - improving 113-115

- ISK 6, 136**

- Iteron 166**

- Iteron Mark II 166**

- Iteron Mark III 166**

- Iteron Mark IV 166**

- Iteron Mark V 43, 166**

J

- Jaspet 26, 27**

- Jetcan mining**

- about 41
 - disadvantages 42

- Jita 28, 138**

- journal 130**

- Jovian Directorate 80**

- jump clones 84**

K

- Kernite 26, 27**

- kill missions**

- about 66, 67
 - agent levels 68
 - agents, working 67, 68
 - basics tactics 72
 - ship fittings 71
 - ships, used for maximizing earnings 71
 - targets, understanding 69, 70

L

- laser optimization 161**

- Lava Command Center 120**

- Light Drones 71**

- logistic ships 133**

- Low-End ore 25**

- Low-Sec systems 25**

- loyalty points 87**

M

- Mackinaw**

- about 61
 - sample fit 62

- Mammoth 166**

- manufacturer 90**

- manufacturing**

- about 89
 - skills 101, 102

- manufacturing career**

- common starter mistakes 90-94
 - purpose 89
 - starting, with tech I items 94-101

- manufacturing empire**

- expanding 115-116

- manufacturing process 163**

- manufacturing, skills**

- about 168
 - industry 168, 169
 - trade 169-171

- margin trading 136**

- market 145-147**

- marketing 137, 138**

- Market PVP 135**

- Massive Scordite roid 38**

- Material Efficiency (ME) 106**

- material efficiency research 106**

- Megacyte 90**

- minerals**

- buying 90-92

- Medium Cargohold Optimization I rigs 43, 141**

- Medium Drones 71**

- Medium Mercosit Mining Crystal Optimization I 64**

- Mercosit 26, 27**

- miner**

- about 23
 - advanced skills 56
 - basics skills 30

- mineral yield**

- refining 178-180

- Miner I 174**

Miner II 174

mining

- about 23, 30, 160
- basics 24
- rules 24
- training skills 30

mining connections skills 86

mining crystals 59, 60

mining drone operation 30

mining foreman links

- about 160
- harvester capacitor efficiency 161
- laser optimization 161
- mining laser field enhancement 161

mining frigates

- sample fit 37

mining hubs 28

mining laser field enhancement 161

mining lasers

- Deep Core Mercosit lasers 175
- Gas cloud harvesters 176
- Ice miners 176
- standard lasers 174
- Strip miners 175

Mining Laser Upgrade I (MLU I) 36

mining missions 72

mining ship

- about 31, 32, 47
- Arbitrator 47, 48
- Osprey 48, 49
- Scythe 51
- Vexor 50

mining skills

- [Ore Name] Processing 167
- Astrogeology 167
- Drone Durability 167
- Drone Interfacing 167
- Drone Navigation 167
- mining 167
- Mining Drone Operation 167
- Mining Upgrades 167
- perfecting 63
- Refinery Efficiency 167

mining techniques

- about 37
- Cargohold mining 38-40

Jetcan mining 41

mining, to next level

- about 52
- math involvement 52
- next ship, picking 53

mining upgrades 30

mining yield

- calculating 52, 53

Minmatar Probe 140

Minmatar Republic 12

Minmatar Scythe 141

mission running

- about 65, 163
- rewards 86
- skills 86

mission running, rewards

- bounties 87
- loot 88
- loyalty points 87
- salvage 88
- time bonus 87

mission running, skills

- about 86
- connections 86, 168
- criminal connections 86, 168
- diplomacy 86, 168
- distribution connections 86, 168
- mining connections 86, 168
- negotiation 86, 168
- security connections 86, 168
- social 86, 168

missions

- about 65
- agents, picking 78, 79
- types 66

mission, types

- courier 66
- kill 66, 67
- mining 72
- special 73
- trade 73

MMORPG 5

Modulated Deep Core Miner II 175

Modulated Deep Core Strip Miner II 64, 175

Modulated Strip Miner II 175

Modulated Strip Miner II mining lasers 59

multiple agents

picking 83

N

negotiation skills 86

neural remapping 20, 21

NPC damage types 180

NPC faction

Amarr Navy 180

Angel Cartel 180

Blood Raider 180

Caldari Navy 180

CONCORD 180

Equilibrium of Mankind 180

Federation Navy 180

Guristas 180

Mercenary 180

Mordu's Legion 180

Republic Fleet 180

Rogue Drones 180

Sansha's Nation 180

Serpentis 180

Thukker Tribe 180

NPC factions 180

NPC pirates 38

Null-Sec systems 25

O

Obelisk 166

Oceanic Command Center 120

Omber 26, 27

Orca 161

ORE Deep Core Mining Laser 175

ORE Ice Harvester 176

ORE Miner 175

ORE Strip Miner 175

ore types

about 26

Arkonor 26, 177

Bistot 26, 177

Crokite 26, 27, 177

Dark Ochre 26, 27, 177

Gneiss 26, 27, 177

Hedbergite 26, 27, 177

Hemorphite 26, 27, 177

Jaspert 26, 27, 177

Kernite 26, 27, 177

Mercosit 26, 177

Omber 26, 27, 177

Plagioclase 26, 27, 177

Pyroxeres 26, 27, 177

Scordite 26, 27, 177

Spodumain 26, 27, 177

Veldspar 26, 27, 177

ore variants

Arkonor 178

Bistot 178

Crokite 178

Dark Ochre 178

Gneiss 178

Hedbergite 178

Hemorphite 178

Jaspert 178

Kernite 178

Mercosit 178

Omber 177

Plagioclase 177

Pyroxeres 177

Scordite 177

Spodumain 178

Veldspar 177

Osprey

about 48, 49

sample fit 49

P

persona

creating 8

Pilot License Extension. *See* PLEX

Plagioclase 26, 27

Planetary Interaction (PI)

Command Centers 184

Planetary Interaction (PI), skills

advanced planetology 116, 173

command center upgrades 116, 173

interplanetary consolidation 116, 173

planetology 117, 173

remote sensing 117, 173

Planetary Interaction (PI)

about 116

Command Centers 120-126

- products 117-119
- skills 116, 117
- Planetary Links** 124
- planetology** 173
- Plasma Command Center** 120
- player corporation**
 - career benefits 160
 - joining, benefits 155
 - prerequisites 156
- Player Owned Structures (POS)** 109
- Player versus Environment (PvE)** 127
- PLEX** 7, 42
- 'Plow' Gas Cloud Harvester** 176
- portrait studio** 15
- Power of Two promotion** 156
- powers**
 - selecting 8
- procurement** 137, 138
- Procurer**
 - about 53
 - sample fit 54
- Production Efficiency (PE)** 106
- production efficiency research** 106
- Providence** 166
- PYFA**
 - about 37
 - URL 37
- Pyroxeres** 26, 27

R

- R&D agents** 81, 82
- recruitment tool**
 - about 157
 - opening 157
- refine yield**
 - calculating 57, 59
- region filter** 83
- remote sensing** 117, 173
- Rens** 28
- retail** 137
- Retriever**
 - about 53, 54
 - sample fit 55
- reward, for fighting incursions** 134
- Rogue Drones** 69

- Rorqual**
 - about 162
 - limitation 163

S

- Sansha Incursion** 129
- Scordite** 25-27
- Scythe**
 - about 51
 - sample fit 51
- security connections skills** 86
- Security Status filter** 83
- sell order**
 - checking 46
 - placing 46
- ship blueprints** 113
- ship fits** 52
- ship fittings** 71
- ship maintenance bay** 161
- ships**
 - about 165
 - equipments 33-36
 - used, for fighting incursions 133
 - used, for maximizing earnings in missions 71
- ships, of trader**
 - cruisers 140, 141
 - freighters 142, 143
 - frigates 140
 - industrial ships 141, 142
 - transport ships 144
- Sigil** 165
- Skiff**
 - about 60
 - sample fit 60
- skillbooks, EVE** 18
- skills** 166
- skills, for research on blueprints**
 - advanced laboratory operation 107, 172
 - laboratory operation 107, 172
 - metallurgy 107, 172
 - research 107, 172
 - science 107, 172
 - scientific networking 107, 172
- Small Shield Booster I** 35

- social interaction** 160
- social skills** 86
- Solar System filter** 83
- Spaceport** 124
- special missions** 73
- special mission, types**
 - Cosmos 75
 - Epic Arc 74
 - Storyline 73
- Spodumain** 26, 27
- standard lasers**
 - Cu Vapor Particle Bore Stream I 174
 - Dual Diode Mining Laser I 174
 - EP-S Gaussian Excavation Pulse 174
 - Gallente Mining Laser 175
 - Miner I 174
 - Miner II 174
 - ORE Miner 175
 - XeCl Drilling Beam I 174
- standings**
 - about 65, 84
 - agent standing 84
 - corporation standing 85
 - faction standing 85
- star map** 131
- Stasis Webifier** 144
- stock**
 - selling 44-46
- Storage Facilities** 123
- Storm Command Center** 120
- Storyline agents** 82
- storyline missions** 73
- Strip Miner I** 175
- Strip Miner I mining laser** 54
- Strip miners**
 - about 175
 - Modulated Deep Core Strip Miner II 175
 - Modulated Strip Miner II 175
 - ORE Strip Miner 175
 - Strip Miner I 175
- strip mining** 42
- Subsystem Assembly Array** 116
- Survey Scanner I** 35
- Syndicate Gas Cloud Harvester** 176
- system security status**
 - about 25

- Empire 25
- Low-Sec 25
- Null-Sec 25

T

- Tech II mining lasers** 34
- Tech II strip miners** 59
- Temperate Command Center** 120
- third-party software, EVE**
 - EVEMon 37
 - PYFA 37
- Tinoga Enterprises Services** 58
- Tinoga's Constant** 57
- titans** 5
- tools, trading**
 - about 136
 - contracts system 147, 148
 - market 145-147
 - ships 140
 - skills 136
- trade** 136
- trade hubs, EVE**
 - about 28
 - Amarr 28
 - Dodixie 28
 - Hek 28
 - Jita 28
 - Rens 28
- trade missions** 73
- trader**
 - ships 140
 - skills 136-139
- trader's, skills**
 - about 136
 - accounting 136
 - broker relations 137
 - daytrading 137
 - margin trading 136
 - marketing 137
 - procurement 137
 - retail 137
 - trade 136
 - tycoon 138
 - visibility 137
 - wholesale 138

trade skills, manufacturing

- accounting 102, 169
- broker relations 102, 170
- daytrading 103, 171
- margin trading 102, 170
- marketing 102, 170
- procurement 102, 170
- retail 103, 171
- trade 102, 169
- tycoon 103, 171
- visibility 103, 171
- wholesale 103, 171

trading

- about 135
- secrets 152
- tools 136
- types 150

trading, secrets

- about 152
- multi-regional 152
- think outside the box 153
- time equals ISK 152

trading, types

- inter-regional trading 150
- intra-regional trading 150

training skills, mining 30**transport ships**

- about 144
- Blockade Runners 144, 145
- Deep Space Transports 145

tutorial missions, EVE 17**tycoon 138****U**

ultimate miner 59

V

Veldspar 25-27, 54

Vexor

- about 50
- sample fit 50

visibility skill 137

W

warp disruptors 145

web resources, EVE 184

wholesale 138

Worm Hole 116

Wreathe 166

X

XeCl Drilling Beam I 174

Z

Zydrine 90



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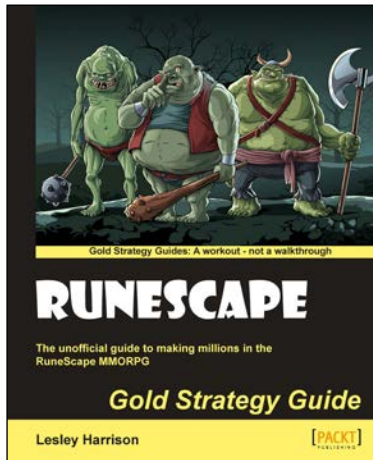
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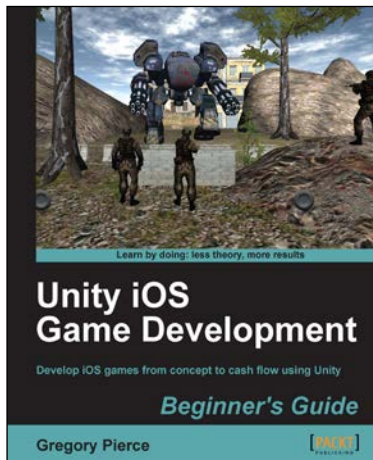
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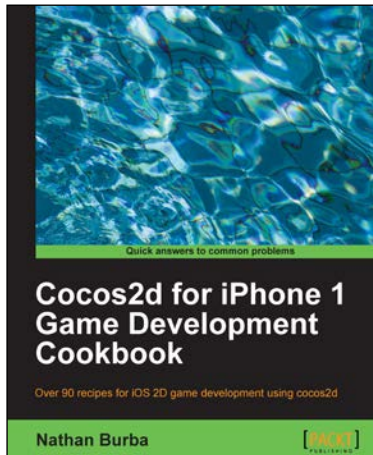
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